Yet Another Weapon Guide - Long Sword

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# 

# Intro

If you want to play a weapon that can pack a punch but also has good mobility, then Long Sword is for you. Long Sword has the power to empower itself through its Spirit Combos and gracefully move around the enemy with Fade Slashes! Also, let’s be honest, you want to be a weeb if you want to play Long Sword. DON’T LIE. WE ALL KNOW. It’s basically a requirement to play Long Sword.

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## 

## Purpose

This guide is meant for new players of Monster Hunter Generations Ultimate (MHGU) or for players who haven’t played Blademaster in the old-school games, and wish to play as Long Sword. Note that this guide will not assume any prior knowledge, regardless of games played before in the Monster Hunter series.

## 

## Guide Contents

This guide will contain a comprehensive guide on Long Sword controls, commentary on LS styles and combinations, recommendations on progression LSs, and a final note on matchups against all monsters in the game.

## Video Guide: <https://youtu.be/QQeFJ3oeyYw>

# At A Glance

## How Do I Play ~~Weaboo Blade~~ Long Sword?

* Charge your ~~Weaboo Gauge~~ Spirit Gauge by attacking the monster. Charge up the Spirit Gauge fully to prevent it from draining over time quickly, and to gain a damage boost.
* Scream out anime references every time you attack, and yell out famous anime quotes every time you use an HA. This grants you +0 attack, but grants you +50 cringe.
* Consume Spirit Gauge by attacking with R, performing Spirit Slashes. These Spirit Slashes cannot bounce, and they deal a lot of damage.
* Make sure you set cringy af anime quotes as your HA shoutouts. This will definitely not be annoying to your fellow hunters.
* Fully performing a Spirit Combo in Guild Style will finish it off with a Spirit Roundslash. Connecting this attack will level up your Weaboo Gauge, letting you get more raw modifiers.
* OwO what’s this
* You may perform Fade Slashes with X+A either to the side after an attack, or back anytime. Use this to back off of monsters effectively, or to move around to the side of the monster.

## 

## Hot Tips

1. **Charging your Spirit Gauge should be your first objective in any hunt.** Without it, your Spirit Gauge will drain quickly, preventing you from Spirit Slashing as much.
2. Watching anime on Crunchyroll is statistically proven to boost your Long Sword damage. Scientists are still wondering why this is.
3. **Even if you don’t or can’t level up your Spirit Gauge from Spirit Slashes, they still deal quite a bit of damage.** If you have spare Spirit Gauge, definitely consider using one or two hits from the Spirit Combo.
4. Definitely try to trip your teammates while using Long Sword, since you’re good at that sort of thing. In particular, Lance loves being tripped since they don’t have to guard attacks while they’re flinching from your attacks.
5. **If you’re in Red Spirit, you can refresh the duration of Red Spirit fully by landing a Spirit Roundslash.** Definitely try to maintain Red Spirit when you have an opening.
6. I WASN’T TRYING TO TRIP YOU ON PURPOSE I SWEAR YOU JUST WALKED INTO MY LONG SWORD’S RANGE
7. **Using Fade Slash to maneuver around attacks is quite effective.** You can also use them as a combo finisher. What I’m trying to say is, use Fade Slashes. They’re more useful than you may think.
8. WAIT PLEASE NO DON’T CHARGE ME ALL I’M DOING IS MY JOB AAAAAA
9. **If you’re playing in Multiplayer, stay the fuck away from literally everyone else.** Long Sword can’t really stop itself from tripping everyone else, and it’s notorious for tripping other people into making them cart. If the monster’s down, you should go find an isolated place to cut away at the monster.

## 

## Meta Stuff

* **Long Sword favors raw above most other things, since the Spirit Gauge mechanic buffs raw in particular.** Boosting your raw damage makes the raw multipliers more effective. Though you can still use Long Swords with a touch of elemental damage too.
* **Long Swords can use weapons with both a little bit of high Sharpness grade and with a good length of Sharpness.** The meta weapons for Long Sword do feature both, so you can’t go wrong with either.
* **Brave LS is the LS style of choice for many weebs out there.** Charging up the Brave Gauge will let you counterattack incoming attacks with a Guard Point when you use Spirit Slash I, and either directly lead into the other Spirit Attacks or into another counter when you cancel the attack with X.
* **Bushido LS, along with Striker LS backs up Brave LS.** Bushido LS lets you maintain a high level of Spirit Gauge without needing a large opening. Dodge, then expend Spirit Gauge after attacking to instantly level your Spirit Gauge.
* Striker LS removes the Side Fade Slashes for an extra HA slot, which is great since LS’s arts are great.
* Guild LS lacks the fanciness of the other styles as well as 3 HA slots, but is relatively solid with the basic, versatile moveset. It also lets you perform Spirit Slashes after Fade Slashes.
* Alchemy LS forces you to perform standard attacks with the X button and Side Fade Slashes with the A button, but also lets you use the Alchemy Barrel.
* Aerial LS is relatively solid as soon as you get past the requirement of needing to perform a full spirit combo to get to White Spirit. As soon as you do so you’ll perform a much faster version of the combo.
* The LS Hunter Arts are all fantastic, more or less. Sakura Slash lets you instantly gain a Spirit Level, making Spirit easy to upkeep.
* Unhinged Spirit lets you spam Spirit Slashes all day, and Critical Juncture lets you instantly counter anything you want.
* Devouring Demon is a straight damage buff, and if it weren’t for the short duration and health drain over time, would be more useful.
* Because of the usefulness of the Hunter Arts, Deviant Boost is quite effective.

