

Yet Another Weapon Guide - Dual Blades

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Intro

Dual Blades are the fastest hitting weapon in the game, and they can hit even harder with Demon Mode active. Filling up the Demon Gauge will let you enter Archdemon Mode, which lets you have access to the faster Demon Mode attacks without the need for consuming stamina. Needless to say, DBs are extremely effective when you're fighting elementally-weak monsters, as DBs can apply a lot of Element with a few hits.

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By no means will contact result in changes to the guide.

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 Dual Blades. 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 Dual Blade controls, commentary on DB styles and combinations, recommendations on progression DBs, and a final note on matchups against all monsters in the game.

At A Glance

How Do I Play Dual Blades?

- Pressing R in most styles makes you go into Demon Mode, where you gain new attacks, more damage, and attacks fill the Demon Gauge in the upper-right. Maintaining Demon Mode consumes Stamina over time.
- Filling the Demon Gauge will let you go into Archdemon Mode whenever you're not in Demon Mode. Archdemon Mode doesn't consume Stamina and maintains the enhanced move set of Demon Mode, but doesn't have the damage increase.
- While in Demon or in Archdemon Mode you can dash with B, consuming Stamina and a little bit of Demon Gauge if you're in Archdemon Mode.
- While in Demon Mode you can press X + A to perform the Demon Dance which is DB's best attack. You'll be stuck doing it for a long time though, so be sure you have the opening to perform it.
- In Archdemon Mode, after any attack, you can press X + A for the Hurricane Dance, which is a shorter, less damaging form of the Demon Dance. It also consumes a lot of Demon Gauge.
- While in Demon or Archdemon Mode you can press the Sp. Attack Button (- on the Switch) to perform the Whirling Dervish, the best gap-closing attack that DBs have.

Hot Tips

- While in Demon Mode, you cannot exit Demon Mode via running out of Stamina until you've ended your combo. If you just need a little bit more Demon Gauge, keep comboing in the hopes that you'll get that last little bit. But watch out, since you won't be able to dodge incoming attacks.
- The Spinning Slashes in Demon Mode can transition into a Demon Dance, a Whirling Dervish, another Spinning Slash, or even a Demon Mode cancel. It all depends on the input that happens before the 2nd Spinning Slash; X+A for Demon Dance, X for Whirling Dervish, nothing for the 2nd Spinning Slash, and R for the Demon Mode cancel.
- Any attack in Demon Mode will contribute to the Demon Gauge. This includes *Hunter Arts*. Just go into Demon Mode before you execute the attack and you'll charge up that gauge extremely quickly.
- Demon Dashing off a ledge in most styles will let you perform a jumping attack off of that ledge automatically. Pressing X after that attack will let you perform a Jumping Demon Dance!
- If your hunter is affected by the monster in any way, be it damage, wind pressure, tremors, or roars, then you'll automatically exit Demon Mode and Stamina will start to recharge. Always remember what state you're in, especially if you're in Striker Style and are using ~~illegal drugs~~ perfectly legal Mega Dash Juices.

Meta Stuff

- **You want to get to and maintain Archdemon Mode for as much as you can.** It's easy to fill the bar, just go into Demon Mode and attack the monster a bit.
- **If the monster's down, it's a good idea to go into Demon Mode.** This is a good way to maintain Demon Gauge and to deal more damage to the monster.
- **DBs favor element *heavily*, which allows them to run elemental sets and be just as effective as other Blademaster weapon types.** However, you can still opt to go for raw-stacking sets and you'll still be effective too. Just don't run raw DBs most of the time, since that's a quick way to get raised eyebrows in public halls.
- **Striker DBs are used the most due to the new DB HAs as well as the nerf to Whirling Dervish and Adept DBs in general.**
- Adept DBs are still second-most used though since they're nigh-broken, letting you counterattack while dodging and granting you two dashes with complete invulnerability.

- Valor DBs sacrifice Demon Mode and Archdemon Mode for the ability to dash forwards with R, and in Valor State, let you Guard Point at the beginning of the dash.
- Aerial DBs are situational in usage but effective in their niche, letting you consume lots of stamina in Demon Mode to hop on top of monsters, attack on the way up, and attack on the way down for lots of mounting potential.
- Guild DBs haven't changed much from Adept DBs, since you just lack the dash-off-of-ledge attacks in Adept.
- Alchemy DBs work just like 3U DBs in that you no longer have the Whirling Dervish to gap close, and instead just have the normal lunging attack in both Demon Mode and normal mode.
- **DBs have great Hunter Arts in general, starting with Wolf's Maw.** Wolf's Maw adds an additional hit to some attacks with lower damage and element, amplifying your damage output extremely well. Wolf's Maw also activates on *Hunter Arts* as well, so stacking this with, say, Spiral Slice or Blood Wind is great.
- Spiral Slice lets you deal a ton of damage focused on a weak hit zone, so as long as you land the trajectory the monster will eat a bunch of damage in a short timeframe.
- Blood Wind lets you spin around and around like a top, damaging the monster repeatedly. It also lets you spin in a specific direction after each spin.
- Aerial Slam is unfortunately the black sheep of the bunch because its use cases are incredibly sparse. You need a ledge or a climbable wall to even think about executing the art, and the monster needs to wait by the ledge so you can perform it. Not worth it.
- **Dual Blades require Razor Sharp** Unless you have a long gauge of White or Purple Sharpness, Razor Sharp is practically a requirement.

Cool Stuff

- Mega Dash Juices will, obviously, prevent you from losing Stamina while you're in Demon Mode, making it perfect for DBs. What's less known is that while you're in Demon Mode twice the MDJ's duration will be used up, making it last half as long. You'll need to bring extra MDJs if you really want to use performance-enhancing drugs.
- If you're ever midair and need to go quickly into Demon Mode, you can press R and your hunter will activate it midair. This works for Aerial Style too.

