

Yet Another Weapon Guide - Hunting Horn

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Intro

Special Thanks to: Bubbles#9188 for providing feedback on the guide before official release.

Hunting Horn! The only weapon with the ability to buff your comrades without the use of items or armor skills, and the only weapon that truly rocks! Literally. Despite the unconventional

attacks, slow speed, and low damage, HH's potential to amplify good players' damage, provide utility, exhaust the monster, and more is simply unmatched!

Please do not attempt to request edit access. Your request will be ignored. If you have feedback or comments on this guide, please contact Awesomeosity#2516 on Discord.

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

Purpose

This guide is meant for new players of Monster HunterGenerations Ultimate (MHGU) or for players who haven't played Blademaster in the old-schoolgames, and wish to play as Hunting Horn. 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 HH controls, commentary on HH styles and combinations, a complete song compendium, recommendations on progression HHs, and a final note on matchups against all monsters in the game.

At A Glance

How Do I Play Hunting Horn?

- On the upper-left of your screen, under your Sharpness is the Musical Staff. Performing attacks will add Notes to the right end of the staff, and it can hold up to 4 Notes at once.
- Any X attack will add Note 1 to the Staff. A-attacks or Sp. Attacks will add Note 2 to the Staff. X + A attacks add Note 3 to the Staff.
- Once you have a Melody lined up, indicated by a highlight on the Notes in your Staff, you can press R to Recite the Melody, and apply its effects to all hunters in the current area.
- Pressing R again once the Recital is over will let you perform an Encore, strengthening the previously-cast Melody's effects and increasing its duration.
- The Notes, and consequently Melodies that you can cast, differ depending on the HH.
- Hitting the monster with your attacks will add a Double Note to your Staff. Recitals performed with a Melody of only Double Notes will also recast the previous Melody.

Hot Tips

1. In some styles, **you can change the attack you do with certain buttons either by using a directional input or by performing it twice in a row.**
2. **You can easily check your HH's Notes, available Melodies, and even current uptimes by opening the menu and pressing R or ZR, depending on your control scheme.**
3. Self-Improvement is a song common to all HHs, and consists of Note 1, Note 1 always **Casting it once will improve your unsheathed movement speed to that of an SnS's, and should be maintained all the time.** Casting it twice will grant you "Attack Deflection Prevention", which is simply Mind's Eye, and is useful with HH's wide swings.
4. For best results, **try to remember the top two or three most useful songs for any given hunt** when you're going on that hunt, so you can easily maintain their effects on your allies.
5. **Try to use HH's unique, wide swings to hit the monster from unconventional angles.** Hitting the head enough might snag yourself a KO.
6. **HH deals Impact damage,** so try to learn the monster's Impact hit zones.

Meta Stuff

- **When choosing an HH to bring, think about songs in addition to the other stats.** This especially applies in multiplayer. Think about the monster and what it does so you can bring an HH which can mitigate the monster's attacks. In solo, this isn't as important, as you'll likely use an Attack Up Horn for yourself.
- HH's attack frequency isn't the best in the world, meaning that **most recommendations will lean towards raw damage rather than elemental damage,** and that **weapons with a high Sharpness grade are more important than one with a lengthy amount of a grade.**
- Style-wise, **Guild and Valor HH are preferred** though Guild HH is far more preferred in Time Attacks. Guild HH provides all of the basic tools that HH needs to dish out the damage and the songs with unlimited access to all of the directional attacks. Valor HH locks the directional attacks, but is otherwise a safer version of Guild with the Valor Sheathe, and in Valor Mode can cast Melodies faster.
- Striker HH is basically terrible in all aspects, removing many combos and flexibility in exchange for the underwhelming 3rd slot, which on HH isn't valuable. Aerial HH is... alright but unreliable since your attacks make you what is essentially flail about in the air.
- Adept HH prevents you from performing a Flourish but can let you quickly hit the monster 3 times after you Adept Dodge, making it situationally okay. It also lets you play Recitals faster...

if you happen to have a song lined up beforehand. Alchemy HH is a better version of Striker HH, but... it can let you double down on the support role, if you think that should exist.

- The HH Hunter Arts are underwhelming as a whole. SonicSmash, the best HH HA, deals fixed damage that scales with your raw as of GU, and also casts Sonic Waves, the effect of which is similar to a Sonic Bomb's. Invigoration, which is also okay, enhances your Recitals, letting you perform a quick dodge before you recite, and lets you Recite songs much faster than normal.
- Harmonize automatically puts in Double Notes regardless of connecting your attacks. Euphony casts all of your songs at once... but only on yourself. Useful for solo play, but not for multiplayer.
- Try to avoid using your Sweep 'n Slam attack, as that will knock away ally hunters.
- In terms of songs, avoid Healing songs. If you really need to heal other people, you could do better than casting songs which can degrade into weaker forms of themselves and which also draws the monster's attention, like with Lifepowders and Dusts of Life. Favor Attack Up Songs instead.

Cool Stuff

- Monsters will be attracted to you playing songs, so don't think you can get away with playing songs in the corner.
- Reciting a Melody with only Double Notes when you don't have any previous Melodies cast will automatically perform Self-Improvement.
- Your Hilt Thrust, performed with Sp. Attack, does Cut-type damage, so you can try to sever a monster's tail... if you're able to hit it enough I guess.
- Recovery Melodies have a chance of downgrading to a weaker version, recovering less health. You can decrease the chance of this happening by using Horn Maestro, which will also improve the duration of your Melodies that you cast.
- Despite what it may initially seem, multiple HHs at once isn't useless. If one HH user has the Melody "Melody Effects Extend", it'll extend the duration of *all* currently-casted Melodies.
- If you're in the middle of a Recital and get interrupted, you'll retain the notes in your Scale. If you're in the middle of an Encore and get interrupted, you'll lose all of the notes in your Scale.
- While you're doing any attack, you have Super Armor, preventing you from flinching and from being affected by Wind Pressure.

- If you miss with one swing of your Flourish, you cannot not to perform a second note, and if you hit with the second hit this way, the first note played can Double if you hit the monster with it. This goes for all of HHs multi-hit attacks.
- Songs don't stack with each other, but you will prolong another HH user's Melodies. You should probably take a different HH from the other guy.
- If you have multiple possible Melody combinations in your Staff, the one formed last will be Recited.
- Since Reciting and Encores attract the monster, you can try to put a trap in between you and the monster for easy pickings.

Controls & Style Rundown

Guild Style

Two Hunter Art slots (1 SP Art). Has the utility of Flourish, the power of the infinite combo, and the strength of dual Absolutes.

