

# Ceaseless Discharge



Ceaseless

Discharge ( ) is a mandatory Boss encountered in Demon Ruins.

## Description

The only son of the Witch of Izalith, Ceaseless Discharge was born with sores inflamed by lava. His sisters made him the Orange Charred Ring to ease his pain, but he lost it not long after. Now a gigantic lava demon with fiery tentacles distorted by the flame of Chaos, he is currently guardian to one of his sister's corpses. He will attack you if you steal his sister's Gold Hemmed Black Set. He is the source of most of the lava below; only his death causes the lava to harden.

## Location

### Demon Ruins

Just after the first bonfire of Demon Ruins. Cross the bridge to get to his boss fog.

Playthrough	HP	Souls
New Game	4,200	20,000
NG+	6,720	40,000
NG+6	8,400	50,000

## Drops

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- Humanity
- Homeward Bone

# Resistances

## Physical resistances

Regular	Strike	Slash	Thrust
315	315	315	315

## Elemental resistances

Magic	Fire	Lightning
220	$\infty$	252

## Auxiliary resistances

Poison	Toxic	Bleed
$\infty$	$\infty$	$\infty$

# Attack Patterns

His attack patterns change depending on his distance to the player. You can easily see it by his color. If he "cools" down to a darker red, he is in close range and won't do his fire breath anymore, but instead his tentacle hits.

- Slams down on the ground with his tentacles, leaving them there before pulling them back
- Frontal cone of fire — only done when far away — which deals a lot of damage and also does a knock-back
- Stabs ground multiple times with tentacles directly in front of it
- Swipes tentacle across the arena
- Double swipe then smashes arena with tentacles

# Strategy

## Dodging and Blocking

Straying too far causes him to use his fire attack which is practically impossible to dodge or block, so staying close to him is recommended. His tentacle slam attacks are quite difficult to avoid and cannot be blocked but leave him vulnerable long enough to get back up and land some damage. Wait to drink Estus until he retracts the limb to maximize damage. Be wary of his double-slam attack as you will need to dodge the second attack, which lands next to the first giving you only just enough time to recover and roll out of the way.

Rolling at just the right time can avoid his attacks but need to be timed perfectly as all his attacks have excellent tracking. Keep an eye out for his double-slam attack as you will need to roll a second time.

Good physical defense and the Ring of Steel Protection is recommended. Flash Sweat and Iron Flesh will further assist in defending against his attacks.

## Ranged

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One of his upper tentacle-limbs can be shot from the back corner of the crevice. If you sit in the spot that is safe from his melee attack, he will walk back and face his original resting placet. From there, only two of his limbs will be visible. Zooming in with a longbow, you can time your shot on the upper appendage, just as the lower one cycles towards its lowest point, and does not cause him to aggro. At around 27 points of damage per shot, it should take under 200 arrows.

A Sorcerer can very quickly take him down with a few Soul Spears (attuned twice) either by hitting his limb or walking right to the edge and hitting his body. This can be a tricky strategy due to that his smash attacks will likely kill you in one hit, get a hit or two in to aggro him, dodge his attack, and with 40 int you should be able to take him down before he can attack again. It is preferable to hit his body rather than his limb so that you are guaranteed the hit but do what is easiest for you.

Dark Bead is a good alternative as it does great damage and is very easy to hit all the beads, either on his tentacle or when he leans forward.

## Environment

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The stairs can be used to dodge his attacks, wait at the bottom until he starts walking past. Run to the top of the stairs, bait out an attack, and run back down the stairs. He should miss, allowing you to run back up and attack. You can watch a video [here](#).

## Other

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Flash Sweat is an effective pyromancies at reducing the damage taken.

You can force him to fall to his death using a neat little trick that can be difficult to pull off but does not require any special equipment. You can watch a video [here](#).

1. a) Make him hostile by stealing the Gold Hemmed Black Set, and he'll take out his big limb, creating a gaping fiery hole in his chest. If you make him hostile by attacking him, he won't take out the limb.  
  
b) If you failed the first time and you already got the Gold Hemmed Black Set, you *must* return to the altar where you loot the corpse to make him take out his limb again. Be aware that he will attack you on your way to the altar from the fog door.
2. Run back to the fog door.
3. If done correctly, he will leap to your position and throw his big limb on the cliff. This attack hurts, so make sure you avoid it.
4. Attack either arm until you see his entire life bar spontaneously turn yellow. He will release the ledge and fall to his death.

## Notes

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It is possible to roll through the lava and skip the boss. This is known as Ceaseless skip. It helps to have high vitality, the Dark Wood Grain Ring, Flash Sweat, and high Fire defense armor. If you are not using the DWGR, de-equip your weapons to lower your roll recovery time. The second bonfire in the Demon Ruins won't appear, but you can kill Demon Firesage to make it appear. If you return with the orange charred ring, you can walk right up to his legs and attack them, but he will not take any damage or respond in any way.

## Information

## Strategies

## Drops

## Lore

## Notes

## Trivia

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