- Dual-element Dual Blades will apply one element with each blade. This in effect means that, on average, you deal half of each element per hit. Rarely are monsters ever weak to two elements, so Dual Blades tend to focus on a single element. However, there do exist some Element/Status Dual Blades, and there's even a single dual Status Dual Blades which see use.
- Marathon Runner will help you manage the Stamina reduction of Demon Mode at the cost of sacrificing some skill potential.
- Dual Blades have natural Razor Sharp, making it easier than other games to maintain Sharpness. But that doesn't mean you should be lax about it.
- Pressing left before certain attacks will change their orientation and deal slightly more damage. The timing window to do this is extremely tight, though if you do manage to master it you'll get a little more damage.
- Demon Mode provides Knockback protection while active preventing you from getting flinched from attacks, monster or otherwise.

Controls & Style Rundown

Guild Style

Two Hunter Art slots (1 SP Art), go into Demon Mode and charge your guard to enter Archdemon Mode normally! Perform Whirling Dervishes to gap close the enemy and overwhelm them with an incredible amount of attacks.

Normal Mode:

- X - **Twice Slice I** - $8\% + 12\% = 20\%$ damage / 2 hits
- After Twice Slice I, X - **Twice Slice II** - $7\% + 10\% = 17\%$ damage / 2 hits
- After Twice Slice II, X - **Double Down Slashes** - $10\% + 13\% + 13\% = 36\%$ damage / 3 hits
- A - **Dual Side Slashes** - $7\% + 10\% = 17\%$ damage / 2 hits
- After Dual Side Slashes, A - **Spinning Slashes** - $16\% + 6\% + 8\% = 30\%$ damage / 3 hits
- X + A, or while sheathed, Forward + X, or after Dual Side Slashes, X - **Lunging Slashes** - $7\% * 4 = 28\%$ damage / 4 hits
- After Lunging Slashes or after a forward roll, X - **Up Slash** - 18% damage
- Left + A - **Left Slashes** - $9\% + 12\% = 21\%$ damage / 2 hits
- While in midair, X - **Jumping Slashes** - $10\% + 13\% = 23\%$ damage / 2 hits
- R - **Enter Demon Mode**

Demon Mode:

- X - **Double Demon Slashes** - $10\% + 13\% + 13\% = 36\%$ damage / 3 hits
- After Double Down Slashes, X - **Demon Six-Way Slash** - $(4\% + 9\%) * 2 + 12\% * 2 = 50\%$ damage / 6 hits

- A - **Double Spinning Slashes** - $16\% + 6\% + 8\% + 18\% + 6\% + 10\% = 70\%$ damage / 6 hits
- Sp. Attack Button, or before the second Spinning Slash, X - **Demon Whirling Dervish**- $(5\% * 4) + (11\% * 2) = 42\%$ damage / 6 hits
- X + A - **Demon Dance**- $(8\% * 4) + 6\% + (20\% * 2) = 78\%$ damage / 7 hits
- Left + A - **Left Spinning Slashes** - $16\% + 6\% + 8\% + 18\% + 6\% + 10\% = 70\%$ damage / 6 hits
- B - **Demon Dash**
- R - **Exit Demon Mode**
- While in midair, X - **Jumping Demon Slashes**- $11\% + 14\% = 25\%$ damage / 2 hits
- Demon Dash off a ledge -**Demon Jumping Rounds**- $(13\% + 17\%) * 2 = 60\%$ damage / 4 hits
- After Demon Jumping Rounds, X -**Demon Jumping Finisher**- $(16\% * 2) + (10\% * 2) + (7\% * 2) = 66\%$ damage / 6 hits

Archdemon Mode:

- Only active if you're outside of Demon Mode and the Demon Gauge is flashing, which happens after you fill it up with attacks from Demon Mode.
- X - **Arch Slice I**- $8\% + 12\% = 20\%$ damage / 2 hits
- After Arch Slice I, X -**Arch Slice II**- $10\% + 13\% + 13\% = 36\%$ damage / 3 hits
- After Arch Slice II, X -**Double Arch Slashes** - $10\% + 13\% + 13\% = 36\%$ damage / 3 hits
- A - **Arch Side Slashes** - $7\% + 10\% = 17\%$ damage / 2 hits
- After Arch Side Slashes, A - **Arch Spinning Slashes** (can lead into other attacks like Double Spinning Slashes)- $16\% + 6\% + 8\% = 30\%$ damage / 3 hits
- After Arch Side Slashes, Left + A -**Left Arch Spinning Slashes** - $16\% + 6\% + 8\% = 30\%$ damage / 3 hits
- X + A - **Whirling Dervish**- $(5\% * 4) + (10\% * 2) = 40\%$ damage / 6 hits
- After Whirling Dervish, X -**Arch Up Slash** - 18% damage
- After any attack, X + A - **Arch Hurricane Dance**(consumes Demon Gauge to perform) - $(8\% * 4) + 6\% + (20\% * 2) = 78\%$ damage / 7 hits
- B - **Demon Dash**(consumes Demon Gauge to perform)
- R - **Enter Demon Mode**
- Demon Dash off a ledge -**Arch Jumping Slashes** - $12\% + (15\% * 2) + 12\% = 54\%$ damage / 4 hits
- After Arch Jumping Slashes, X - **Demon Jumping Finisher**- $(16\% * 2) + (10\% * 2) + (7\% * 2) = 66\%$ damage / 6 hits

Guild Style is the classic Dual Blades style with all of the enhancements it received in MH4U. It can charge up the Demon Gauge relatively quickly with Whirling Dervish and Demon Dances and can use Archdemon Mode to maneuver around the monster easily. This style does pale in comparison to the fancier styles, like Adept or Striker, but Guild DBs is solid for learning.

Recommended Hunter Arts:

- Absolute Readiness
- Wolf's Maw III

Demon Charging

While in Demon Mode - X, X, A, X, X, (repeat)

The infinite way to charge up Demon Gauge while the monster is down.