## 

## Cool Stuff

* Long Sword can slightly adjust the direction of their attacks by holding in that direction after some attacks. Try adjusting yourself after Fade Slashes!
* Hitting with the center of the blade or getting right next to the monster for your attacks confers a slight Sharpness bonus.
* On some styles you can weave in X or A attacks into your Spirit combo, letting you gain a little bit of Spirit Gauge to potentially try to finish the combo.
* Normally performing a Spirit Roundslash would force you to sheathe afterwards, but you can cancel this animation into Hunter Arts. Try Sakura Slash for a quick double boost of Spirit Gauge!
* If you decide to side roll out of an attack you’ll have extra-long recovery frames if you don’t attack afterwards. Who knows why, but this can ruin your Bushido play if you mistime a roll.
* While attacking, you have Super Armor, protecting you from Wind Pressure and minor hits.

# Controls & Style Rundown

## Guild Style

Two Hunter Art slots (1 SP Art). Use Fade Slashes to lead into Spirit Combos, extend your Spirit Combos, and more!

* X - **Overhead Slash**
  + *26% damage*
* A - **Thrust**
  + *14% damage*
* After Overhead Slash, X - **Overhead Slash II**
  + *26% damage*
* After Thrust, X - **Rising Slash**
  + *18% damage*
* X + A - **Fade Slash**
  + *24% damage*
* Side + X + A from idle - **Left Fade Slash**
  + *24% damage*
* After any attack, Right + X + A - **Right Fade Slash**
  + *24% damage*
* R with Spirit, or while sheathed, R + A + X - **Spirit Slash I**
  + *28% damage*
  + Without Spirit - **Round Slash**
  + *16% damage*
* After Spirit Slash I, X - **Mid-Spirit Thrust**
  + *14% damage*
* After Spirit Slash I or after Mid-Spirit Thrust, R with Spirit - **Spirit Slash II**
  + *30% damage*
* After Spirit Slash II, X - **Mid-Spirit Rising Slash**
  + *18% damage*
* After Spirit Slash II or after Mid-Spirit Rising Slash, R with Spirit - **Spirit Slash III**
  + *12% + 14% + 34% damage*
* After Spirit Slash III, R with Spirit - **Spirit Roundslash**
  + *42% damage*
  + *Forces you to sheath afterwards.*
  + *On hit with any monster, raise your Spirit Gauge level by one. Max. 3.*
* After Fade Slash, R with Spirit - **Rushing Spirit Slash**
  + *30% damage*
  + *Replaces Spirit Slash II.*
  + Without Spirit - **Rushing Slash**
  + *18% damage*
* While midair, X - **Jumping Slash**
  + *26% damage*
* While midair and no Spirit Gauge Color, R with Spirit - **Jumping Spirit Slash I**
  + *30% damage*
  + *Replaces Spirit Slash I.*
  + Without Spirit - **Jumping Slash I**
  + *16% damage*
* While midair and at least White Spirit Gauge active, R with Spirit - **Jumping Spirit Slash II**
  + *12% + 36% damage*
  + *Replaces Spirit Slash II.*
  + Without Spirit - **Jumping Slash II**
  + *8% + 20% damage*

**Guild Style**’s main draw is the ability to Spirit Slash directly from Fade Slashes, as well as the ability to increase Spirit Gauge color with Spirit Roundslash without any caveats. There’s a lot of ways to cheat out faster Spirit Combos with Guild, such as from off a ledge or after a Fade Slash, so experiment.

**Recommended Hunter Arts:**

* Absolute Readiness
* Sakura Slash III

**Dragonball Z Power-Up Sequence**

(loop) X, X, A, (end loop)

*(loop) Overhead Slash -> Overhead Slash II -> Thrust (end loop)*

*The basic way to charge up your Spirit Gauge. Did you know that attacking softer parts increases your Spirit Gauge more?*

**Subs > Dubs**

*With Spirit:* R, R, R, R

*Spirit Slash I -> Spirit Slash II -> Spirit Slash III -> Spirit Roundslash*

*The essential, fastest way to level up your Spirit Gauge. Remember that you can only do this with long enough openings.*

**GLORIOUS NIPPON STEEL, FOLDED OVER 1000 TIMES**

*With Spirit:* R, X, R, X, R, R

*Spirit Slash I -> Mid-Spirit Thrust -> Spirit Slash II -> Spirit Rising Slash -> Spirit Slash III -> Spirit Roundslash.*

*The extended Spirit Roundslash Combo. This variant is useful if you don’t have enough Spirit Gauge for the full combo but the monster is downed.*

**Baka Gaijin**

*With Spirit:* X, Left/Right + X + A, R, X, R, R

*Spirit Slash I -> Side Fade Slash -> Rushing Spirit Slash -> Spirit Rising Slash -> Spirit Slash III -> Spirit Roundslash.*

*A simple post Fade Slash combo. Try linking to this from other combos!*

## Striker Style

3 Hunter Art slots (1 SP Art). Can’t Side Fade Slash nor can you go into a Spirit Slash from a Fade Slash, but grants you an additional HA slot.

* **Cannot perform Side Fade Slash, Left nor Right.**
* **Cannot perform Rushing Slash nor Rushing Spirit Slash.**
* **Cannot perform Jumping Spirit Slash II.**

**Striker Style** may remove some utility but grants you infinitely more power in the additional HA slot. With that slot you can run one of the other two noteworthy LS Arts. You also lose some mobility from the Side Fade Slashes, but the standard Fade Slashes should suffice for most fights.

**Recommended Hunter Arts:**

* Absolute Readiness
* Sakura Slash III
* Unhinged Spirit III / Critical Juncture III

**Omoe wa moe shindieru**

X, X, A, X, X + A

*Overhead Slash -> Overhead Slash II -> Thrust -> Overhead Slash -> Fade Slash.*

*A slightly more advanced way to charge Spirit quickly. This combo also applies to Guild. Fade Slashes can be useful, depending on your prediction skills.*

**Moshi moshi motherfucker desu**

*With Spirit:* X, R, R, R, R

*Overhead Slash -> Spirit Slash I -> Spirit Slash II -> Spirit Slash III -> Spirit Roundslash.*

*The typical Spirit Roundslash Combo, but with X to start up the combo. Useful for gapclosing. Be sure to stop the combo short if the monster’s gonna move.*

## Aerial Style

1 Hunter Art slot (1 SP Art). Removes your ability to perform Spirit Slashes on the ground but in exchange lets you perform faster Spirit Combos starting in midair.