- X - **Right Swing** (Note 1) - 27% damage, 15 KO, 15 Exhaust
 - If used to start a combo - 30% damage, 20 KO, 15 Exhaust
- After Right Swing, X or Forward + X **Forward Slam** (Note 1) - 27% damage, 15 KO, 15 Exhaust
 - If used to start a combo - 30% damage, 20 KO, 15 Exhaust
- A - **Left Swing** (Note 2) - 30% damage, 20 KO, 15 Exhaust
- After Left Swing, A or Forward + A **Flourish** (Note 2, then any note) - $12\% + 15\% = 27\%$ damage / 2 hits, $6 + 8 = 14$ KO, $6 + 8 = 14$ Exhaust
- X + A - **Back Swing** (Note 3) - 45% damage, 25 KO, 20 Exhaust
- After Back Swing, X + A or Forward + X + A **Swing 'n Slam** (Note 3) - $15\% + 45\% = 60\%$ damage / 2 hits, $5 + 15 = 20$ KO, $5 + 45 = 50$ Exhaust
- Sp. Attack Button - **Hilt Jab** (Note 2) - 10% damage
- R - **Recital Right Sweep** (Plays current Melody) - 35% damage, 22 KO, 22 Exhaust
- After Forward Slam, R **Recital Kick** (Plays current Melody) - 20% damage, 15 KO, 22 Exhaust
- After Back Swing, R **Recital Back Swing** (Plays current Melody) - 30% damage, 25 KO, 22 Exhaust
- If Melody is Self-Improvement, after any Recital R - **Encore Back Swings V. 1** (Encores, has 2 swings) - $35\% * 2 = 70\%$ damage / 2 hits, $25 * 2 = 50$ KO, $22 * 2 = 44$ Exhaust
- If Melody is not Self-Improvement, after any Recital R - **Encore Back Swings V. 2** (Encores, has 3 swings) - $33\% + 30\% + 40\% = 103\%$ damage / 3 hits, $22 + 22 + 25 = 69$ KO, $27 + 22 + 22 = 71$ Exhaust
- After any Recital, Left + R **Encore Left Swings** (Encores, and has two variants like previous move)

- *Self-Improvement* - 35% damage, 22 KO, 22 Exhaust
- *Non-Self-Improvement* - 33% + 35% = 68% damage, 22 + 22 = 44 KO, 27 + 22 = 49 Exhaust
- After any Recital, Right + R **Encore Right Swings** (Encores, and has two variants. Slower than Left Swings) - Same as above
- In Midair while unsheathed, X, A, or X + A - **Jumping Swing** (Note added depends on button pressed) - 36% damage, 20 KO, 20 Exhaust

Guild Style is the classic style which is generally solid for most situations. Provides flexibility and damage with its moveset, and provides solid support with the Recitals.

Recommended Hunter Arts:

- Absolute Evasion
- Absolute Readiness

Combos for HH will usually depend on your songsetas well as your currently-cast Melodies. The combos listed should be used after your Melodies have been cast.

Allegro

X, A, X, A, (repeat)

The go-to combo for smacking around downed monsters. This will let you easily rack up KO and Exhaust damage.

Crescendo

Forward + X, X, (repeat)

A fairly basic gapclosing combo.

Diminuendo

X + A, X, (repeat)

A fairly basic space making combo.

Staccato

Forward + A, A, (repeat)

A combo good for racking up several notes in a row quickly.

Pianissimo

X + A, R, R

A combo good for backing away from the monster, then Reciting a Melody.

Fortissimo

Forward + X, R, Left + R

A combo good for approaching while Reciting a Melody at the same time.

Striker Style

3 Hunter Art slots (1 SP Art). Experience nostalgia with the FU moveset but also be frustrated with the modern note system.

- **Cannot Forward Slam.**
- **Cannot Flourish.**
- **Cannot Back Swing.**
- After Right Swing, X - **Left Swing** (Note 1)
- A - **Hilt Jab** (Note 2, perform up to 3 at once)
- X + A - **Sweep 'n Slam** (Note 3)

Striker Style has the same moveset as FU, while also having the Recital mechanic of the modern games. This leads to bad times. Not only are you stuck in recovery after performing Sweep 'n Slam, but you don't have Flourish to pump out the notes that are more awkward to get. All this for an extra HA slot... with which you can do... what exactly?

Recommended Hunter Arts:

- Absolute Evasion
- Absolute Readiness
- Sonic Smash III / Invigoration III

Double Flat

X, X, (repeat)

This is simply the Striker variant of the X, A, X, A combo from Guild.

Slur

A, A, A

A quick way to smack the monster's tail to help sever it.

Aerial Style

1 Hunter Art slot (1 SP Art). Aerial Jump on top of monsters to perform a Flourish with any two notes, and perform a faster Recital.

- **Cannot Flourish.**
- B - **Aerial Hop**
- While Midair, X, A, or X + A - **Aerial Flourish** (can perform any two notes) - $12\% + 22\% = 34\%$ damage, $10 + 10 = 20$ KO, $10 + 10 = 20$ Exhaust
- After Aerial Flourish and upon landing, R **Aerial Recital** (leads into other Encores as normal)

Aerial Style removes your ability to perform Flourishes in exchange for a faster Flourish with which you can do any two combinations of notes, rather than starting the first with Note 2. You also get a very quick Aerial Recital, which doesn't attack but starts the Recital animation sooner. It's useful if you can jump on the monster frequently, so if you really want to go in hard, you can get an HH with Negate Stamina Use.

Recommended Hunter Arts:

- Absolute Readiness

Double Sharp

B, then Post-Aerial Hop, (any two note combinations)R, R

This is a good way to finish the last two notes of your Melody, then immediately Reciting it.

Sharp Key Signature

Forward + X, X, B, then Post-Aerial Hop, (any two note combinations), R, R

A good way to set up any Melody with a Note 1 starterpr Self-Improvement, then immediately Reciting it.

Adept Style

1 Hunter Art slot (1 SP Art). Dodge attacks to perform a triple hit combo after which you can perform a recital.

- **Cannot Flourish.**
- B - **Adept Dodge**
- Post-Adept Dodge, X, A, or X + A -**Adept Triple Swings** (perform any 3 notes, leads into Recital Kick with R)- $15\% + 20\% + 30\% = 65\%$ damage / 3 hits, $5 + 5 + 5 = 15$ KO, $15 + 15 + 20 = 50$ Exhaust
- Post-Adept Dodge, R **Adept Recital**(has iframes before the Melody is played)

Adept Style is like Aerial Style in terms of which moves are removed, but it lets you perform an enhanced Flourish post-Adept Dodge. The combo is quite lengthy, but you can dodge between the attacks you perform, allowing you to continue to combo. However, you can only perform a Recital when you finish the Forward Slam section of the combo.