Demon Dervishing

While in Demon Mode - Sp. Attack Button, X, X, X

This combo starts off with a Whirling Dervish, which is an effective tool both for gapclosing and damage.

Mid-Combo Demon Cancel

While in Demon Mode - X, X, A, R

Transition out of Demon Mode in the middle of your attack like this. You can also use other combos to smoothly transition out of Demon Mode, this is just one example.

Archdemon Blitz

While in Archdemon Mode - Sp. Attack Button, X, XX

Basically the same as the Demon Dervishing combo but in Archdemon Mode.

Fast Hurricane Dance

While in Archdemon Mode - X, X+A

A simple and quick way to get to Hurricane Dance.

Hurricane Dance Assault

While in Archdemon Mode - Sp. Attack Button, X, XX, A, A, X+A

A longer combo string that pumps out damage and Hurricane Dance. Useful if you don't have MDJs up and the monster is down.

Striker Style

3 Hunter Art slots (1 SP Art), sacrifices the Demon Gauge and Archdemon Mode for better Demon Dances and a stronger Whirling Dervish!

Normal Mode:

- (No changes)

Demon Mode:

- Demon Dance can now be evaded out of sooner.
- **Demon Whirling Dervish-** $(5\% * 4) + (10\% * 2) = 40\%$ damage / 6 hits -> $(8\% * 4) + (11\% * 2) = 54\%$ damage / 6 hits (+14% damage)

Archdemon Mode:

- **Cannot be entered due to the removal of the Demon Gauge.**

Striker Style puts your power behind Demon Mode in exchange for sacrificing the utility and speed of Archdemon Mode. Though you may miss Archdemon Mode abusing Mega Dash Juices will let you stay in Demon Mode as long as you don't get hit or get affected by the monster in any other way. By extension, Striker Style also has a significant power boost due to Demon Mode granting you more damage.

Recommended Hunter Arts:

- Absolute Readiness
- Spiral Slash III / Blood Wind I/II/III
- Wolf's Maw III

High Combo Extend

While in Normal Mode - X, X, X, A, X, X (repeat)

A basic infinite when you're outside of Demon Mode.

Speedy Demon Dance

While in Demon Mode - X + A, side + B

In and out after a Demon Dance, this is the way to do it.

Aerial Style

1 Hunter Art slot (1 SP Art). No more Demon Dances, but in exchange, the Aerial Hop will let you deal damage on the way up and on the way down if you so choose.

Normal Mode:

- B - **Aerial Hop**
- Post-Aerial Hop, X - **Aerial Slashes** - $10\% + 13\% = 23\%$ damage / 2 hits

Demon Mode:

- **Cannot Demon Dance.**
- X + A - **Demon Whirling Dervish**- $(5\% * 4) + (11\% * 2) = 42\%$ damage / 6 hits
- Demon Whirling Dervish off of a ledge - **Demon Jumping Rounds** - $(13\% + 17\%) * 2 = 60\%$ damage / 4 hits
- Post-Aerial Hop - **Aerial Demon Upslashes**- $13\% + (17\% * 2) + 13\% = 60\%$ damage / 4 hits
- After Aerial Demon Upslashes, X - **Aerial Demon Downslashes** $(15\% * 2) + (10\% * 2) + (7\% * 2) = 64\%$ damage / 6 hits
- After Aerial Demon Upslashes, R - **Exit Demon Mode**

Archdemon Mode:

- X + A - **Whirling Dervish**- $(5\% * 4) + (10\% * 2) = 40\%$ damage / 6 hits
- Post-Aerial Hop - **Aerial Arch Upslashes** - $10\% + (12\% * 2) + 10\% = 44\%$ damage / 4 hits
- Arch Whirling Dervish off of a ledge - **Arch Jumping Slashes** - $12\% + (15\% * 2) + 12\% = 54\%$ damage / 4 hits
- After Aerial Arch Upslashes, X - **Aerial Arch Downslashes**- $(16\% * 2) + (9\% * 2) + (7\% * 2) = 56\%$ damage / 6 hits

Aerial Style is very niche, though it fills its niche well. Aerial Dual Blades lets you spam jumps on the monster dealing hits on the way up and on the way down extremely effectively, though at a loss of focusing your damage on a single weakspot and at the risk of consuming all of your Stamina extremely quickly.

Recommended Hunter Arts:

- Absolute Readiness

Hop and Down

While in Demon Mode, B, then Post-Aerial Hop, X, X

A simple and easy Post-Aerial Hop combo. The last X is to lag cancel while attacking.

Mid-air Demon Transition

While in Demon or Archdemon Mode, B, R

If you want to get damage in Aerial Style before entering or exiting Demon Mode, this is a cool way to do it. Remember that if you run out of stamina in mid-air, you'll exit Demon Mode prematurely.

Easy Gapclose 'n Hopping

While in Demon or Archdemon Mode, X+A, X, X, X, B, then Post-Aerial Hop, X

Uses the Whirling Dervish to gapclose into the monster, rather than using the Aerial Hop. It's much faster and you deal damage during it too.

Adept Style

1 Hunter Art slot (1 SP Art). Prevents you from using Demon Dashes off of ledges but lets you Adept Dodge with Demon Dashes, counterattacking as you perform the dodge! Also lets you have two free dashes of invincibility beforehand!