* **Cannot perform Round Slash on the ground.**
* **Cannot perform Spirit Slashes on the ground.**
* **Cannot perform Rushing Slash or Rushing Spirit.**
* B - **Aerial Hop**
* Boost Jump, X - **Aerial Slashes**
  + *10% + 25% damage*
  + *Can perform Spirit Slash I (colorless Spirit Gauge) or II (at least White) upon landing.*
* Boost Jump, R with Spirit with no Spirit Gauge color - **Aerial Spirit Slash I**
  + *30% damage*
  + *Can initiate the normal Spirit Combo afterwards.*
  + Without Spirit - **Aerial Roundslash**
  + *16% damage*
* Boost Jump, R with Spirit with at least White Spirit Gauge - **Aerial Spirit Slash III** *(Replaces Spirit Slash III.)*
  + *12% + 14% + 34% damage*
  + Without Spirit - **Aerial Triple Slash**
  + *6% + 6% + 15% damage*

**Aerial Style** forces you to hop off of monsters to gain access to your Spirit Slashes again, which is more frustrating than you think in practice. Sure you can spam a lot of Spirit Slashes mid-air, but spamming doesn’t necessarily mean more damage. Furthermore, this is hampered by requiring you to get at least White Spirit Gauge before you can really ramp up your Spirit Gauge, but once you do you can maintain your Spirit Gauge relatively easily, so much so that you’ll sometimes need to before normal attacks to regain Spirit again.

**Recommended Hunter Arts:**

* Sakura Slash III / Absolute Readiness

**Am I Kawaii Yet?**

*Before obtaining White Spirit Gauge, with Spirit:* (Boost Jump) R, R, R, R

*Boost Jump -> Aerial Spirit Slash I -> Spirit Slash II -> Spirit Slash III -> Spirit Roundslash.*

*The main way you’ll get up to White Spirit Gauge. This combo is extremely long, so you’ll have to wait until the monster is downed, most likely from your mounts, in order to initiate it.*

**Nani The Fuck Is This**

*After obtaining White Spirit Gauge, with Spirit:* (Boost Jump) R, R

*Boost Jump -> Aerial Spirit Slash III -> Spirit Roundslash.*

*After you get White Spirit Gauge, this is the combo that you’ll be performing. This style has extremely good Spirit Gauge maintenance, so long as you can reliably land the Roundslash.*

## Bushido Style

1 Hunter Art slot (1 SP Art). Cannot perform Spirit Roundslashes or normal Fade Slashes, but lets you counterattack and gain Spirit Gauge boosts easily, as long as you dodge incoming attacks!

* **Cannot perform Spirit Roundslash.**
* **Cannot perform Fade Slash.**
* **Cannot perform Jumping Spirit Slash II.**
* X + A - **Left Fade Slash**
  + *24% damage*
* B - **Bushido Dodge**
* Bushido Dodge, X - **Bushido Cut-In**
  + *25% damage*
* After Bushido Cut-In, R with Spirit - **Spirit Reckoning**
  + *30% + 80% damage*
  + *Only the second hit will level up your Spirit Gauge.*

**Bushido Style** can make it easy to get to and maintain high Spirit Gauge, so long as you dodge attacks quickly, and can aim the Spirit Reckoning attack. Note that the only part that counts towards leveling your Spirit Gauge is the second hit on Spirit Reckoning, so if you can’t land that, you can’t level your gauge.

**Recommended Hunter Arts:**

* Absolute Readiness

**Your waifu is trash**

*With Spirit:* Bushido Dodge, X, R

*Bushido Dodge -> Bushido Cut-In -> Spirit Reckoning.*

*The most common way you’ll level and maintain your Spirit Gauge. Remember, only the second hit of Spirit Reckoning counts towards your level up, so make sure that you’ll at least hit something with it.*

**[Insert Waifu] Is Best Girl**

Bushido Dodge, X, X, X, X, A

*Bushido Dodge -> Bushido Cut-In -> Rising Slash -> Overhead Slash I -> Overhead Slash II -> Thrust.*

*A combo for charging up Spirit on Bushido LS. This can lead into your typical combos.*

## Brave Style

1 Hunter Art slot (1 SP Art). Literally become a god when you enter Brave State by Guard Pointing everything that comes your way.

*In any state:*

* Y - **Brave Sheathe**
* Brave Sheathe, X - **Brave Roundslash**
  + *16% damage*
* Brave Sheathe, X + A - **Brave Fade Slash**
  + *24% damage*
* Brave Sheathe, Left/Right + X + A - **Brave Side Fade Slash**
  + *24% damage*
* Brave Sheathe, R - **Brave Rushing Slash**
  + *30% damage*

*Outside of Brave State:*

* **Cannot perform Fade Slashes of any variety.**
* **Cannot Spirit Roundslash.**
* **Cannot Rushing Slash or Rushing Spirit Slash after Brave Fade Slash.**

*While in Brave State:*

* Gain Blue Spirit Gauge, granting +15% Attack.
* R with Spirit - **Brave Spirit Slash I**
  + *28% damage*
* Brave Spirit Slash I is enhanced, and gains a Guard Point.
* Guard Point - **Brave Counter**
  + *51% damage*
* After Brave Spirit Slash I or after Mid-Spirit Thrust, R with Spirit - **Brave Spirit Slash II**
  + *30% damage*
* After Brave Spirit Slash II, Spirit Rising Slash, or after Brave Counter, R with Spirit - **Brave Spirit Slash III**
  + *35% damage*
* After Brave Spirit Slash III, R - **Brave Reckoning Slash**
  + *35% + 60% damage*

**Brave Style** literally lets you become a god while you’re in Brave State. Simply press R to attain true godhood and prevent yourself from taking any damage, so long as you can guard the attack normally. Oh, and some people may say that the GP lasts a short time but don’t listen to them. Just press R and it’ll be okay.

