

# Pursuer's Ultra Greatsword

## In Game Description

*Ultra greatsword of the Pursuer.*

*Known as the mightiest of the straight swords, it demands great strength and dexterity of its wielder.*

*The Pursuer hunts down those branded by the curse, as if each Undead soul that he claims will atone one of his sins.*

## Availability

Trade Soul of the Pursuer and 1500 souls with Straid of Olaphis

## General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	156/0/0 /0/0  (Slash)	0/0	140	50	30/18/0 /0  B/C/-/- /-	70/10/5 0/50/35	25/25/2 5/25	45	60	18

## Move Set

+ show Move Set - hide Move Set

<b>1 Handed Right</b>	<b>mirror for 1 Handed Left</b>
<b>Light — Light</b>	Vertical slash into horizontal slash
<b>Strong — Strong</b>	Heavy horizontal roundhouse that knocks enemies down into fast vertical slamdown
<b>Roll — Light</b>	Medium speed, good tracking horizontal 360 spin
<b>Backstep or Run — Light</b>	circular sweep
<b>Forward + Light</b>	Guard break.
<b>Forward + Strong</b>	Jumping Slam Attack
<b>2 Handed Right</b>	<b>mirror for 2 Handed Left</b>
<b>Light — Light</b>	Vertical downwards slash into vertical upwards slash from the floor
<b>Strong — Strong</b>	Heavy horizontal knock-down left to right sweep into fast diagonal right to left knock-down slam
<b>Roll — Light</b>	Heavy thrust
<b>Backstep or Run — Light</b>	Diagonal home-run (Launcher)
<b>Forward + Light</b>	Guard break.
<b>Forward + Strong</b>	Jumping Slam Attack.
<b>Left Light</b>	Guard
<b>Left Strong</b>	Parry
<b>Power Stance</b>	
<b>Left Light — Left Light</b>	Diagonal left to right slash with both weapons mirrored into the second attack
<b>Left Strong</b>	Overhead slam down with both weapons

## Notes

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## Upgrades

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FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane

## Basic

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Boss upgrade path.

Requires:

- Petrified Dragon Bone

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Pursuer's Ultra Greatsword +0	156/0/0/0/0	0/0	B/C/-/-/-	-	-
Pursuer's Ultra Greatsword +1	202/0/0/0/0	0/0	B/C/-/-/-	1x Petrified Dragon Bone	1,630
Pursuer's Ultra Greatsword +2	249/0/0/0/0	0/0	A/C/-/-/-	2x Petrified Dragon Bone	2,040
Pursuer's Ultra Greatsword +3	296/0/0/0/0	0/0	A/C/-/-/-	3x Petrified Dragon Bone	2,440
Pursuer's Ultra Greatsword +4	343/0/0/0/0	0/0	A/C/-/-/-	4x Petrified Dragon Bone	3,250
Pursuer's Ultra Greatsword +5	390/0/0/0/0	0/0	A/C/-/-/-	5x Petrified Dragon Bone	3,660

## Infusions

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### Magic

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Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Pursuer's Ultra Greatsword +0	109/109/0/0/0	0/0	B/D/C/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9/2.9
Magic Pursuer's Ultra Greatsword +1	141/141/0/0/0	0/0	B/D/C/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9/2.9
Magic Pursuer's Ultra Greatsword +2	174/174/0/0/0	0/0	B/D/C/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9/2.9
Magic Pursuer's Ultra Greatsword +3	207/207/0/0/0	0/0	B/D/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9/2.9

Magic Pursuer's Ultra Greatsword +4	240/240/0/0/0	0/0	B/D/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Pursuer's Ultra Greatsword +5	273/273/0/0/0	0/0	B/D/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9

## Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Pursuer's Ultra Greatsword +0	109/0/109/0/0	0/0	B/D/-/C/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Pursuer's Ultra Greatsword +1	141/0/141/0/0	0/0	B/D/-/C/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Pursuer's Ultra Greatsword +2	174/0/174/0/0	0/0	B/D/-/C/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Pursuer's Ultra Greatsword +3	207/0/207/0/0	0/0	B/D/-/B/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Pursuer's Ultra Greatsword +4	240/0/240/0/0	0/0	B/D/-/B/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Pursuer's Ultra Greatsword +5	273/0/273/0/0	0/0	B/D/-/B/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9

## Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone

- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Pursuer's Ultra Greatsword +0	109/0/0/109/0	0/0	B/D/-/-/C/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Pursuer's Ultra Greatsword +1	141/0/0/141/0	0/0	B/D/-/-/C/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Pursuer's Ultra Greatsword +2	174/0/0/174/0	0/0	B/D/-/-/C/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Pursuer's Ultra Greatsword +3	207/0/0/207/0	0/0	B/D/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Pursuer's Ultra Greatsword +4	240/0/0/240/0	0/0	B/D/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Pursuer's Ultra Greatsword +5	273/0/0/273/0	0/0	B/D/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9

## Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Pursuer's Ultra Greatsword +0	109/0/0/0/109	0/0	B/D/-/-/-/C	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Pursuer's Ultra Greatsword +1	141/0/0/0/141	0/0	B/D/-/-/-/C	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Pursuer's Ultra Greatsword +2	174/0/0/0/174	0/0	B/D/-/-/-/C	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9

Dark Pursuer's Ultra Greatsword +3	207/0/0/0/207	0/0	B/D/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Pursuer's Ultra Greatsword +4	240/0/0/0/240	0/0	B/D/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Pursuer's Ultra Greatsword +5	273/0/0/0/273	0/0	B/D/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9

## Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base poison damage, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Pursuer's Ultra Greatsword +0	109/0/0/0/0	112/0	B/D/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Pursuer's Ultra Greatsword +1	141/0/0/0/0	117/0	B/D/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Pursuer's Ultra Greatsword +2	174/0/0/0/0	123/0	B/D/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Pursuer's Ultra Greatsword +3	207/0/0/0/0	128/0	B/D/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Pursuer's Ultra Greatsword +4	240/0/0/0/0	134/0	B/D/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Pursuer's Ultra Greatsword +5	273/0/0/0/0	140/0	B/D/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9

## Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Pursuer's Ultra Greatsword +0	109/0/0/0/0	0/112	B/D/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Pursuer's Ultra Greatsword +1	141/0/0/0/0	0/117	B/D/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Pursuer's Ultra Greatsword +2	174/0/0/0/0	0/123	B/D/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Pursuer's Ultra Greatsword +3	207/0/0/0/0	0/128	B/D/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Pursuer's Ultra Greatsword +4	240/0/0/0/0	0/134	B/D/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Pursuer's Ultra Greatsword +5	273/0/0/0/0	0/140	B/D/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9

## Raw

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Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Pursuer's Ultra Greatsword +0	179/0/0/0/0	0/0	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Pursuer's Ultra Greatsword +1	233/0/0/0/0	0/0	E/E/-/-/-	70/10/50/50/35	25/25/25/25

Raw Pursuer's Ultra Greatsword +2	287/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Pursuer's Ultra Greatsword +3	340/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Pursuer's Ultra Greatsword +4	394/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Pursuer's Ultra Greatsword +5	448/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25

## Enchanted

Reduces: Stat bonuses.

Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Pursuer's Ultra Greatsword +0	156/0/0/0/0	0/0	D/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted Pursuer's Ultra Greatsword +1	202/0/0/0/0	0/0	D/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted Pursuer's Ultra Greatsword +2	249/0/0/0/0	0/0	D/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted Pursuer's Ultra Greatsword +3	296/0/0/0/0	0/0	D/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted Pursuer's Ultra Greatsword +4	343/0/0/0/0	0/0	D/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted Pursuer's Ultra Greatsword +5	390/0/0/0/0	0/0	D/E/D/-/-	70/10/50/50/35	25/25/25/25

## Mundane

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Reduces: Base damage, stat bonuses.

Adds/Increases: Damage scaling from lowest stat.

Requires:

- Old Mundane Stone
- 2,000 souls

<b>Name</b>	<b>Damage</b>	<b>Aux Effects</b>	<b>Stat Bonuses</b>	<b>Damage Reduction</b>	<b>Aux Effects Reduction</b>
Mundane Pursuer's Ultra Greatsword +0	78/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Pursuer's Ultra Greatsword +1	101/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Pursuer's Ultra Greatsword +2	124/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Pursuer's Ultra Greatsword +3	148/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Pursuer's Ultra Greatsword +4	171/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Pursuer's Ultra Greatsword +5	195/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25

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## Key

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<p><b>Damage:</b></p>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<p><b>Aux Effect:</b></p>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<p><b>Counter Strength:</b></p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p><b>Poise Damage:</b></p>	<p>The ability of the weapon to break the poise of an enemy.</p>
<p><b>Stats Needed:</b></p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D is the Faith required</li> </ul> <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon. Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (14 x 2 = 28)</p>

<p><b>Stat Bonuses:</b></p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</li> </ul>
<p><b>Damage Reduction:</b></p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>
<p><b>Aux Effect Reduction:</b></p>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrification Effect</li> <li>• D is Curse Effect</li> </ul>
<p><b>Stability:</b></p>	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
<p><b>Durability:</b></p>	<p>The durability of the weapon.</p>
<p><b>Weight:</b></p>	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>

**Enchantable? Items/Spells:**

Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.

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