Normal Mode:

- B - **Adept Dodge**
- Post-Adept Dodge, X - **Uplash** - 18% damage

Demon Mode:

- **Cannot Demon Jumping Rounds.**
- Post-Adept Dodge - **Adept Demon Dodge** (charges the Demon Gauge a little if performed) - $11\% + 18\% + (8\% * 2) = 45\%$ damage / 4 hits
- After landing from Adept Demon Dodge - **Adept Demon Dashes**

Archdemon Mode:

- **Cannot Arch Jumping Slashes.**
- Post-Adept Dodge - **Adept Arch Dodge** - $10\% + 16\% + (7\% * 2) = 40\%$ damage / 4 hits
- After landing from Adept Arch Dodge - **Adept Arch Dashes**

Adept Style isn't as broken as it was before since you have to upkeep Demon Gauge by actually going into Demon Mode now, but it's still a force to be reckoned with. The Adept Dodges will, more often than not, automatically connect with the monster since you're automatically counterattacking, and the followup Demon Dashes provide complete invincibility providing protection against multi-hit attacks. You can even cancel the dashes at any time by pressing X before performing one, so you can perform multiple Adept Dodges in a row. Truly a highskill-cap weapon/style combo.

Recommended Hunter Arts:

- Absolute Readiness / Wolf's Maw III

EZ Modo

While in Demon or Archdemon Mode: B

Yeah, literally just pressing B is effective in this style. And people wonder why Adept was nerfed in GU.

EZ Modo Canceling

While in Demon or Archdemon Mode: B, then Post-Adept Dodge, X before you dash

You can cancel out of performing the dashes by performing an attack, after which you can perform another Adept Dodge... whoo wee.

Valor Style

1 Hunter Art slot (1 SP Art). No more Demon Gauge for you, but automatically enters Archdemon Mode when the Valor Gauge is full! Pressing R lets you perform a dash with a Guard Point at the beginning that will restore sharpness if connected!

In any mode:

- **Cannot enter Demon Mode.**
- Y - **Valor Sheath**
- After Valor Sheath, X + A - **Valor Hurricane Dance** - $(8\% * 4) + 6\% + (20\% * 2) = 78\%$ damage / 7 hits

Outside of Valor Mode:

- R - **Demon Run** (consumes Stamina during the dash)
- After Valor Sheath, X - **Valor Lunging Slashes** - $7\% * 4 = 28\%$ damage / 4 hits

While Valor Mode is active:

- **Cannot Hurricane Slash.**
- After Double Down Slashes, X - **Six-Way Slash**
- After any attack, X + A - **True Demon Dance** (consumes Stamina during the attack) - $(17\% * 2) + (4\% * 8) + 6\% + (18\% * 2) = 108\%$ / 13 hits
- X + A - **Whirling Dervish**
- Demon Dash now has a Guard Point at the beginning of the attack.
- When an attack hits the Guard Point - **Valor Guard Point** (additionally restores Sharpness) - $(10\% * 2) + (7\% * 2) = 34\%$ damage / 4 hits
- After Valor Sheath, X - **Valor Whirling Dervish** - $(5\% * 4) + (10\% * 2) = 40\%$ damage / 6 hits

Valor Style places a focus on Archdemon Mode, since you gain its attacks when you fill the Valor Gauge. Instead of being able to refill the Demon Gauge however, you gain access to the Demon Run, which lets you restore Sharpness and counterattack at the same time, as well as the True Demon Dance, which deals more damage than the standard Demon Dance. Use this if you don't mind not having Demon Mode.

Recommended Hunter Arts:

- Absolute Readiness / Wolf's Maw III

Valor Lunge 'n Charge

Y, X

A simple and fast way to charge your Valor Gauge. This faster variant doesn't net you as much gauge, but is faster and safer.

Valor Dance 'n Charge

Y, X+A

This variant performs the Hurricane Dance, which will grant you a bunch of Valor Gauge. It'll take a bit of time to do though.

Counter Strikes

While in Valor Mode: R, then after you counter, XX, X

After countering an attack, you can start off into the combo with freshly sharpened DBs.

True Demon Dance

While in Valor Mode: X, X+A

The power of the True Demon Dance is not to be ignored especially if you have a time where you can perform it. You can also press X afterwards to perform a Whirling Dervish, if you have the time.

Alchemy Style

3 Hunter Art slots (3 SP Arts). Removes the Whirling Dervish and puts the Hurricane Dance into your main combos for access to the Alchemy Barrel.

Normal Mode:

- (No changes)

Demon Mode:

- **Cannot Demon Whirling Dervish.**
- **Cannot perform an attack before the second Spinning Slash.**
- Sp. Attack Button or X + A - **Demon Dance**
- To charge the Alchemy Gauge faster, perform **Demon Dance**.

Archdemon Mode:

- **Cannot Whirling Dervish.**
- **Cannot perform an attack before the second Spinning Slash.**
- **Cannot Hurricane Dance from any attack.**
- After Arch Slice II, X - **Hurricane Dance**
- To charge the Alchemy Gauge faster, perform **Hurricane Dance**.

Alchemy Style's main draw is the Alchemy Barrel. This style removes all forms of the Whirling Dervish making this style equivalent to the classic 3U DBs. If you can deal without the Whirling Dervish, this style is... okay? There's definitely less freedom when it comes to performing attacks in Archdemon Mode since you basically want to avoid anything to do with the A button. I find it difficult to recommend this style to anyone that remotely values the Whirling Dervish nowadays.

Recommended Hunter Arts:

- Absolute Readiness (SP)
- Spiral Slice III (SP)

- Wolf's Maw III

Simple Six-Way Slash

While in Demon Mode, X, X, X+A

A simple combo involving the sheer basics of DemonMode DBs.

Long Arch Combo

While in Archdemon Mode: X+A, X, X, X, X

This combo performs gapclosing and Hurricane Dances in a single string of attacks. Use if you've got the time.

Short Arch Combo

While in Archdemon Mode: X, X, X

This faster variant performs the Hurricane Dance faster.

The Style hierarchy goes Striker > Adept > Valor > Aerial > Guild/Alchemy. The cost of a few MDJs in Striker is outweighed by the fantastic DB HAs and the constant boost from Demon Mode. Adept basically makes you immortal, so long as you can keep up with the Demon Gauge draining on you. Valor is a generally fun style to use, and is perfect if you don't like Demon Mode much, but is hard to charge. Aerial is average, but it does fill its niche well enough. Guild and Alchemy mostly feel like weaker forms of the other styles, especially with Guild's 2 HA slots, and Alchemy's lack of the Whirling Dervish, but they're perfectly fine to play.