**Recommended Hunter Arts:**

* Absolute Readiness / Critical Juncture III

**THIS IS THE POWER OF MY STANDO**

Y, then X, X, X

*Brave Sheathe -> Brave Roundslash -> Overhead Slash -> Overhead Slash II.*

*The basic Spirit charging combo for Brave LS. Charges both your Spirit Gauge and your Valor Gauge.*

**STAR PLATINUM**

Y, then Left/Right + X + A, A, X, X

*Brave Sheathe -> Brave Fade Slash -> Thrust -> Rising Slash -> Overhead Slash.*

*A slightly different variant of the above which uses the Fade Slash to reposition yourself. Useful for those mobile boys.*

**ORA ORA ORA**

*With Spirit:* Y, then R, R

*Brave Sheathe -> Spirit Slash I -> Spirit Slash II.*

*If you have Spirit but not Valor State, then execute this combo to charge it up faster.*

**ZA WARUDO**

*While in Brave State:* R, then after landing the counter, R, R

*Brave Spirit Slash I -> Brave Counter -> Brave Spirit Slash III -> Brave Reckoning Slash.*

*The typical post Brave GP combo. Landing it will give you faster access to the finisher, so you better land it.*

**MUDA MUDA MUDA**

*While in Brave State:* (loop) R, then after landing the counter, X, (end loop)

*(loop) Brave Spirit Slash I -> Brave Counter -> Rising Slash (end loop)*

*This combo is for countering consecutive attacks. You will have to interrupt your combo for this, so that attack better not come in at too fast of intervals.*

## Alchemy Style

3 Hunter Art slots (3 SP Arts). Moves Fade Slashes to the A button and makes you perform the infinite combo with X, and lets you use the Alchemy Barrel.

* **Cannot Fade Slash.**
* **Cannot Side Fade Slashes with X + A.**
* **Cannot Rushing Slash after Fade Slashes.**
* **Cannot Mid-Spirit Thrust or Spirit Rising Slash.**
* A - **Side Fade Slash**
  + *24% damage*
* After Overhead Slash II, X - **Thrust**
  + *14% damage*
* After rolling forward, R + Y - **Alchemy Barrel**
* **Spirit Slash I, II, III, and Roundslash** charge the Alchemy Gauge especially quickly.

**Alchemy Style** really puts the restrictions on your moveset, but makes your basic combo really obvious, just mash X. Access to 3 HAs is good, but you won’t be using SP Mode much, except on Absolute Readiness, since you want those HAs up ASAP.

**Recommended Hunter Arts:**

* Absolute Readiness (SP)
* Sakura Slash III
* Unhinged Spirit III

**People Die When They Are Killed**

(loop) X, X, X (end loop)

*(loop) Overhead Slash -> Overhead Slash II -> Thrust (end loop)*

*The typical Spirit charging combo for Alchemy. It’s nice to have a one-button infinite combo, right?*

**TL Note: ‘Keikaku’ Means ‘Plan’**

(loop) X, A, X, A (end loop)

*(loop) Overhead Slash -> Side Fade Slash -> Overhead Slash -> Side Fade Slash (end loop).*

*An alternative combo that uses the Fade Slashes assigned to A.*

The style hierarchy is ***USE BRAVE ALSO DON’T FAIL THE COUNTER OTHERWISE YOU’LL DIE IN A POOL OF YOUR OWN TEARS WHILE EVERYONE ELSE IS LAUGHING AT YOU****cough*

Anyway Brave > Guild/Striker > Bushido > Aerial/Alchemy, because Guard Points leading into 51 MV instant counters are a totally balanced gameplay mechanic when you combine them with immortality when you press Y. Striker because LS arts are great, Guild because it’s more flexible and still allows you to take two HAs. Bushido wins out over the last two because despite the nerf, you still hit pretty hard. Alchemy is slower paced than Striker and loses Rushing Slash out of Fade Slash, while Aerial really needs a good opening to get started.

# ~~Weeb~~ Hunter Arts

## 桜花気刃斬 - Sakura Slash

Puts all of your weeb energy into your blade, then slices forward twice. Through sheer force of weeb, slashes that connected will attack with followup slashes a few moments later. Landing hits with this HA automatically raises your Spirit Gauge level by one, but only once per use.

| **HA Ranku** | **To Charge** | **Total Damage** |
| --- | --- | --- |
| I | 670 (1004 SP) | 10 + 10 + 40 + 40 = 100% / 4 hits |
| II | 750 (1100 SP) | 10 + 10 + 40 + 20 + 40 + 20 = 140% / 6 hits |
| III | 830 (1196 SP) | 10 + 10 + 40 + 15 + 15 + 40 + 15 + 15 = 160% / 8 hits |

桜花気刃斬, *cough*, sorry, Sakura Slash is a great HA overall, packing both damage and utility. Simply landing one of the wide-range slashes on any monster will instantly level your Spirit Gauge, letting you, say, perform a Spirit Roundslash and canceling that into this HA. Or, if you don’t have the time to perform a full Spirit Combo, you can just pop this and level up your gauge, or more often, maintain Red Spirit. You can also use this on Brave LS to get White Spirit while you don’t have Brave Mode… for some reason?

## 

## 練気解放円月斬り- Unhinged Spirit

Pent up weeb energy inside of yourself, then exclaim that someone’s your waifu, and unleash a forward Spirit Slash. For the duration of the HA, you’ll have infinite Spirit Gauge and you won’t lose the active effect of the Spirit Gauge either.

| **HA Rank** | **To Charge** | **Duration** |
| --- | --- | --- |
| I | 420 (704 SP) | 30 seconds |
| II | 500 (800 SP) | 60 |
| III | 580 (896 SP) | 90 |

*The opening slash of this HA can chain into the rest of the Spirit Combo, and has the same MV as Spirit Slash I - 28% damage.*

Unhinged Spirit’s usefulness relies on how often the monster leaves itself open, which… isn’t much of the time admittedly. Still, this HA has its uses, like spamming Spirit Slashes on Alchemy LS to charge the gauge quickly or on Aerial LS to ignore the high consumption of Spirit.