Recommended Hunter Arts:

- Absolute Readiness

Common Time

B, then Post-Adept Dodge, (any 3 note combinations)R, R

The basic Post-Adept Dodge combo. Quickly set up any three-note Melodies, then immediately Recite it. Pretty neat.

Valor Style

1 Hunter Art slot (1 SP Art). Charge the Valor Gauge to perform Valor Steps and a special Valor Bravura, which both damages and casts Melodies faster than normal!

In any state:

- **Cannot Flourish.**
- **Cannot Back Swing from idle.**
- **Cannot Forward Slam from idle.**
- Y - **Valor Sheathe**
- During Valor Sheathe, X - **Valor Forward Slam**(Note 1)

- During Valor Sheathe, A - **Valor Flourish**(Note 2, then any note)
- During Valor Sheathe, X + A - **Valor Back Slam**(Note 3)

Outside of Valor State:

- **Cannot Encores after a normal Recital.**
- After any attack, X + A - **Back Swing** (Note 3)
- After Right Swing, X - **Forward Slam** (Note 1)
- During Valor Sheathe, R - **Valor Recital**(can lead into Encores as normal)

While in Valor State:

- B - **Valor Step**
- During Valor Sheathe or after a Valor Step, R - **Valor Bravura** - $30\% + 10\% = 40\%$ damage, $15 + 15 = 30$ KO, $15 + 15 = 30$ Exhaust
- After Valor Bravura, R - **Valor Virtuoso** - $45\% + 15\% = 60\%$ damage, $15 + 25 = 40$ KO, $15 + 25 = 40$ Exhaust

Valor Style can be quite potent, but is otherwise similar to Guild in execution, which explains why people can use it as a substitute for Guild. When in Valor State, you can perform Valor Bravuras, which are much faster than your standard Recitals.

Recommended Hunter Arts:

- Absolute Readiness

Tie

Y, then X, X

One of many combos that charge up Valor Gauge while setting up Melodies to recite. This one sets up Self-Improvement well.

Accent

Y, then A, X

This combo will let you start off with a Flourish to load up two notes while charging Valor.

Glissando

Y, then R, R

A more convenient way to use the Valor Bravura. Danote that regularly Reciting from idle will not perform the Bravura.

Tuplet

While in Valor State: Forward + X, B, R, R

A way to perform the Valor Bravura without using ValorStance. Convenient if you want to use the Bravura for damage too.

Alchemy Style

3 Hunter Art slots (3 SP Arts). Charge the Alchemy Barrel to give your team enhanced support with items as well as Melodies!

- **Cannot Flourish.**
- **Cannot Back Slam from idle.**
- After Left Swing, A - **Hilt Jab** (Note 2)
- X + A - **Sweep 'n Slam** (Note 3)
- After Sweep 'n Slam, X + A - **Back Slam** (Note 3)
- After a forward roll, R + Y - **Alchemy Barrel**
- To charge the Alchemy Barrel faster, perform **Sweep 'n Slam**.

Alchemy Style seems to be a better executed Striker Style, being more similar to Adept or Aerial in terms of moveset restrictions. The only significant thing removed is the ability to perform Back Slam from idle, which reduces your ability to maneuver away from the monster. Seems to be an otherwise solid style choice, if you want to double down on “Support”ing your allies.

Recommended Hunter Arts:

- Absolute Evasion (SP)
- Absolute Readiness (SP)
- Invigoration III (SP)

Breve

Forward + X, X, A, X + A, X + A

An in-and-out combo for effectively approaching and backing off of a monster in a single string.

Semibreve

X + A, X + A

A faster way to back off of a monster while attacking.

The Style Hierarchy is Guild/Valor > Adept/Aerial/Alchemy> Striker. Guild is slightly better than Valor due to no restrictions on which move you can use and the two HA slots being enough for both Absolutes. Valor has the Valor Sheathe for additional safety and a cool faster Recital. It also charges up fairly quickly. Adept and Aerial have gimmicks attached to them that can make note setup slightly slower if the matchup is particularly unfavorable. Alchemy is a solid Style, but the unneeded 3rd HA slot isn't valued. Striker is just bad in general.

Hunter Arts

Euphony

After a brief animation, you cast the effects of all Melodies at once, but they only apply to you. Furthermore, since they're casted once, they are only cast at their initial level, except for the Melodies which effects you've already applied to yourself, whose effects are improved and their duration restored.

HA Rank	To Charge	Time Needed To Cast
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I	590 (908 SP)	7 seconds
II	630 (956 SP)	5.5
III	670 (1040 SP)	3

Euphony is good in solo play since it greatly reduces the amount of Encores and Recitals you have to perform, letting you focus on pure DPS combos. It's also easy to charge, making upkeep trivial to do. You shouldn't bring this in multiplayer though, since the effects only apply to yourself, and if you're buffing your allies, you'll receive the effects of your Melodies too.

Sonic Smash

Swing your Hunting Horn forward a few times, then unleash a large sound explosion that also has the effects of Sonic Waves. The finisher deals Fixed-type damage, ignoring hitzones. The finisher also ignores any and all modifiers, using base raw.

HA Rank	To Charge
I	830 (1196 SP)
II	1000 (1400 SP)
III	1170 (1604 SP)

HA Rank	Initial Hits Damage	Finisher Damage	Total KO	Total Exhaust
I	5 + 5 = 10%	$30 * (1 + \text{weaponRaw} * 1.6 / 100)$	5 + 20 + 10 = 35	5 + 5 + 10 = 20
II	5 + 5 = 10%	$35 * (1 + \text{weaponRaw} * 1.6 / 100)$	10 + 20 + 10 = 40	10 + 10 + 10 = 30
III	5 + 5 + 5 + 5 = 20%	$38 * (1 + \text{weaponRaw} * 1.6 / 100)$	15 + 15 + 15 + 20 = 65	15 + 15 + 15 + 15 + 10 = 55

*Example of how to calculate the finisher damage: Say you had a weapon with 300 raw. So, for Sonic Smash III, the equation is -- $38 * (1 + 300 * 1.6 / 100)$. We evaluate multiplication and division from left to right, so now: $38 * (1 + 480 / 100)$ -> $38 * (1 + 4.8)$ -> $38 * (5.8) = 220.4$. MonHun floors all damage, so your resulting output damage is 220.*

Sonic Smash is the *only* offensive HA HH has... so it's the best offensive one. It's not necessarily good, but the large fixed damage can mean something if you're fighting a monster with bad hitzones. If Sonic Waves is useful in the fight, you can use it there, too, but it's not instant like Sonic Bombs are. Use it only if there's a large opening where the monster is susceptible to Sonic Waves.

Harmonize

Performs a short casting animation, after which you'll gain a buff, shown on your scale as *D I S C O H O R*. While the buff lasts, you'll automatically get Double Notes whenever you attack, regardless of whether you hit the monster or not.