Hunter Arts

Blood Wind

Spin around with your Dual Blades, hitting a wide area as you do so. Between each spin you may direct your spins with the Control Stick. After the last spin you perform, you execute a finishing attack.

HA Rank	To Charge	Spins	Total Damage
I	670 (1004 SP)	3	$(13 * 4) * 3 + 30 * 2 = 216\%$ / 14 hits
II	750 (1100 SP)	4	$(13 * 4) * 4 + 30 * 2 = 268\%$ / 18 hits
III	830 (1196 SP)	5	$(13 * 4) * 5 + 30 * 2 = 320\%$ / 22 hits

Blood Wind is one of the more unique arts since higher levels just let you spin more. Often people will select lower levels of Blood Wind depending on the monster's openings and how small or large they are. Since you're forced to move forward if you don't press any direction, it's best to try to make readjustments or to find a place where you don't move much even when you move forward.

Aerial Slam

Take advantage of the weird terrain by dashing forwards onto it. When you collide with a climbable wall or a ledge going up or down you'll jump into the air. If you hit a monster during this jump you'll slash powerfully downward, dealing a large amount of damage and mounting damage.

HA Rank	To Charge	Total Damage
I	420 (704 SP)	$12 + 15 + 15 + 12 + 18 * 2 + 80 = 170\%$ / 7 hits
II	500 (800 SP)	$12 + 15 + 15 + 12 + 18 * 2 + 110 = 200\%$ / 7 hits
III	580 (896 SP)	$12 + 15 + 15 + 12 + 18 * 2 + 150 = 240\%$ / 7 hits

That's a pretty high damage ratio, right? Unfortunately you need a lot of things to line up in order to make use of this. You need to have weird terrain available to you, which in some areas is extremely rare. Then you need to have the monster politely wait for you by the terrain for it to get hit by the thing. All this while having not been attacked or otherwise interrupted. The use cases for this HA are incredibly slim.

Wolf's Maw

Perform a brief animation, after which your strikes will sometimes hit one more time. This additional strike is weaker in terms of raw and element. This effect also applies to Hunter Arts.

HA Rank	To Charge	Duration	Effect
I	1250 (1700 SP)	60 seconds	20% Damage/Element/Status of the preceding attack.
II	1500 (2000 SP)	90	25% Damage/Element/Status of the preceding attack.
III	1670 (2204 SP)	120	30% Damage/Element/Status of the preceding attack.

The most expensive Hunter Art in the game, sharing its title with the ironically underwhelming Brimstone Slash. Due to this art's properties, this lets you deal a lot more damage if you use elemental DBs, which you should nearly always do. This HA is extremely powerful despite the high charge time, so much so that Wolf's Maw can even replace Readiness on high-sharpness DBs.

Spiral Slice

Leap forward with Dual Blades spinning. If your hunter collides with a sufficiently weak hit zone then you'll rapidly rend the monster, dealing a lot of damage in a short duration.

HA Rank	To Charge	Total Damage
I	510 (812 SP)	$4 + (30 * 2) = 64\%$ / 3 hits
II	590 (908 SP)	$4 + (10 * 2) * 2 + 35 * 2 = 114\%$ / 7 hits
III	700 (1040 SP)	$4 + (10 * 2) * 3 + 40 * 2 = 144\%$ / 9 hits

Hitzone value must be 40 or above, otherwise you won't perform the rend nor the finisher portions of the attack.

Needless to say, this HA is really great for focusing damage on the monster's weakspot. However, there can be a few difficulties with using this HA. For example, the monster can still move while you're drilling into it. If the weakspot moves then you won't continue rending the monster, and you'll look kinda stupid. Then if you aren't accurate with the hop you won't make contact with the weakspot and you'll just fly past it. But if you are accurate you can guarantee that the monster will flinch from this attack.

What DBs To Use?

For everything except for progression you want elemental Dual Blades all of the time. Using raw Dual Blades is tossing away its biggest asset for enhancing damage. However, giving up too much in raw for a bunch of element isn't recommended either, since your damage as Dual Blades is based on both. Semi-obviously you want the DB in question to have a good length of Sharpness since DBs tend to eat that up quickly. With long enough Sharpness gauges you can even forego Razor Sharp.

Progression Recommendations

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

- **Petrified Daggers**

The basic DBs you get at the beginning of the game. You'll use this for a little bit while you're getting materials for the other DBs but you'll really start to use this at level 4 when it gains Green Sharpness. Also don't try to Demon Dance until level 4 since you'll stop early.

- **Dual Piercers**

Your first DBs with a smidgeon of Green, which is really important for Dual Blades. Easy to farm too, only requiring Great Maccao parts. This is really another transitional DB to get your Petrified Daggers to level 4 though.

- **Khezu Daggers**

Your first elemental Dual Blades is a combo Thunder/Paræne. This will be a great progression option throughout the game too so keep this one maintained and it'll serve you well, despite it being dual element/status. Plus, it's got fairly decent Sharpness.

- **Type 51 Macerators**

The Nibelsnarf DBs provide both solid Water damage as well as a slight defense buff early on in the game, and work well as Water DBs for now. You'll drop this later but for now it's the best Water DBs you can have.

- **Snow Slicers**

The Lagombi DBs are the first Ice DBs you can get and they're fairly solid for this early in the game. Since Lagombi is also a relatively early monster each time you start a new rank, this will upgrade fairly quickly as well, and turns into the best Ice DBs in the game. Do note that the amount of monsters weak to Ice are fairly rare, but this DB works best against it.

- **Hidden Gemini**

Nargacuga DBs serve as the raw DBs of choice while Petrified Daggers' upgrade is locked behind Commendations. Has decent raw, great Sharpness, and lots of Affinity to boot.