## 

## 鏡花の構え - Critical Juncture

Defend your choice of subs vs. dubs, then raise your sword in a direction. If an attack connects that you can block, counter attack instantly.

| **HA Rank** | **To Charge** | **Damage** |
| --- | --- | --- |
| I | 1080 (1496 SP) | 100% |
| II | 1170 (1604 SP) | 140% |
| III | 1250 (1700 SP) | 180% |

Critical Juncture is super-effective against most monsters in the game. However, you should know that if there are multiple parts to the attack, you’ll counter but then get hit by the additional effect. For that reason you should strive to block non-multiple part attacks. Oh and make sure to actually face the direction of the attack, otherwise you’ll get hit out of your counter animation.

## 

## 妖刀羅刹 - Devouring Demon

Give in to your weeb rage after seeing a bad anime tier list during a brief animation. After it, for a while afterwards, your health will drain over time, but your Attack will increase and your attacks will recover a portion of your red health instantly.

| **HA Rank** | **To Charge** | **Duration** | **Effect** |
| --- | --- | --- | --- |
| I | 670 (1004 SP) | 75 seconds | +10% Attack, 1 Health Drain / 1.5s |
| II | 750 (1100 SP) | 60 | +20% Attack, 2 Health Drain / 1.25s |
| III | 830 (1196 SP) | 45 | +30% Attack, 2 Health Drain / 1s |

*Restores 12(ish) recoverable Health per hit.*

A good HA, were it not for the really short effect time. I assume that’s to prevent excessive damage increases, but it just comes off as ineffectual. If you do use this HA, try to use it before the monster will go down from, say, a mount or while it’s para’d.

# What LS To Use?

**G L O R I O U S N I P P O N S T E E L** is the only LS you should use because there is no compare. Nippon steel is harder, sturdier, and creates a sharper edge that only true weebs can appreciate, you filthy gaijin. ONLY USE THE IRON KATANA, THE YUKUMO LONG SWORD, THE EAGER CLEAVER, OR AIKUCHI, OR ELSE I WILL BE DISAPPOINT.

## 

## Progression Recommendations

**Low Rank (Village 1-6\*, Hub 1-3\*)**

* [ベルダーサーベル](https://mhxx.kiranico.com/buki/4e5b8) - [**Petrified Saber**](https://mhxx.kiranico.com/buki/4e5b8)

The classic progression recommendation, Petrified Saber is the basic LS you get at the beginning of the game. Doesn’t have Green Sharpness until level 4, but is serviceable enough until you get to Village 3\*.

* [ローグソード](https://mhxx.kiranico.com/buki/4b6e7) - [**Plume Sword**](https://mhgu.kiranico.com/weapon/4b6e7)

The Great Maccao LS has a tiny bit of Green, but is good enough to get you through Village 2\*. Easy to make, though you’ll drop it after this.

* [鉄刀](https://mhxx.kiranico.com/buki/4a989) **-** [**Iron Katana**](https://mhgu.kiranico.com/weapon/4a989)

The Iron Katana crests a bit here from Village 2 up to Village 4 thanks to its Green Sharpness length.

* [狐刀カカルクモナキ](https://mhxx.kiranico.com/buki/40036) - [**Kakaru Kumo Naki**](https://mhgu.kiranico.com/weapon/40036)

The Mizutsune LS has none of the strengths of the previous two recommendations, but is solid regardless. Provides more consistent and higher damage than the Hidden Saber, and even provides a little bit of Water damage. Good option for taking on Glavenus.

* [巨獣刀](https://mhxx.kiranico.com/buki/4556a) - [**Giant’s Tower**](https://mhgu.kiranico.com/weapon/4556a)

Mostly carried thanks to its chonkers raw, which Long Sword appreciates. The -20% Affinity is canceled out if you use Weakness Exploit from Rathalos.

* [鋸斬り匕首](https://mhxx.kiranico.com/buki/4d366) - [**Aikuchi**](https://mhgu.kiranico.com/weapon/4d366)

Kicks in around Village 6 thanks to the level 3 upgrade. 160 raw is an appreciable difference around this point.

* [一虎刀](https://mhxx.kiranico.com/buki/47a66) - [**Tigrine Edge**](https://mhgu.kiranico.com/weapon/47a66)

Earliest Blue Sharpness option. Consider sidetracking into Hub (if you haven’t already) to pick up Absolute Readiness from HR 3 Wyvern Sand Runners for easier Sharpness maintenance.

**High Rank (Village 7-10\*, Hub 4-7\*)**

* [オブシドサーベル](https://mhxx.kiranico.com/ja/buki/43ade) - [**Obsidian Saber**](https://mhgu.kiranico.com/weapon/43ade)

Obsidian Saber remains great as a progression option, having a bit of Blue Sharpness to back up its large raw. You could even use this throughout the entirety of High Rank, if you really wanted to.

* [未解を測る太刀](https://mhxx.kiranico.com/buki/46e35) - [**Discovery Saber**](https://mhgu.kiranico.com/weapon/46e35)

The Research LS is a decent alternative option for people who don’t want to use Obsidian LS and want to use a raw-focused option. It doesn’t become great until you get to its first final level, but when you do you get an LS with 200 raw, natural 15% Affinity and natural White.

* *Honorable Mention:* [燼滅刀ゴヴァンダン](https://mhxx.kiranico.com/buki/47a9e) - [**Blistering Govandan**](https://mhgu.kiranico.com/weapon/47a9e)

The definitive option for taking on the old *Generations* endgame. Solid raw and Sharpness combined with a bit of Blast makes for a well-rounded weapon suitable for taking on most content that isn’t Hyper Monsters or especially chunky monsters.