HA Rank	To Charge	Duration
I	420 (704 SP)	60 seconds
II	580 (896 SP)	90
III	670 (1004 SP)	120

This HA is only worth it if you miss attacks frequently, and if you do miss, like, one attack in your Melody combo, it's not a dealbreaker, since you can just recast the previous Melody. And if you're thinking of using this to sit in the corner and spam Melodies... the monster has other ideas.

Invigoration

After a short animation, you buff yourself. While this buff lasts, whenever you perform *any* recital or encore, you'll perform a short dodge animation before playing the Melody.

HA Rank	To Charge	Duration
I	420 (704 SP)	90 seconds
II	500 (800 SP)	120
III	580 (896 SP)	150

All recitals and encores now have a 38 MV attack, regardless of type done. The invincibility supposedly lasts until you begin Reciting, but this is currently unproven.

Invigoration is decent enough if you can really abuse the ability to both evade and attack at the same time. This also speeds up your Recital and Encore animations, making you cast Melodies faster. Also, this replaces *all* Recital and Encore animations, including the Valor Bravura and Virtuoso.

Note Book - Full Listing of All Melodies

This section will have a listing of every song in the game, their note combo(s), effects, and durations.

An important note of how Melodies work: When you initially cast a Melody, you begin a timer with duration tied to the Melody. This initial duration can be increased with the effects of Horn Maestro. Performing a Melody with the same effects will, if applicable, begin the 2nd tier effects, as well as refill the timer with a duration connected to the 2nd tier, but cannot exceed the duration of when the Melody was first cast. The 2nd duration can also be affected by Horn Maestro.

In simpler terms, you can imagine that when you first cast a Melody, you can imagine a bottle full of water, which drains over time, and the size of it depends on the Melody. When the bottle runs out of water, the Melody's effects end. Casting a song with the same effect will refill the bottle, but cannot overfill the bottle. Both the size of the bottle and the amount refilled are affected by Horn Maestro.

Self-Improvement

- White, White
- Purple, Purple
- On first cast, provides Movement Speed Up which increases your unsheathed movement speed to that of sheathed walking speed.
- On second cast, provides Attack Deflection Prevention which prevents your attacks from bouncing, like Mind's Eye.
- Neither of these effects are applied to ally hunters in the same area.

(seconds)	Normal	Horn Maestro
Max Duration	180	240
On Repeat	+90	+120

Attack Boost (S)

- White, Red, Red
- Purple, Red, Yellow
- Yellow, Purple, Red
- Red, Yellow, Purple
- Provides Attack +10% on first cast, then increases to +15% on second cast.

(seconds)	Normal	Horn Maestro
Max Duration	120	150
On Repeat	+90	+120

Attack Boost (L)

- Purple, Red, Blue, Purple
 - Purple, Red, Green, Purple
 - Purple, Red, Cyan, Purple
 - Purple, Orange, Orange, Red
- Provides Attack +15% on first cast, then increases to +20% on second cast.

(seconds)	Normal	Horn Maestro
Max Duration	90	120
On Repeat	+60	+90

Defense Boost (S)

- White, Blue, Blue
- Provides +10% Defense on first cast, then increases to +15% on second cast.

(seconds)	Normal	Horn Maestro
Max Duration	120	150
On Repeat	+90	+120

Defense Boost (L)

- Purple, Blue, Blue, Purple
- Provides +15% Defense on first cast, then increases to +20% on second cast.

(seconds)	Normal	Horn Maestro
Max Duration	90	120
On Repeat	+60	+90

Health Boost (S)

- Red, Blue, White
- Increases max health by 30 and restores 30 health.

(seconds)	Normal	Horn Maestro
Max Duration	180	240
On Repeat	+180	+240

Health Boost (L)

- Red, Blue, Red, Purple
- Increases max health by 50 and restores 50 health.

(seconds)	Normal	Horn Maestro
Max Duration	180	240
On Repeat	+180	+240

Wind Resistance

- Blue, Blue, Red
 - Blue, Blue, Green
 - Blue, Blue, Cyan
- Prevents hunters from being affected by 'light' winds on first cast.
 - Provides immunity from most forms of Wind Pressure on second cast.

(seconds)	Normal	Horn Maestro
Max Duration	180	240
On Repeat	+120	+180

Wind Negation

- Blue, Blue, Yellow, Purple
- Blue, Blue, Orange
- Prevents hunters from being affected by most forms of Wind Pressure.

(seconds)	Normal	Horn Maestro
Max Duration	180	240
On Repeat	+180	+240

Negate Stamina Use (S)

- White, Cyan, Blue
- White, Yellow, Blue
- White, Green, Blue
- Stamina will not be reduced for the duration of this buff.

(seconds)	Normal	Horn Maestro
Max Duration	90	120
On Repeat	+60	+90

Negate Stamina Use (L)

- Purple, Cyan, Blue, Cyan
- Purple, Yellow, Blue
- Purple, Green, Blue, Green
- Purple, Orange, Blue, Orange
- Stamina will not be reduced for the duration of this buff.

(seconds)	Normal	Horn Maestro
Max Duration	120	150
On Repeat	+90	+120

Psychic

- White, Blue, Cyan
- Purple, Blue, Cyan
- Displays all large monsters on the map.

(seconds)	Normal	Horn Maestro
Max Duration	30	60
On Repeat	+30	+60

Health Recovery (S)

- White, Green, White
- Purple, Green, Purple
- Has a chance to degrade into Health Recovery (XS). The chance is reduced if you have Horn Maestro.
- Recovers a small amount of health.

Health Recovery (L)

- Green, Green, Purple, Cyan
- Has a chance to degrade into Health Recovery (M) when used. Chance reduced when you have Horn Maestro.
- Recovers a higher amount of health than (S).

Health Rec. (M) + Deod.

- Green, White, Cyan, Green
- Has a chance to degrade into Health Rec. (S) + Deodorant when used. Chance reduced when you have Horn Maestro.
- Recovers some health and removes Blastblight as well as Soiled.

Health Rec. (S) + Ant.

- Green, Blue, White, Blue
- Has a chance to degrade into Health Rec. (XS) + Antidote when used. Chance reduced when you have Horn Maestro.
- Recovers some health and removes Poison.

Health Rec. (M) + Ant.

- Green, Blue, Purple, Blue
- Has a chance to degrade into Health Rec. (S) + Antidote when used. Chance reduced when you have Horn Maestro.
- Recovers some health and removes Poison.

Recovery Speed Up (S)

- Green, Green, Red, White
- Green, Green, Yellow
- Increases the speed at which you recover red health to double the normal amount.

(seconds)	Normal	Horn Maestro
Max Duration	120	180
On Repeat	+120	+180

Recovery Speed Up (L)

- Green, Green, Red, Purple
- Increases the speed at which you recover red health to quadruple the normal amount.

