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Ds3 pontiff sulyvahn guide

The great Pontiff Sulyvahn is the seventh of the required Bosses in Dark Souls 3. The Pontiff Sulyvahn is located in Irithyll of the Boreale Valley. Because he's a mandatory boss, you can't skip him. The boss uses Fire and Dark based magic, of course making it resistant to these types. Miracles will also do moderate damage. His mind is resistant to physical damage, so using magic, or a magically enchanted weapon will help deal with it. How to defeat Pontiff Sulyvahn VideoThe Pontiff is a very aggressive boss, and gives you little breathing room. As a result of his attacks being infused with two elements, it will be difficult to block all his damage types (fire and magic). Pontiff uses three primary forms of damage, Physical, Fire and Magic. Although difficult, try to find acceleration that gives you extra resistance to these three types of damage. Dodging is your best defensive option for this fight, but it may be some exercise to get the timing down. Have a shield ready for emergency blocking though, just in case. It can't stop all the damage, but it's better than feeling the hit in your face. At 50%, he will crawl on the ground briefly, then sprout wings. During this time, get some hits in! You're going to get a little damage, but it's worth it because you get to hit him. Although he gets a few new attacks, the big one is the ghostly ally. Every time you see him stand still and lift his magic sword, he summons the spirit. While he's doing this, go upstairs and hit him. You'll probably get a few good swings on the mind as well. We propose to kill the mind if possible, because dealing with two of them will complicate things. The spirit will mirror the Pope, either carry out the same attacks as him, or lead and let the Pope mirror him. However, this means that a large AoE attacks that you have will probably hit both. A bonus, when the phantom is active, you will notice that the boss is a little less aggressive, so it opens up a few new attack opportunities. Watch him, and learn what times will work to rush in and beat him with your build. This fight is going to be a tough one like a magician. The Pontiff has several attacks that close holes, so you should always dodge and go backwards. Make sure you're never accidentally pressed into a wall or corner, as it could spell your downfall. Although primarily a melee centric boss, Pontiff will occasionally hurl spells at you if you stand too far away. Keep this in mind while kiting the boss around. All forms of magic seem to work well during combat, the trick is just finding an opening. Once you learn his attacks, and how much space they need, you will be able to position yourself in such a way that his gap closing attacks will work so that you can follow up with a spell or two. For phase two, you might want to call to keep the ghost alive. This depends on your spelling selection, and how comfortable you feel dodging. Like phase one, you just have to How far are attacks to reach and ensure that you are always out of range via backstepping/dodging. But we're saying you might want to keep the ghost alive for a reason. While it's alive, the two of them rely on large, single burst injury attacks. These attacks, although hitting hard, can be easier to dodge, and leave the boss longer open for you to hit them with spells. For a magician, this is a big thing, it just means you run the risk of getting caught, so try this at your own discretion! For defeating Pontiff Sulyvahn, you receive: Irithyll of the Boreale Valley is a dangerous place, and the church overlooking the city seems like it would be a good place to rest - except it is run by the deadly Pontiff Sulyvahn. Pontiff Sulyvahn is a difficult boss, especially due to his fire- and magically drenched swords. He will usually attack using the flame sword, using sweeps and swords and vertical slams. He can also lead forward with the magic sword. That will pierce you and explode with magical damage if you don't move. Here's the good news: all these attacks are best dodged by stabbing right at the Pope and dodging around him. It may seem counterintuitive to press against a swordsman, but it's the safest place to be. When he reaches about 80% health, Pontiff Sulyvahn will curl up briefly - stay back in this day and age, buffing himself as he releases a cloud of dark energy. Once polished, he gets new attacks. With the sword of fire, he jumps into the air and falls towards you or slams into the ground, releasing a flame. For the lunge, you must roll under his arch; For the slam, you have to keep your distance. With the magic sword, he can fire Soul Arrows or send you a wave of purple magic. You roll aside to avoid the arrows, and under the wave. But it is his last trick that really makes the Pope a pain in the ass: during this second phase, he can conjure up a phantom version of himself. This phantom has much less HP, but it can all do the same attacks. And because it hangs behind the Pope for most of the fight, each attack coming your way will come twice. You have to be extra, extra smart about your dodges when the phantom is active. If the two separated from them, try to take it down. Pontiff Sulyvahn can summon a new phantom to take his place, but at least you get a short break. This fight is tough, and there's no other way to say it. Stay close to Pontiff Sulyvahn during phase one and be smart with your attacks. Keep a little more distance during phase two and even smarter with your dodges. With a little patience and perseverance, you will emerge victorious. Iudex Gundyr Vordt of the Boreale Valley Curse-Rotted Greatwood (Optional) Crystal Sage Abyss Deacons of the Deep High Lord Wolnir Old Demon King (Optional) Pontiff Sulyvahn Yhorm the Giant Aldrich, Devourer of Gods Dancer of the Boreale Valley Oceiros, the Consumed King (Optional) Champion Gundyr (Optional) Dragonslayer Armour Lothric, Younger Prince Old Old Old (Optional) Nameless