* *Honorable Mention:* [一虎刀【餓刃】](https://mhxx.kiranico.com/buki/47a66) - [**Tigrine Need**](https://mhgu.kiranico.com/weapon/47a66)

Good for punting down longer one-on-one hunts. The higher raw means it cuts more consistently and slightly higher than Hellblade, making it win out when the Blast on the latter starts to fall off.

**G-Rank (Hub G1-G4\*)**

* [エルダーサーベル](https://mhxx.kiranico.com/buki/43805) - [**Elder Saber**](https://mhgu.kiranico.com/weapon/43805)

The Elder Series with their high raw and natural White Sharpness are great for first going into G-Rank, only requiring gatherable G-Rank Materials.

* [ボスオブローグス](https://mhxx.kiranico.com/buki/4b5d6) - [**Roguemaster**](https://mhgu.kiranico.com/weapon/4b5d6)

Great Maccao is one of the few Drome-type monsters to ever get an alternate weapon skin specifically for it. Why? Who knows. Regardless, this option is good for getting a longer shade of White Sharpness on your weapon.

* [龍星刀【百武】](https://mhxx.kiranico.com/buki/40356) - [**Dragonstar Hakta**](https://mhgu.kiranico.com/weapon/40356)

The perennial Anti-Lao option. LS might have a harder time soloing Lao, due to its traditionally-raw focused boosts, but I believe in you! Go gettem! (Don’t forget Tremor Res)

* [たまのをの絶刀の斬振](https://mhxx.kiranico.com/buki/40036) - [**Tamonowo**](https://mhgu.kiranico.com/weapon/40036)

Mizutsune’s LS shares Stahlrecht’s high raw and Affinity, but is Water and has natural White. Good all-around option.

* [飛竜刀【双紅蓮】](https://mhxx.kiranico.com/buki/4609b/) - [**Wyvern Blade “Flare”**](https://mhgu.kiranico.com/weapon/4609b)

Similar to Mizutsune’s LS in qualities, but for Fire instead.

* [ヒキサキマクリ](https://mhxx.kiranico.com/buki/46005) - [**Ceanataur Sickle**](https://mhgu.kiranico.com/weapon/46005)

By the time G4 rolls around, this thing suddenly gets a massive upgrade from 270 to **340 raw**. That, combined with its long White Sharpness bar, means that this is a fantastic option for cutting through the rest of G4’s monsters.

## 

## Endgame LS Recommendations

**Main Recommendations:**

* [鎧裂鎌ドヒキサキ](https://mhxx.kiranico.com/buki/4b5b6) - [**Rustrazor Splitter**](https://mhgu.kiranico.com/weapon/4b5b6)

The Rustrazor LS packs a whole ton of White Sharpness, allowing you to drop all Sharpness skills and just focus on pure damage. Having a solid raw of 330 and Deviant Boost just helps.

* [真名メルセゲル](https://mhxx.kiranico.com/buki/456da) - [**Meretseger**](https://mhgu.kiranico.com/weapon/456da)

Ahtal-Ka’s LS is an alternate option for those that want to run a set with higher Defense, since Meretseger also provides 60 Defense, natural Purple, as well as triple slots, making this easier to build for.

* [渦紋鬼懐刀【下剋上】](https://mhxx.kiranico.com/buki/46055) - [**Mutinous Swirl**](https://mhgu.kiranico.com/weapon/46055)

Drilltusk’s LS, when you run both Sharpness +2 and Razor Sharp, provides slightly higher raw and a slight defense bonus when compared to Rustrazor LS. It also has Deviant Boost, which is nice.

* [龍識究刀ノニアス](https://mhxx.kiranico.com/buki/46e35) - [**Authority Nonius**](https://mhgu.kiranico.com/weapon/46e35)

Packs natural 25% Affinity as well as a solid chunk of Purple, allowing you to just run Razor Sharp. Also has triple slots, making this easy to build sets for.

* [ミラアンセスフォリア](https://mhxx.kiranico.com/buki/4e96e) - [**Fatalis Veneranda**](https://mhgu.kiranico.com/weapon/4e96e)

The Old Fatalis LS has an absolutely crazy 68 Thunder, but requires you to run both Sharpness +2 and Razor Sharp. Still, when the monster is weak to Thunder, this LS is great.

**Off-Meta Recommendations - Don’t Use Unless You Want To!**

**Elemental LS Recommendations:**

* [真飛竜刀【玄冥】](https://mhxx.kiranico.com/buki/40086) - [**Dreadking’s Heir**](https://mhgu.kiranico.com/weapon/40086)

Wins out because of Deviant boost. Has the same Attack as the Soulseer LS, the probably-best Water LS as well as similar Sharpness.

* [たまきはる露命滅斬刀](https://mhxx.kiranico.com/buki/4d85b) - [**Tamakiharu Romeimetsu**](https://mhgu.kiranico.com/weapon/4d85b)

Soulseer’s LS has a good amount of raw and Water damage, which compounds with the natural Affinity and Deviant Boost to form a solid Water LS. Needs Sharpness +2 for a length of Purple, but is otherwise good.

* [肢ュ刃王の大上段](https://mhxx.kiranico.com/buki/473de) - [**Elderfrost Behemoth**](https://mhgu.kiranico.com/weapon/473de)

You can take advantage of LS’s multiple raw boosts in order to boost the damage you deal with this LS pretty high. Though you will need Sharpness +2 and Razor Sharp, this is a good alternative LS to Drilltusk’s when you’re fighting an Ice-weak monster.

* [赫醒刀【閃武】](https://mhxx.kiranico.com/buki/40356) - [**Magnastar Yuj**](https://mhgu.kiranico.com/weapon/40356)

Valstrax’s LS. Has a similarity to the Rustrazor LS with the huge chunk of White Sharpness in conjunction with decent Dragon. Unfortunately, there’s no Dragon-based Deviant, so this is the best you’re gonna get.