(seconds)	Normal	Horn Maestro
Max Duration	120	180
On Repeat	+120	+180

Divine Protection

- Green, Yellow, Purple, Yellow
- Purple, Orange, Purple, Cyan
- Provides a multiplicative 50% chance to reduce incoming damage by 30%.

(seconds)	Normal	Horn Maestro
Max Duration	120	150
On Repeat	+120	+150

Negate Cold

- Cyan, Red, Cyan
- Provides total immunity to the effects of cold-based areas, and prevents Iceblight from being afflicted by the environment.

(seconds)	Normal	Horn Maestro
Max Duration	240	300
On Repeat	+240	+300

Negate Heat

- Red, Red, Cyan
- Provides total immunity to heat-based areas and lava.

(seconds)	Normal	Horn Maestro
Max Duration	240	300
On Repeat	+240	+300

Hearing Protection (S)

- Cyan, Cyan, Red, White
- Cyan, Cyan, Red, Purple
- Cyan, Cyan, Green, White
- Prevents the effects of some monster's roars from affecting you, prevents all flinch animations from monster roars when recast, but doesn't prevent damage.

(seconds)	Normal	Horn Maestro
Max Duration	180	210
On Repeat	+180	+210

Hearing Protection (L)

- Cyan, Cyan, Green, Purple
- Orange, Orange, Green, Purple
- Prevents all flinch animations from monster roars, but doesn't prevent damage.

(seconds)	Normal	Horn Maestro
Max Duration	180	210
On Repeat	+180	+210

Negate Stun

- Cyan, Blue, Purple
- Prevents you from being Stunned at all.

(seconds)	Normal	Horn Maestro
Max Duration	180	210
On Repeat	+180	+210

Negate Paralysis

- Cyan, Yellow, White
- Cyan, Yellow, Purple
- Prevents you from being Paralyzed at all.

(seconds)	Normal	Horn Maestro
Max Duration	180	210
On Repeat	+180	+210

Tremor Res

- Cyan, Cyan, Yellow
- Prevents the effects of all Tremors.

(seconds)	Normal	Horn Maestro
Max Duration	180	210
On Repeat	+180	+210

Elem. Attack Boost

- Purple, Green, Yellow, Green
- Yellow, Cyan, Yellow, Cyan
- Purple, Orange, Yellow, Orange
- Boosts the damage of all Elements (Fire, Water, Thunder, Ice, Dragon) by 8%. Increases to 10% on recast.

(seconds)	Normal	Horn Maestro
Max Duration	120	150
On Repeat	+90	+120

[Elem] Res Boost (S)

- The effects of these songs not only increases your elemental resistance by 5, but they also reduce the grade of Blight you take from that respective element.
- On recast, increases the bonus to 7, and makes you completely immune to the Blight.

(seconds)	Normal	Horn Maestro
Max Duration	120	180
On Repeat	+120	+180

[Elem] Res Boost (L)

- The effects of these songs not only increases your elemental resistance to that element by 7, but they also make you immune to the Blight of the respective element.
- On recast, increases the bonus to 10.

(seconds)	Normal	Horn Maestro
Max Duration	120	180
On Repeat	+120	+180

Sonic Waves

- Yellow, Yellow, Yellow
- On cast, emits high frequency waves that work similarly to Sonic Bombs.
- On recast, emits one more wave.

Finale

- Orange, Red, Orange
- On cast, restores all current Melody effect durations by 30 seconds, but cannot exceed the effect duration when it was originally casted.
- Increases the extension by 40 seconds with Horn Maestro.

Negate Knockback

- Red, Orange, Red, Purple
- Prevents you from receiving knockback, either from monsters or by hunters. Note that this song can cart hunters by removing the iframes on flinch or knockback.

(seconds)	Normal	Horn Maestro
Max Duration	45	60
On Repeat	+45	+60

Att. & Def. Boost (S)

- Orange, Blue, Purple, Blue
- Purple, Blue, Orange, Orange
- Grants +10% Attack and +10% Defense, and +15% Attack, +15% Defense on recast.
- Larger effects take precedence over smaller ones. If Attack Up (L) is recited, then this Melody's Attack effect is replaced, and similarly for Defense.

(seconds)	Normal	Horn Maestro
Max Duration	120	150
On Repeat	+120	+150

Aff. Up + Health Rec. (S)

- Green, Orange, Purple, Orange
- Has a chance to degrade into Health Rec. (XS) + Aff. Up when used. Chance reduced when you have Horn Maestro.
- Restores health and increases your Affinity by 15%. Increases to 20% on recast.

(seconds)	Normal	Horn Maestro
Max Duration	120	150
On Repeat	+90	+120

Abnormal Boost

- Cyan, Orange, Orange, Purple
- Increases the value of your Status value by 10%, increasing to 15% on recast.

(seconds)	Normal	Horn Maestro
Max Duration	90	120
On Repeat	+60	+90

Negate Abnormal Stat.

- Cyan, Purple, Orange, Orange
- Prevents any and all Status effects, except for Elemental Blights.
(Blastblight is negated)

(seconds)	Normal	Horn Maestro
Max Duration	120	150
On Repeat	+60	+90

Elemental Res Boost

- Yellow, Orange, Purple
- Increases all of your elemental res by 5, and by 10 on recast.

(seconds)	Normal	Horn Maestro
Max Duration	90	150
On Repeat	+60	+90

Blightproof

- Orange, Yellow, Yellow, Orange
- Prevents all Blights, except for Blastblight.

(seconds)	Normal	Horn Maestro
Max Duration	120	150
On Repeat	+120	+150

Hearing (S) + Wind Res.

- Purple, Yellow, Orange, Yellow
- Provides Earplugs and Windproof (Lo). Provides HG Earplugs and Windproof (Hi) on recast.

(seconds)	Normal	Horn Maestro
Max Duration	180	210
On Repeat	+180	+210

Bind Res

- Cyan, Cyan, Cyan
- Prevents you from being Webbed, Muddled, or Snowman'd.

(seconds)	Normal	Horn Maestro
Max Duration	180	240
On Repeat	+180	+240

What HH To Use?

Your choice of HH will depend on both normal stats as well as the songset. Beyond that, choosing an HH with high raw is generally valued over those with high elemental damage, though there are exceptions to the rule. Generally, choose HHs with Attack Up Songs.

Progression Recommendations

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

- Petrified Horn
 - Attack +10% (1, 3, 3)
 - Defense +10% (1, 2, 2)
 - Max Health +30 (3, 2, 1)
 - Wind Pressure Reduced (2, 2, 3)

The classic Petrified Horn is your initial HH that you have at the beginning of the game and progresses through the game quite well with its upgrades. This doesn't have Green Sharpness initially, but you can use this for self-defense until you can get this to level 4.