King (Optional) Soul of Cinder Next Bosses Aldrich, Devourer of God's Prev Bosses Old Demon King When you enter the arena, the boss will move quickly towards you - perform a dodge. During this duel you regularly dodge. This fight is a great test of the ability to avoid attacks at the right time. Some of Pontiff's attacks can of course be blocked, but the boss is able to execute a series of quick hits thanks to which his main attack immediately breaks defense. This makes little dodges much more effective. You must wear the lightest armor and the Chloranthy Ring which accelerates endurance regeneration. Two swords and two types of damage - fire and dark. During the first phase of battle, the boss will attack with his two swords and spin around creating a combo of 5-6 hits. You must stay close to him and dodge on the sides or to execute the enemy, so that you come behind his back. Besides that, you should also try to run behind and walk around the boss. During this phase you should also beware of the rare but very strong pushes. When enemy uses this attack, use it to counterattack, while the enemy is temporarily immobilized after attacks. By running around on the enemy you have the chance to have one dead, two hits. After that, you have to jump out right away. Once the boss' health bar drops to half he will kneel for a moment (going away to avoid damage or risk your health to hit him several times). After that, black wings will grow out of his back. From now on he will have new attacks - shooting a projectile from one of his swords and attacking from above and crushing into the ground with the second. The boss will also quickly call out his phantom who will stay close to the real Pontiff. Keep the attention to the attacks of the opponent - the demon attacks first and the actual boss follows just after. You have to be ready to avoid two hits, one after the other. This gives you a chance to predict how the boss will attack and prepare an adequate counter. Both opponents perform the same attack sequences, but one of them has a small delay. You have to deal with Pontiff's phantom as facing two enemies at once would be much more difficult. Fortunately, when attacking one of them you damage the other as well, because they are close together. Once the spirit is gone, pontiff will resume regular attacks. If the battle takes too long, he will call his ally again - you use that time to run towards him and attack him. If you are able to use area attacks (such as spells), in the first order you should focus on the mind that has low resistance to magical attacks. You have a good chance of attacking pontiff summons his spirit. Note: When you having problems with avoiding Pontiff attacks you would prefer not to kill his phantom in the second phase of the battle. With the phantom around, the boss is less aggressive. He focuses on powerful attacks that do more damage, but are easier to avoid than than regular series of hits and pushes. If you're still having trouble in battle, consider calling on NPCs to help - you'll find at least 2 signs before you enter the arena. In addition to that, summoning the Londor Pale Shade will be possible if you followed Yuria Quest (Anri was killed by the killer). You will receive the duel bow gesture immediately after calling. Reward: Soul of Pontiff Sulyvahn, 21 000 souls.Location: Irithyll of the Boreale Valley Next Bosses Aldrich, Devourer of Gods Prev Bosses Old Demon King Page 2 Download Game Guide PDF, ePUB & Books Free IOS App It's time to die! This dark souls 3 guide gives you everything you need to complete the demanding and comprehensive game. It includes a full walkthrough of the game, explaining all the important mechanics, describing each boss's battle and locations of all the secrets. This dark souls 3 guide gives you everything you need to complete this demanding and comprehensive game. The first part of this guide explains all the important mechanics of the game. There, you'll learn how to navigate the game world, how to fight, what you need for item upgrades, and how to develop your character. The second part of this guide includes a detailed walkthrough that will lead you through all the dangerous lands of Dark Souls 3. Also, all collectibles to be found during your trip, will be described here. In this guide you will also find a chapter dedicated to NPCs. From that chapter you will learn what needs to be done to successfully complete the storyline of each of the heroes. The latter, but not the least, a chapter dedicated to boss battles. In that chapter, you'll find detailed descriptions of strategies that will cause even the heaviest enemies to fall to your feet. Dark Souls 3 is the third installment of fantasy dark action RPG developed by From Software. This game retains the feel of previous episodes, but it offers new locations, new enemies and bosses, as well as it introduces new armaments and items. It also introduces a number of improvements to the combat system. This guide to Dark Souls 3 includes: Description of the combat system, crafting and magic; A detailed walkthrough for the game; Locations of all collectibles; Combat strategies against bosses; Information about NPCs; Tips on multiplayer gaming. Norbert Norek Jedrychowski Following basic information About the Guide Author : Norbert Norek Jedrychowski for gamepressure.com Guide contains : 103 pages, 766 images. Walkthrough and Secrets Last update : May 6, 2016, visit Walkthrough and Secrets Dark Souls III in 10 Easy Steps Last update : May 11, 2016, visit Dark Souls III in 10 Simple Steps Use the comments below to submit your updates and corrections in this guide. Dark Souls III RPG DOWNLOAD GUIDE Get e-book version of this Guide. JOIN FOR UPDATES Join the gaming community Facebook Youtube Guides You are not allowed to copy images, text, or info from this page. This site is not linked to and/or endorsed by the Namco Entertainment or Van Software. 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