**Status LS Recommendations**

*Disclaimer: Status LS doesn’t work very well due to the low-ish frequency of hits as compared to other, better status-applying weapons.*

* [黒狼大刀【玄】](https://mhxx.kiranico.com/buki/4000b) - [**Occult Daito**](https://mhgu.kiranico.com/weapon/4000b)

The Rare 6 Yian Garuga LS has both the second-highest Poison potential but also the second-highest damage potential, as well as 3 slots and 25% Affinity. Good for applying Poison and dealing damage.

* [コイルドラックネイル](https://mhxx.kiranico.com/buki/4559d) - [**Coiled Rache Nail**](https://mhgu.kiranico.com/weapon/4559d)

Is the best Para LS despite not having access to Purple Sharpness at all. You’ll also need Sharpness +2 to even get White Sharpness, as you’re locked into Blue without it. At least you have a slot I guess?

* [朧翔大侯ゲンタヒルン](https://mhxx.kiranico.com/buki/4a303) - [**Cloaked Duke**](https://mhxx.kiranico.com/buki/4559d)

This Sleep LS wins by default, as the other two Sleep LSs, both Nerscylla’s, have way too low of raw to even matter.

* [砕巌刀ホムラ](https://mhxx.kiranico.com/buki/4a979) - [**Pyro Annihilator**](https://mhgu.kiranico.com/weapon/4a979)

An option for a Blast LS that requires Sharpness +2 and Razor Sharp, Brachydios’s LS has a good amount of raw at 320 and good Blast, at 32.

* [真滅刀ヴァンダノヴァ](https://mhxx.kiranico.com/buki/47a9e) - [**Grievous Vandanova**](https://mhgu.kiranico.com/weapon/47a9e)

Hellblade’s LS doesn’t require Sharpness +2, but does require Razor Sharp. Does have Deviant Boost, but also has lower raw than Pyro Annihilator. If you want Deviant Boost, you go with this one.

# What Skills Should I Use?

THE ONLY ARMORS YOU SHOULD USE ARE ONES THAT LOOK LIKE SAMURAI ARMOR, OF WHICH THERE ARE MULTIPLE. USING ANY OTHER ARMOR SETS WILL MAKE ME DISAPPOINT. FOLLOWING IS LIST OF RECOMMENDED ARMOR:

**ユクモノ, カブラヘ, ナルガ, ガルルガ, ミツネ, ホクシン, 桐花, 荒天, 暁丸, 凛, 岩穿, 白疾風, 隻眼, 天眼, 烈火・極, 和歌・極**

## 

## Progression Armor Sets

**Low Rank (Village 1-6\*, Hub 1-3\*)**

* **BuJaBu**

Classic progression option for early game, use Bulldrome Cap, Jaggi Mail, Bulldrome Vambraces, Jaggi Faulds, and Bulldrome Greaves along with some Attack decorations to get Attack Up (L).

* [**Ceanataur**](https://mhgu.kiranico.com/armor/50760)

Has Razor Sharp and Critical Eye +1, and is useful if you want to have Razor Sharp instead of Attack Up (L). Critical Eye +1 is an okay option but worse than Attack Up (L) at this point.

* [**Rathalos**](https://mhgu.kiranico.com/armor/58076)

Has Attack Up and Weakness Exploit, making this an upgraded version of BuJaBu. You can’t go wrong with this set.

* **Rathalos Mixset**

By sacrificing some Defense and Attack, you’ll gain Razor Sharp, which provides a bunch of utility to any Blademaster. All you need to do is use Rathalos Cap, Rathalos Mail, Ceanataur Vambraces, Rathalos Faulds, and Bnahabra Boost, along with some gems.

**High Rank (Village 7-10\*, Hub 4-7\*)**

* **BuJaBu S**

BuJaBu but with High Rank versions of the armor parts. Only make unless you feel like you need the defense or if you didn’t make the Rathalos set.

* [**Ceanataur S**](https://mhgu.kiranico.com/armor/5bddb)

Ceanataur S is a better version of the standard Ceanataur set, with more points in Expert. A useful set for the middle of High Rank.

* [**Rathalos S**](https://mhgu.kiranico.com/armor/5ed96)

More Attack compared to original Rathalos, so it packs the same amount of deadliness. Great to transition into G-Rank.

* **Rathalos Mixset S**

Like the same mixset from Low Rank, except with all High Rank parts. Provides more Attack compared to its Low Rank version, and is also great for transitioning into G-Rank.

* [**Silver Sol**](https://mhgu.kiranico.com/armor/574b8)

A unique option for progression, Silver Sol provides both Weakness Exploit and Critical Boost. Take this if you like suffering against Silver Rathalos and if you’re confident you can hit those weakspots.

* **Hayasol**

The meta set from Gen has the potential to take you all the way to HR Break with a few defense upgrades. If you’re willing to farm and complete Low Rank Village 100%, then definitely consider this set.

**G-Rank (Hub G1-G4\*)**

* [**Ceanataur X**](https://mhgu.kiranico.com/armor/5a303)

The mainstay for G-Rank. Critical Eye, Razor Sharp, and enough slots to gem in Weakness Exploit, what isn’t to love? Well, aside from a bunch of crab farming. Potent enough to take you all the way through the end of G-Rank.

* [**Rathalos X**](https://mhgu.kiranico.com/armor/50304)

Has a few points in Hearing as well as the classic Attack and Weakness Exploit. It’s a perfectly fine set by itself, but you will have to gem in the Hearing points yourself.

* **Rathalos Mixset X**

Loses the points in Hearing in exchange for Razor Sharp, which is likely worth it. Just put together Rathalos Helm X, Rathalos Mail X, Rathalos Vambraces X, Vaik Faulds X, and Bnahabra Boots X.

* **Jho Ceana**

Provides both Sharpness +2 and Razor Sharp after HR Break, which is useful for many LSes. You can also add more skills on top of that as long as you have good enough charms.