- **Iron Horn**

- Attack +10% (1, 3, 3)
- Fire Res +5 + Fireblight Reduced (2, 3, 1)
- High-Frequency Waves Emitted (2, 2, 2)

The Iron Horn can fill in for the Petrified Horn while you level up the Petrified Horn. You will have less song options, that being the only Attack Melody, but this does have Green Sharpness sooner.

- **Hidden Harmonic**

- Attack +10% (1, 2, 2)
- Defense +10% (1, 3, 3)
- Max Health +30 (2, 3, 1)
- Wind Pressure Reduced (3, 3, 2)

Nargacuga's HH gains Blue Sharpness earlier than other weapons, letting you get it with Low Rank Gore Magala. The songs here are similar to Petrified Horn, except that the Red Note is in Note 2's position, rather than Note 3, making the Attack Up Song easier to access.

- **Hunter's Horn**

- Attack +15% (1, 3, 2, 1)
- Negate Heat (3, 3, 2)
- Negate Cold (2, 3, 2)
- Hearing Protection (S) (2, 2, 3, 1)
- Bind Res (2, 2, 2)

The Hunter's Horn, branching off from the Bone Horn, is the earliest Horn with which you get the Purple Note, which enhances your songs. In particular, this Horn has Attack Up +15% rather than Attack Up +10%. Very useful, especially for the point where you get this at.

- **Striped Dragonga**

- Attack +10% (1, 3, 3)
- Negate Heat (3, 3, 2)
- Negate Cold (2, 3, 2)
- Hearing Protection (S) (2, 2, 3, 1)
- Bind Res (2, 2, 2)

The Tigrex HH is an alright alternative to the Nargacuga HH, but it's more useful in High Rank, where it gains Purple Notes with HR Blangonga. At that point its usefulness skyrockets with the potent combo of Attack Up +15% and HG Earplugs.

- **Hell Horn**

- Attack +10% (1, 2, 2)

- Fire Res +5 + Fireblight Reduced (3, 2, 1)
- High-Frequency Waves Emitted (3, 3, 3)

An alright Glavenus Horn which eventually upgrades fairly early on into High Rank, giving it Attack Up (L) and Finale, which will maintain your songs well.

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

- **Obsidian Horn**

- Attack +15% (1, 3, 2, 1)
- Defense +15% (1, 2, 2, 1)
- Max Health +50 (3, 2, 3, 1)
- Wind Pressure Reduced (2, 2, 3)

A generally solid horn with good songs and which is easy to upgrade. It gains Blue Sharpness on Level 2 and has generally good raw throughout the ranks.

- **Striped Dragonga**

- Attack +15% (1, 3, 2, 1)
- Negate Heat (3, 3, 2)
- Negate Cold (2, 3, 2)
- Hearing Protection (S) (2, 2, 3, 1)
- Bind Res (2, 2, 2)

Once you get High Rank Blangonga, the Tigrex Horn's notes upgrade, making this quite the versatile Horn for both utility in terms of the Hearing Protection and the Attack Up (L) song.

- **Hell Horn**

- Attack +15% (1, 3, 3, 2)
- Negate Knockback (2, 3, 2, 1)
- Finale (3, 2, 3)

Can upgrade early on in High Rank with Monster Keenbones as a capture reward from Yian Kut-Ku as well as other monsters. The Finale song isn't too useful on its own, but it can be used in conjunction with the Attack Up +15% Melody in order to make the extension of it shorter and faster to perform.

- **Hidden Harmonic**

- Attack +15% (1, 2, 3, 1)
- Defense +15% (1, 3, 3, 1)
- Max Health +50 (2, 3, 2, 1)
- Wind Pressure Reduced (3, 3, 2)

With the upgrades in High Rank, the Narga HH's notes also upgrade, increasing the stat bonuses that its Melodies grant. It also gains a slot making it useful for set building.

- **Hunter's Horn**

- Attack +15% (1, 3, 2, 1)
- Negate Heat (3, 3, 2)

- Negate Cold (2, 3, 2)
- Hearing Protection (S) (2, 2, 3, 1)
- Bind Res (2, 2, 2)

The Hunter's Horn high raw and decent Sharpness make this another early High Rank progression option. It's also fairly easy to upgrade and has a whole cadre of useful utility songs as well as the always-useful Attack Up Melody.

- **Emerald Flap**

- Defense +15% (1, 3, 3, 1)
- Att. & Def. +10% (1, 3, 2, 2)
- Att. & Def. +10% (2, 3, 1, 3)
- Negate Stamina Use (L) (1, 2, 3, 2)
- Wind Pressure Negated (3, 3, 2)

Upgrading into High Rank makes the Astalos HH's song set way more useful all of a sudden. It provides both Attack and Defense Up Melodies, as well as the useful Wind Pressure Negation and the Negate Stamina Use (L) Melody for those DB or Bow users.

G-Rank (Hub G1-G4*)

- **Elder Horn**

- Defense +15% (1, 2, 2, 1)
- Health Recovery (S) (1, 3, 1)
- Negate Stamina Use (L) (1, 3, 2, 1)
- Wind Pressure Reduced (2, 2, 3)
- Health Rec. (M) + Ant. (3, 2, 1, 2)

It's got high Raw and natural White, and Elder is typically recommended for progression. However, for HH, the song set isn't particularly great. Only get if you want to focus on raw and provide more defensive Melodies.

- **Zurogong Secundo**

- Attack +10% (1, 2, 3)
- Attack +10% (2, 3, 1)
- Attack +10% (3, 1, 2)
- Fire Res +7 + Fireblight Immune (3,

The Arzueros HH, despite having much less potential than the Elder Horn, has 3 Attack +10% songs in its kit, letting you upkeep that Melody extremely efficiently. It's a good choice for early G if you want to maintain the Attack Up Song.

- **Sandcrier**

- Attack +15% (1, 2, 3, 1)
- Health Recovery (S) (1, 3, 1)
- Recovery Speed Up (L) (3, 3, 2, 1)

If you wait until the G1 Urgent, you'll finally have access to the Barroth Horn, which has a really high raw but no White Sharpness and negative Affinity. It does have a decent songset, with Attack +15% as well as Recovery Speed Up (L) and HealthRecovery (S), which can be useful.

- **Cry in the Night**

- Attack +15% (1, 2, 3, 1)
- Defense +15% (1, 3, 3, 1)
- Max Health +50 (2, 3, 2, 1)
- Wind Pressure Reduced (3, 3, 2)

Has a low amount of raw for G2, but is mostly offset by the natural White Sharpness, high Affinity, and Attack +15%, as well as two slots for your set building pleasure.