- **Morning Dawn**

Mizutsune DBs outpace the Nibelsnarf DBs in terms of raw by this point in the game, so even though you'll lose a bit of Water damage the raw damage gained is worth it. Plus it's got a slot for some versatility.

- **Twin Acrus**

The Lagiacrus DBs are best for pure Thunder by this point. Astalos DBs kinda fall short and you don't have access to Zinogre DBs yet. That and this DB turns into the best Thunder DBs, so keep this maintained.

- **Twin Flames**

Rathian/Rathalos DBs which are just better than Glavenus DBs pretty much always and these turn into the best Fire DBs. These are also easy to upgrade too, requiring alternating Rathian and Rathalos parts.

- **Fledderklaue**

The earliest Dragon DBs you can get are Gore Magala's DBs. Whatever you do, don't upgrade them into Shagaru DBs since Gore tends to have more raw than Affinity. Until you get Valstrax DBs though these are great for Dragon-weak monsters.

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

- **Obsidian Daggers**

The Obsidian Daggers are great for breaking into early High Rank due to their high raw and later on natural Blue Sharpness. Will do great until you have the capability to upgrade your other elemental DBs.

- **Snow Slicers**

The Lagombi DBs remain the best Ice DBs at this point compared to the raw-focused Gammoth DBs, and you can upgrade these as soon as you have High Rank Lagombi parts. Make sure you keep these at Rare 2 and don't branch off into the other path since this path is the one you want.

- **Twin Flames**

Upgradable as soon as you have High Rank Rathian parts which should be coming pretty fast into High Rank. Has lots of raw, solid Fire and plenty of Green Sharpness.

- **Hidden Gemini**

Narga DBs gain natural Blue and gains quite a bit of it too in High Rank. Combine with solid raw and great Affinity and you have yourself a good alternative to the Obsidian DBs.

- **Ludroth Pair**

Ludroth Pair finally becomes somewhat decent during High Rank, with the upgrade making it about equal to the Nibelsnarf DBs with the exception of the slots on this DB. Will turn into the best Water DBs too.

- **Khezu Daggers**

Remains solid throughout early High Rank before you gain access to the upgraded Zinogre DBs. Gains Blue Sharpness once you do upgrade it.

- **Usurper's Fulgur**

Crests in High Rank as slightly better than the other Thunder options by this point. Lagi DBs lack the Sharpness length to be good while Khezu DBs lack pure Thunder, and Astalos DBs have fallen behind slightly.

- **Blizzariorths**

The Bariorths DBs are like the Nargacuga DBs but far better, packing good Sharpness, good raw, and good Ice with Affinity and slots on top. A very good progression Ice DB.

- **Kirin Bolts**

By the end of High Rank you should be able to get the legendary Kirin Bolts. Despite having low raw, the incredible amount of White Sharpness, Thunder, and two slots makes a great DB that you can even drop Razor Sharp with.

- **Dragonstar Hersul**

Valstrax's DBs are similar to Kirin but for Dragon and the unique Valstrax weapon mechanic of having just Red and White Sharpnesses. Upgrades into one of the best Dragon DBs in the game, though is hard to upgrade due to the point at which G-Rank Valstrax appears, making it hard to use in early G-Rank.

G-Rank (Hub G1-G4*)

- **Elder Daggers**

The best DBs you can possibly get in G-Rank this early, has a ton of raw and natural White. Despite it lacking element, this is a great progression DB that will fill in until you can scrounge up materials for the other DBs.

- **Snow Sisters**

Lagombi DBs strike back with an early upgrade in G-Rank making them great to use against the admittedly spare Ice-weak monsters that you'll encounter. Still, 32 Ice is nothing to sneeze at.

- **Double Droth**

Upgrades to 270 and 34 Water when you get G-Rank Nibelsnarf and before then is solid to use with 240 raw and 32 Water. Additionally has slots to play around with.

- **Wyvern Lovers**

Has a great 280 raw and 23 Fire, along with a decent amount of Blue, making it great for taking on Fire-weak monsters in G-Rank.

- **Khezu Skards**

An early avenue to Thunder damage in G-Rank, works similarly to Wyvern Lovers with high raw and Blue Sharpness. Peaks earlier than the other Thunder options, giving it use in G2 and G3.

- **Dragonstar Hersul**

Upgrading the Valstrax DBs with G-Rank Valstrax parts gives you a deadly high 270 raw and 28 Dragon with 2 slots and natural White sharpness. Great to even use even when the monster in question isn't weak to Dragon.

- **Kirin Bolts**

Kirin Bolts gains 290 raw and 38 Thunder as well as the classic White Sharpness it's known for when it's fully upgraded, which can happen as soon as G4. Great to use and is effective against the final boss.

- **Mountain Blizzariorths**

Has 280 raw, 22 Ice, 25% Affinity, two slots, and White Sharpness. This is a great general use Dual Blade for when the monster isn't weak to Thunder, especially on the likes of Rajang and Zinogre.

Endgame DB Recommendations

Pretty much all of the meta DBs are elemental in some form.

Fire:

- **Reverie Star Blades** (JP Only)

Has an incredible 47 Fire and triple slots in exchange for having no access to Purple Sharpness and a slightly-below average raw of 300. The main draw here is the incredibly high amount of Fire in tandem with the negligible amount of raw loss. Putting on Razor Sharp makes this a great Fire Dual Blade to use on, say Chameleos, or any monster weak to Fire. Unfortunately this is also restricted to MHXX due to the licensing issues MHGU had.

- **Scoria Agnaktor**

Agnaktor DBs come from behind as a great DB to have with good raw, great Fire, and natural Affinity. Needs Sharpness +2 and Razor Sharp to gain Purple, but the sheer force behind this DB makes it the choice to go for Fire. Able to go Affinity-stacking or Elemental-stacking sets.