* ***Mixed Sets***

For maximum effectiveness, you’ll generally want to tailor your set to the appropriate weapon, and sometimes even the specific monster you’re gonna be tackling. In general, the priorities for Blademasters goes Sharpness-related skills (Sharpness +1 or 2, and/or Razor Sharp), any weapon-specific core skills, then skills that boost Affinity as appropriate. Take a look at the following section to get a good idea of what you’ll want.

## 

## Skill Recommendations

* **Weakness Exploit**

Adds 50% Affinity whenever you connect an attack on a weakspot of 45+. Powerful if you can hit weakspots consistently, which as LS is very doable.

* **Repeat Offender**

Provides up to 30% Affinity with consecutive hits. Useful if, for some reason, you cannot hit the weakspot of a monster, and serves as a good alternative to Weakness Exploit.

* **Critical Boost**

If you have plenty of Affinity, Critical Boost amplifies the effect of your critical hits. What’s generally recommended is boosting your Affinity to about 65% before considering Critical Boost.

* **Critical Eye**

A simple affinity booster, and useful to finish off a skillset. Can be gotten in high amounts from certain armor pieces.

* **Challenger**

Monsters enrage frequently in G-Rank, making this skill’s uptime be nearly constant throughout a hunt.

* **Sharpness +2**

Sharpness +2’s usefulness varies depending on the weapon, but generally you run Sharpness +2 if by default the weapon doesn’t have a long amount of a high Sharpness grade, like Blue or White.

* **Razor Sharp**

If you have a weapon without a long Sharpness grade then Razor Sharp is pretty much required. Halving Sharpness usage greatly helps when you use this with Absolute Readiness.

# Final Thoughts

Brave Long Sword is absolutely broken, and with a little bit of practice, you’re basically immortal. The only real ‘weakness’ is monsters with multi-hit attacks, but keen usage of Brave Sheathe renders them ineffective. If you really want to body every monster out there, then take Brave LS. If, like me, you’re not willing to use such an obviously broken style, then fortunately the game allows for that. The remaining styles are still relatively powerful, and LS was blessed to have great HAs. If you don’t mind a little bit of repositioning, LS is a solid tool of brutal monster murder.

**他のガイドをお探しですか？**

[**MHGU 初心者向けガイド**](https://docs.google.com/document/u/0/d/1Dl7Cpa5M5Qg3SbPTAo87TawFcKM-mZLa-b_kM5i3bBU/edit)

[大剣](https://docs.google.com/document/d/13kmspgyEueftjE7X5MgjU_sFPg_tAbI-XhG67j9_jzg/edit?usp=sharing)

[片手剣](https://docs.google.com/document/d/1QDcxvxkucf-EnydfKHvYSVwI48H_psn9qnEuKJ_uRuw/edit?usp=sharing)

[双剣](https://docs.google.com/document/d/1u0p9hI6YU7cxw5uqhdhQ6LxMO0LeBPHmmeudYVUMJWw/edit?usp=sharing)[ハンマー](https://docs.google.com/document/d/11kfDCmSUw3f7JlW6WNl0gIEfizGojTCcVGS5PPXVpk0/edit?usp=sharing)

[狩猟笛](https://docs.google.com/document/d/1eG5dLgWW_QoRAu4DVLg3-PfcwQw1pjWeun6gqAvoaIU/edit?usp=sharing)

[ランス](https://docs.google.com/document/d/10bGpoQzimud9qYeehM7PL4_0jFqqMm3gxkxtdJHAhOg/edit?usp=sharing)

[ガンランス](https://docs.google.com/document/d/17Ak4nDZoUauGa0bFQvHbY3PZ1unZPtFmFNMvIRlL640/edit?usp=sharing)

[剣斧](https://docs.google.com/document/d/1PLWG7GAC0jvFkUmsF_ouyU1SIyOGWe1yzD5bNhzZrnE/edit?usp=sharing)

[盾斧](https://docs.google.com/document/d/1T75XOU8z5TsLWAgOrMlcF9IBLrp7mLWGfXap-sZkJro/edit?usp=sharing)

[操虫棍](https://docs.google.com/document/d/1Zn05lBEvdFgzITzb6AyLxcebL60AAG6M1MaTCUjgFCs/edit?usp=sharing)

[軽弩](https://docs.google.com/document/d/1O_m-kAo8tf2l__tn5rNJPPc2HLIoN7qfMRL1PDZkdrY/edit?usp=sharing)

[重弩](https://docs.google.com/document/d/1KRWPRfa6KzmurKs0tbdTcOJNEBu36Y95ttPEW3xlztM/edit?usp=sharing)

[弓](https://docs.google.com/document/d/1vuDNCYYhNvSPHMqPwoC2cyjF-qcuXztYsipi9jUZHa0/edit?usp=sharing)

[ニャンターモード](https://docs.google.com/document/d/1z4QBrj6oFH_d9Y1uS5ZWkllp-o_-kjWfj57N7LTMuU0/edit?usp=sharing)  
[MHGU データとガイド用の Google ドライブ フォルダ](https://drive.google.com/drive/folders/117JR73W79j0ToZ0TyVFRPNm_hFGX44Hj?usp=share_link)

*またはダメージ計算機？* [試して Yet Another Damage Calculator Unite!](https://awesomeosity.github.io/YADC_Web/index.html)

**ガイドが好きですか？** [**その後、寄付を検討してください！**](https://www.paypal.com/cgi-bin/webscr?cmd=_donations&business=8QPPNZHCLLGNS&item_name=Yet+Another+Series+of+MonHun+Tools+and+Guides&currency_code=USD&source=url) **YAWG そしてその**

**Yet Another 一連のガイドとツールは常に無料で使用できます。**

Github Mirror for my guides, in case they’re taken down:  
<https://github.com/Awesomeosity/YAWGs>

***Discord Server?***Try [discord.gg/GUJ](http://discord.gg/GUJ); it’s pretty active and people are down to hunt practically every day. I’ll be there too, maybe. Say hi!