- **Yukumo Spirit Flute**

- Attack +15% (1, 3, 2, 1)
- Health Recovery (S) (1, 2, 1)
- Recovery Speed Up (L) (2, 2, 3, 1)

The Yukumo Spirit Flute is the first HH where you can finally marry decent Raw, high Sharpness, and an Attack Up (L) song all in one package. And it's fairly easy to get too.

- **Glavenus Horn**

- Attack +15% (1, 3, 3, 2)
- Negate Knockback (2, 3, 2, 1)
- Finale (3, 2, 3)

The Glavenus HH is a great choice for G3 and G4 with its natural White, high Raw, and Attack +15% Melody.

- **Lightning Flap**

- Defense +15% (1, 3, 3, 1)
- Att. & Def. +10% (1, 3, 2, 2)
- Att. & Def. +10% (2, 3, 1, 3)
- Negate Stamina Use (L) (1, 2, 3, 2)
- Wind Pressure Negated (3, 3, 2)

With Valstrax parts in G4 the Astalos HH gains natural Purple, which can easily be upkeep with a bit of Absolute Readiness on your side. Furthermore, this HH becomes very good endgame, so you should keep this.

Endgame HH Recommendations

- **Grimclaw Gong**

- Attack +15% (1, 3, 2, 1)
- Negate Heat (3, 3, 2)
- Negate Cold (2, 3, 2)
- Hearing Protection (S) (2, 2, 3, 1)

- Bind Res (2, 2, 2)

A great choice for multiplayer hunts, the Grimclaw HH has natural Purple and a maxed out Sharpness bar, so you can forego the typical Sharpness skills. It also features an Attack Up (L) + Utility Melody songset.

- **Grünlicht Flap**

- Defense +15% (1, 3, 3, 1)
- Att. & Def. +10% (1, 3, 2, 2)
- Att. & Def. +10% (2, 3, 1, 3)
- Negate Stamina Use (L) (1, 2, 3, 2)
- Wind Pressure Negated (3, 3, 2)

With natural Purple, a good 42 Thunder, as well as some natural Affinity this is also a good choice for multiplayer hunts, especially if you have Stamina-intense weapon types on your team, like DBs, Bow, or any Aerial style people.

- **Crimson Superb Horn**

- Attack +10% (1, 2, 3)
- Attack +10% (2, 3, 1)
- Attack +10% (3, 1, 2)
- Fire Res +7 + Fireblight Immune (3, 2, 1)
- High-Frequency Waves Emitted (3, 3, 3)

High raw, some Affinity, and 3 Attack Up (S) Melodies in this songset, but you'll need Sharpness +2 in order to get the Purple Sharpness. Very useful for solo play due to the ease of upkeep on the Attack Melodies.

- **Heavy Bone Horn**

- Attack +10% (1, 3, 3)
- Negate Heat (3, 3, 2)
- Negate Cold (2, 3, 2)
- Hearing Protection (S) (2, 2, 3, 1)
- Bind Res (2, 2, 2)

Has quite the high amount of raw as well as 2 slots for set flexibility. Forces you to play Attack Up (S) with one melody but is good for solo play. Requires Sharpness +2 to gain access to Purple, and to avoid the natural Blue.

- **Trauerklang**

- Attack +10% (1, 3, 3)
- Fire Res +5 + Fireblight Reduced (2, 3, 1)
- High-Frequency Waves Emitted (2, 2, 2)

The Gore Magala HH has quite a bit of Dragon and Affinity, but you'll need to run Sharpness +2 for its Purple Sharpness. This HH forces you to play the one Attack Up (S) Melody to upkeep, but it's favored in solo play when you're going up against Dragon-weak monsters.

- **Daybreak Horn**

- Attack +15% (1, 2, 3, 1)
- Defense +15% (1, 3, 3, 1)
- Max Health +50 (2, 3, 2, 1)
- Wind Pressure Reduced (3, 3, 2)

Has a lot of natural Purple as well as a maxed Sharpnessbar, so this HH will let you forego the usual Sharpness skills. It also has the classicLarge buff songset for big buffs to both Attack and Defense. Best used in multiplayer.

- **Fatalis Menace**

- Attack +15% (1, 3, 2, 1)
- Negate Heat (3, 3, 2)
- Negate Cold (2, 3, 2)
- Hearing Protection (S) (2, 2, 3, 1)
- Bind Res (2, 2, 2)

~~FATALISMAN'S A MENACE TO SOCIETY AND MUST BE STOPPED~~

In all seriousness, the Fatalis Menace does requireSharpness +2, but it has the same songs as the Grimclaw HH and has 3 slots, as well as a bitof Dragon. Use in multiplayer.

- **Elderfrost Mythmaker**

- Divine Protection (1, 3, 1, 2)
- Negate Abnormal Stat. (2, 1, 3, 3)
- Bind Res (2, 2, 2)
- Abnormal Status Attack +10% (2, 3, 3, 1)

One of the two choices for Negate Abnormal Stat. songs,useful in fights where negating status also negates any threat from the monster. NeedsSharpness +2 for access to White Sharpness, but has massive raw and good Ice damage.

- **Menat Sekhem**

- Divine Protection (1, 2, 1, 3)
- Negate Abnormal Stat. (3, 1, 2, 2)
- Bind Res (3, 3, 3)
- Abnormal Status Attack +10% (3, 2, 2, 1)

The other choice for Negate Abnormal Stat., use thisif you need triple slots and don't want to use Sharpness +2.

Elemental HH Recommendations

Due to how slow HH hits, Element is generally notrecommended.

- **Scaldertina**

- Attack +10% (1, 2, 3)
- Attack +10% (2, 3, 1)
- Attack +10% (3, 1, 2)
- Fire Res +7 + Fireblight Immune (3, 2, 1)

- High-Frequency Waves Emitted (3, 3, 3)

The Agnaktor HH has low Raw, but has a massive amount of Fire and Affinity to swing around. Sharpness is optional due to the presence of White Sharpness, but if you want Purple, you can get it with Sharpness +1. It also has the triple Attack Up (S) songset.

- **Sublime Bell**

- Health Recovery (S) (1, 3, 1)
- Affinity +15 + Health Rec. (S) (3, 2, 1, 2)
- HG Earplugs Effect Activated (2, 2, 3, 1)

The Mizutsune HH has a similarly high amount of Water and has access to Purple Sharpness with Sharpness +1, but is optional. The Affinity Up song is an alternative to Attack Up songs, and it also has HG Earplugs off the bat, instead of requiring you to perform the song twice.

Status HH Recommendations

Uh, this is even worse. You'd better be sure about this.

