

Prowling Magus & the Congregation

Lore

This boss fight is a combination of two bosses. One is a Dark sorcerer, the Prowling Magus. The other is the Undead Laborer horde of enemies that surround him, and crawling Undead Supplicants. Among them there are two Hollow Priests.

Location

Brightstone Cove Tseldora:

At the end of the path past the first bonfire, inside a building.

Bonfire Intensity	Health	Souls
1 (NG)	Magus: 1,100 Priest x2: 900 Laborer x5: 280 Supplicant x3: 300	7,000
2 (NG+)	Magus: 1,760 Priest x2: 1,440 Laborer x5: 448 Supplicant x3: 480	14,000
8 (NG+7)	Magus: 3,344 Priest x2: 2,200 Laborer x5: 852 Supplicant x3: 912	28,000

Bonfire Ascetic respawn: Royal Army Campsite bonfire.

Resistance:

Prowling Magus:

- 50% Magic Defense
- 10% Lightning Defense
- 30% Fire Defense
- 50% Dark Defense

Hollow Priest:

- 50% Magic Defense
- 50% Lightning Defense
- 30% Fire Defense
- 30% Dark Defense

Undead Laborer:

- 10% Magic Defense
- 30% Lightning Defense
- 30% Fire Defense
- 30% Dark Defense

Undead Supplicant:

- 10% Magic Defense
- 30% Lightning Defense
- 30% Fire Defense
- 30% Dark Defense

Weakness:**Prowling Magus:**

- 100% Strike
- 100% Thrust
- 100% Slash

Hollow Priest:

- 100% Strike
- 135% Thrust
- 135% Slash

Undead Laborer:

- 100% Strike
- 135% Thrust
- 135% Slash

Undead Supplicant:

- 100% Strike
- 100% Thrust
- 100% Slash

Summons

- Benhart of Jugo
 - Found in a tent at the Royal Army Campsite.

Drops

- Titanite Slab

Moveset

Prowling Magus

Dark Wrath of the Gods:

A Dark-powered Force that sends the character flying, only used at close range.

Dark Orb:

Sends a ball of Dark at the player that does moderate damage.

Dark Arrow:

Fires a fast-moving projectile vaguely resembling the Soul Arrow sorcery; has a slightly longer range than the Dark Orb spell.

Hollow Priest

Sunlight Spear:

A high damage Lightning Spear.

Great Med Heal:

Greatly replenishes health of nearby allies.

Undead Supplicant

Melee Attacks:

Low damage.

Strategies

As soon as you enter the boss room, you begin in a church-like area. In front of you is a bunch of crawling hollows which are easy to dispose of. Then there are the three enemies you seriously need to worry about: the two Hollow Priests, and the Magus.

The best way to go about this is to get rid of the Priests first as they can cast an area of effect heal miracle. Watch out for their Sunlight Spears that can deal heavy damage.

Use the pews in the room to your advantage. If you place yourself behind them, spells cast by the Hollow Priests will hit them instead of you. This is a good opportunity to heal or cast your own spells.

Melee:

This is a strength in numbers boss battle. The best method here is to just go nuts. Attack as many of them as you can. Their poise is low so any strong weapon can break their poise.

Magic:

Flame Swathe or Scraps of Life work wonders, as does any area of effect spell. Be patient and unload your spells after the sorcerers cast their spells. Because all enemies in the room are hollow, Soul Appease also works very well.

Well-placed Dark Fogs or Toxic Mists will poison and eventually kill all the enemies.

Sorcerers can use Soul Greatsword as it will consecutively hit most enemies and do a decent amount of damage.

Notes

- A good boss to co-op for Sunlight Medals, as the boss is quite easy.
- Magus and the priests can be backstabbed.

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