- **Blazing Wyvern Lovers**

Trades some Fire and Affinity for higher raw and the ability to get Purple with Sharpness +1. A good alternative for only slightly-weak to Fire monsters. Needs a bit of support to get Affinity-sets working due to the lack of natural Affinity.

Water:

- **Double Droth Flood**

Requires Sharpness +2, but two slots, a good 330 raw, and a great 36 Water makes this DB solid to use for any sort of set. Easy to get and upgrade to boot.

- **Her Dance**

The Soulseer Mizutsune Dual Blades sacrifices a few up-front damage in exchange for Affinity and Deviant Boost, which is pretty valuable on Striker DBs in particular. Still needs Sharpness +2 and Razor Sharp to maintain Sharpness easily, but is otherwise similar to the Double Droth Flood in terms of effectiveness.

Thunder:

- **Solid Levin Acrus**

The Lagiacrus DBs now has the properties that the Kirin Bolts had in Gen, namely, below-average raw in exchange for a higher amount of Thunder and White Sharpness. The main thing separating the two DBs are the slots and Affinity, of which Lagiacrus DBs have no slots but 20% Affinity. Because of that you can drop Razor Sharp and Sharpness +2 on these DBs and focus entirely on Affinity-stacking power sets.

- **Wunderkirins**

The Kirin DBs lack the natural Affinity of the Lagiacrus DBs but has 2 slots instead which can help with some sets. It also has slightly higher Thunder but slightly lower raw compared to the Lagiacrus DBs, but is otherwise similar in efficacy.

Ice:

- **Snow Ravines**

The Rare 2 Lagombi DBs has a solid amount of raw and a great amount of Ice when fully upgraded. Needs Sharpness +2 for Purple, or just Sharpness +1 if you're okay with White Sharpness. Used for more Ice-weak than raw-weak monsters, but none of them really come to mind. Most monsters are weaker to raw than to Ice if they are, which you should build the next DBs for.

- **Elderfrost Executioners**

The Elderfrost DBs have a crazy amount of raw and Deviant Boost, which is great for Striker DBs. Most useful against the likes of Rajang and Zinogre despite it requiring both Sharpness +2 and Razor Sharp.

- **Blizzard and Blaze**

These element/status DBs have an underwhelming amount of raw, at 290, but combine the up-front damage of Blast with a longer-term Ice damage of 49. It even has 15% Affinity and natural Purple sharpness as well, letting you run just Razor Sharp. Use for shorter hunts.

Dragon:

- **Magnastar Rig**

Has a solid amount of 30 Dragon, 300 raw, and two slots. But also has an insane amount of White that will let you forego any and all Sharpness skills, making this a great DB choice for Dragon.

- **Guiltfang "Evilbringer"**

The Savage Deviljho DBs trades in a slot for slightly higher Dragon, higher Affinity, and natural Purple. Using Razor Sharp and Sharpness +1 there should be sufficient to cover your Sharpness needs, so this is a good alternative to the Valstrax DBs if you decide to switch it up.

Status DB Recommendations:

Typically Status DBs have fewer status damage than other weapon types.

Poison:

- **Dreadqueen Spines**

Decent raw, good amount of Poison, has natural Affinity and natural Purple Sharpness along with Deviant boost. If you decide to poison the monster this is the way to do it.

- **Occult Gunsen**

An alternative to the Dreadqueen DBs for people who don't want to grind out Dreadqueen, needs Sharpness +2, but has triple slots and higher Affinity than Dreadqueen in exchange for only 2 less Poison.

Para:

- **Blood Wind Skards**

The only Para DBs whose stats aren't complete trash, the Khezu DBs pack Paralysis along with Thunder damage and decent raw as well as natural Affinity. Require Sharpness +2 and Razor Sharp to get and maintain Purple.

Sleep:

- **Chercher Ultime**

Capcom hates Sleep DBs, so this is the best SleepDBs available. Has decent White, almost comparable to Kirin or Lagiacrus, and has Poison damage too, along with 10% Affinity.

Blast:

- **Scorched Slicers**

The Hellblade DBs don't require Sharpness +2 and have a decent amount of raw with a sizable 25 Blast. Requires Razor Sharp to use, but also provides Deviant Boost to any Striker DB players out there.

- **Lightbreak Firewracks**

If you don't want to farm Hellblade, and trust me, I understand if you don't, then this is a good alternative. Good raw has a slot for only slightly less Blast and a Sharpness +2 and Razor Sharp requirement.

What Skills Should I Use?

We'll go over skills and armor sets for progression in this section. DBs will need Razor Sharp for all but the longest of Sharpness bars, and the use of Sharpness +2, like other weapon types, depends on the weapon. More often than not, you'll need it though. As for offensive skills you can opt for two major ways to build. Either stack crit like other Blademasters or build for elemental focus. Which one you'll use depends both on the target monster and player preference.

Progression Armor Sets

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

- **BuJaBu**

Classic progression set. Just put on a Bulldrome Cap, Jaggi Mail, Bulldrome Vambraces, Jaggi Faulds, and Bulldrome Greaves along with a few Attack decorations, and you have Attack Up (L) within the first few hours of the game.

- **Ceanataur**

Has Razor Sharp and Critical Eye, the former of which is really nice for all Dual Blades. The Razor Sharp armor skill does stack with the natural Razor Sharp effect inherent to Dual Blades, quadrupling the length of Sharpness gauges (on average). This effect alone may make you consider upgrading to this set, but also upgrade if you don't like the looks of BuJaBu or if you just want more defense without sacrificing Armor Spheres.

- **Rathalos**

Rathalos set for DBs mainly focuses on damage boosting above other things, sacrificing Razor Sharp from Ceanataur's set. If you choose to upgrade to this from BuJaBu directly, then Rathalos adds Weakness Exploit in addition to Attack.