- **Occult Shamisen**

- Attack +10% (1, 2, 3)
- Attack +10% (2, 3, 1)
- Attack +10% (3, 1, 2)
- Fire Res +7 + Fireblight Immune (3, 2, 1)
- High-Frequency Waves Emitted (3, 3, 3)

Has good Affinity and good enough Poison, with a lot of White Sharpness and access to Purple Sharpness with Sharpness +1. Also has the triple Attack Up (S) songset.

- **Baleful Haar**

- Attack +10% (1, 2, 2)
- Negate Heat (2, 2, 3)
- Negate Cold (3, 2, 3)
- Hearing Protection (S) (3, 3, 2, 1)
- Bind Res (3, 3, 3)

Good raw, okay Para... but terrible Sharpness. Doesn't even get Purple with Sharpness +2, so stick with Sharpness +1 for this HH. Has a weaker songset variant of the typical Grimclaw Gong.

- **Cloaked Albtraum**

- Attack +15% (1, 2, 3, 1)
- Health Recovery (S) (1, 3, 1)
- Recovery Speed Up (L) (3, 3, 2, 1)

If a Nightcloak weapon got into the recommendations, you can tell that the other Sleep HHs are absolutely terrible. Use Sharpness +1 to avoid the natural Blue Sharpness this HH has.

- **Glavepyre Horn**

- Attack +15% (1, 3, 3, 2)

- Negate Knockback (2, 3, 2, 1)
- Finale (3, 2, 3)

Has both Attack Up +15% and the Finale Melody, making this a fine multiplayer HH for extending other HH user's songs indefinitely. Doesn't need the typical Sharpness skills because it has natural Purple and a maxed Sharpness bar.

What Skills Should I Use?

As HH, you can use the typical Blademaster skillset. Sharpness +2 is more useful on some weapons than others, and you can also forego Razor Sharp on a majority of HHs. Readiness should be able to maintain your Sharpness easily. You can also opt to take Horn Maestro or the combo skill Flying Pub Soul to boost the duration of your songs, but is generally discouraged due to the Double Note system.

Progression Armor Sets

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

- **BuJaBu**
The classic. Bulldrome Cap, Jaggi Mail, Bulldrome Vambraces, Jaggi Faulds, Bulldrome Greaves as well as some Attack Jwls will net you Attack Up (L) early game.
- **Ceanataur**
Due to HH's non-use of Razor Sharp, you don't need this set, but if you want extra defense or if you want to loosen up the Sharpness restrictions on some HHs this set should do nicely.
- **Rathalos**
Rathalos's set grants you Attack Up and Weakness Exploit which makes this a good set to transition into High Rank.
- **Rathalos Mixset**
This set is comprised of Rathalos Cap, Rathalos Mail, Ceanataur Vambraces, Rathalos Faulds, and Bnahabra Boots, and sacrifices some Attack points for Razor Sharp, which may or may not be useful for you depending on your HH.

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

- **BuJaBu S**
Like High Rank BuJa but with all the parts replaced with their High Rank equivalents. The main draw here is the higher defense, so only make this if you didn't make Rathalos's set from Low Rank for some reason.
- **Ceanataur S**

Has Razor Sharp and more points in Expert compared to LR Ceanataur. Not necessary to progression, but if you want High Rank defense for less Armor Sphere investment, this is okay.

- **Rathalos S**

High Rank Rathalos is more of the same, with more points in Attack than LR. Great for progressing into G-Rank.

- **Rathalos Mixset S**

Just replace all of the parts from the Low Rank version with their High Rank equivalents and you can get this, which is also solid for going into G-Rank, especially since your G-Rank Progression weapons will initially have low-ass Sharpness.

- **Silver Sol**

A variant of Rathalos's set, provides Weakness Exploit and Critical Boost. If you like pain, then you can farm for this, but I don't see much point.

- **Hayasol**

The Gen Meta set, if you can withstand 100% completion of Low Rank Village, is quite solid for G-Rank Progression. I've heard stories about people getting to HR Break with this set alone, so if you're a completionist, you should make this.

G-Rank (Hub G1-G4*)

- **Ceanataur X/GX/XR**

The Ceanataur variants provide either Razor Sharp, Critical Eye, Repeat Offender, or Sharpness +2. I suggest getting GX for Sharpness +1 or +2 to make some HHs more useful.

- **Rathalos X**

The Rathalos set has some points in Earplugs, which can let you ignore monster roars to recite your own songs, and is generally solid to take you through HR Break.

- **Rathalos Mixset X**

This mixset sacrifices the points in Earplugs for Razor Sharp, which can be useful for some HHs. This is made of Rathalos Helm X, Rathalos Mail, Rathalos Vambraces X, Vaik Faults X, and Bnahabra Boots X.

- **Jho Ceana**

The Jho Ceana set, made up of Esurient XR and Ceanataur XR armor parts alternating, provides Sharpness +2 and Razor Sharp at base, which makes it somewhat useful for HH. I do recommend mixing for sets with just Sharpness +2 or even without other Sharpness skills though.

Skill Recommendations

- **Weakness Exploit**
A big boost to your damage, adds 50% Affinity when striking weakspots. Remember that since HH's moves are Impact damage, you'll have to read the Impact listings and not the Cut listings for hitzones when looking at monsters.
- **Sharpness +1/2**
Useful depending on the HH. To evaluate Sharpness's usefulness on an HH, look mainly at the highest Sharpness grade that you'll get when you have this armor skill on. If you get a higher Sharpness grade with Sharpness +1 or +2 than at base, then it's more useful than not.
- **Critical Boost**
If you have plenty of Affinity on an HH, then Critical Boost is more useful. On basically any meta set, you want this skill.
- **Critical Eye**
This skill is more useful when you're rounding out a set, than as anything you should focus on. Weakness Exploit and the natural Affinity factors in more heavily than the Affinity you can get from this.
- **Challenger +2**
G-Rank Monsters enrage a lot, which makes this skill useful. Also good for rounding out a set.
- **Razor Sharp**
Only situationally useful. Absolute Readiness and the speed at which HH hits at is low enough to make Razor Sharp not as useful on HH than other Blademaster weapons, but some HHs can use this.
- **Horn Maestro / Flying Pub Soul**
Increases the duration and duration recovery of your Melodies. The Double Note system exists, so Horn Maestro isn't nearly as useful in this game as it was in previous games, so it can be ignored. If you have 5 slots spare somehow then you can get this. Flying Pub Soul is the same, except it adds a negligible +10% KO to your attacks.

Final Thoughts

HH still lags behind the rest of the groups when it comes to kill speed, presumably due to its 'supportive' capabilities. Furthermore, it's a shame that the HH HAs are so mediocre, and the styles merely 'okay' at best. Despite this, a good HH user can take advantage of the weird hitboxes while simultaneously upkeeping the party's buffs, and so a good HH user is still a valuable part of the team.

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