- **Rathalos Mix**

The Rathalos Mix involves using Rathalos Cap, Rathalos Mail, Ceanataur Vambraces, Rathalos Faulds, and Bnahabra Boots in order to get Razor Sharp in addition to Attack and Weakness Exploit.

High Rank (Village 7-10*, Hub 4-8*)

- **BuJaBu S**

If you didn't go for Rathalos's set or its mix you should probably go for this set before fighting Plesioth in the Guild 4* Urgent to at least gain some semblance of Defense. It doesn't pack Razor Sharp or Weakness Exploit like its comrades but it does have Attack Up (L), so...

- **Ceanataur S**

Ceanataur S is more or less the same good things as standard Low Rank Ceanataur, with skill points in Critical Eye and Razor Sharp, making this set a good transitional set for Dual Blades once more. Definitely grab this once you gain access to High Rank Shogun Ceanataur.

- **Rathalos S**

Rathalos S is, again, just a good set for enhancing damage in this game, especially with its boost to Attack. Classically good, classically recommended.

- **Rathalos S Mix**

Like the Low Rank version, sacrifices some points in Attack for access to Razor Sharp with the simple change of replacing all of the parts with their equivalent High Rank versions.

- **Silver Sol**

If you somehow managed to get through High Rank without getting Rathalos S or if you just want another set just before transitioning into G-Rank, then this is the easiest set to get. I hope you like fighting Silver Rathalos, but if you manage it, then you'll get access to an armor set with Weakness Exploit and Critical Boost at the very least.

- **Hayasol**

The classic Generations meta set, it packs all of the power of the classical Affinity-stacking meta along with the utility with Razor Sharp. Done right, this set can take you all the way through G-Rank. I hope you cleared Low Rank Village 100%.

G-Rank (Hub G1-G4*)

- **Ceanataur X/GX/XR**

The first set in G-Rank with proper skills and and proper G-Rank Defense, Ceanataur X and its variants are all more or less the same as the previous versions; more points in Expert, and thus higher levels of Critical Eye, and Razor Sharp, which provides great utility for Blademasters.

- **Rathalos X**

Rathalos X is like Rathalos S but with points in Earplugs in case you wanted to get that. It's debatable which of Rathalos X and the mixset is better, though Razor Sharp is great for DBs.

- **Rathalos X Mix**

This potent mix set, consisting of Rathalos Helm X, Rathalos Mail X, Rathalos Vambraces X, Vaik Faulds X, and Bnahabra Boots X, sacrifices the points in Earplugs for Attack Up (L), Weakness Exploit, and Razor Sharp, serving as the logical conclusion to the previous Rathalos-based mixsets. Definitely get despite the slightly decreased defense.

- **Jho Ceana**

The power of Jho Ceana, made from Esurient XR and Ceanataur XR parts alternating, packs Razor Sharp and Sharpness +2 without any other investments. Great for general use and useful for many DBs, though I do recommend mixing for specific Dual Blade sets, especially for ones like the Lagiacrus DBs.

Skill Recommendations

- **Razor Sharp**

Great on Dual Blades in general due to the rate at which they hit, making any sharpness-conservation effect very useful on them. This also stacks with the natural Razor Sharp-like effect that Dual Blades naturally have, reducing your sharpness loss even further. The only DBs which these are not useful on are Dual Blades with a length amount of White or Purple sharpness, like the Valstrax DBs or the Lagiacrus DBs, in which case, you may drop Razor Sharp for other skills.

- **Weakness Exploit**

A classic recommendation for any hunter, Weakness Exploit triggers on weak hitzones of 45+, boosting your Affinity by 50% for attacks which land on those hitzones. As Dual Blades you may not be able to make *full* use of this effect but this is easily one of the largest damage-boosting effects you can get. Usefulness will vary based on the monster you fight.

- **Repeat Offender**

Serves as an alternative to Weakness Exploit for monsters with weakspots that DBs can't easily reach. You can't really get this and WE on the same set unless you have a good charm with both, so this skill is usually an either-or type of deal. The Affinity-boosting effect is easy

to maintain on Dual Blades though since you hit so often, and Wolf's Maw just makes it even easier.

- **Sharpness +2**

Sharpness +2's usefulness will vary based on the Dual Blade, but aside from the often-recommended Lagiocrus DBs or Valstrax DBs, Sharpness +2 is useful on those DBs to grant them access to Purple, which is another source of an element-boosting effect. They're also nice to not bounce and the raw damage boost is nice.

- **Critical Boost**

Critical Boost's effectiveness will be boosted based on how much Affinity you already have, but in general 70% Affinity is reachable by many weapons, even without Weakness Exploit. Use this if you want to go for full raw.

- **Critical Eye +1/2/3**

Classic Affinity booster used to round out sets. Not much to see here, but only use if you're going raw with your DBs.

- **Challenger +2**

In G-Rank, monsters enrage a lot, making this skill take effect nearly always. If you have room on your set, say, on a Lagiocrus DB set, then this is great to use.

- **[Element] Atk +2 and Element Atk Up**

These two skills will, obviously, boost your elemental damage, potentially by a lot if they already have great element to begin with. Use only if you're going to go the elemental route on DBs.

- **Elemental Crit**

Functions like Critical Boost but for element rather than raw. Whenever you crit with this, it'll boost your elemental damage dealt by 35%, which is crazy. Obviously, like Critical Boost, the more Affinity you have, the more effective this skill will be. Take this on elemental sets.

Final Thoughts

DBs are on the average side of things in GU but they do feature great HAs, which is the main reason behind why Striker DBs are so great. Adept DBs survive despite the nerf to their Demon Gauge. The matchups are mostly favorable, but, like SnS, are harder against particularly mobile monsters in Guild style. Also like SnS, you'll have to match your element with the monster's weakness, and if the monster doesn't have any, then you'll either resort to Blast or Poison, depending on the weakness, to get the job done. Overall, a fairly fun weapon to play.

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