

# Yet Another Weapon Guide - Long Sword

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## Intro

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

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## Purpose

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

## Guide Contents

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

## At A Glance

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

- Charge your ~~Weaboo-Gauge~~ Spirit Gauge by attacking the monster. Charge up the Spirit Gauge fully to prevent it from draining over time quickly, and to gain a damage boost.
- Scream out anime references every time you attack, and yell out famous anime quotes every time you use an HA. This grants you +0 attack, but grants you +50 cringe.

- Consume Spirit Gauge by attacking with R, performing Spirit Slashes. These Spirit Slashes cannot bounce, and they deal a lot of damage.
- Make sure you set cringy af anime quotes as your HA shoutouts. This will definitely not be annoying to your fellow hunters.
- Fully performing a Spirit Combo in Guild Style will finish it off with a Spirit Roundslash. Connecting this attack will level up your Weaboo Gauge, letting you get more raw modifiers.
- OwO what's this
- You may perform Fade Slashes with X+A either to the side after an attack, or back anytime. Use this to back off of monsters effectively, or to move around to the side of the monster.

## Hot Tips

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

9. **If you're playing in Multiplayer, stay the fuck away from literally everyone else.** Long Sword can't really stop itself from tripping everyone else, and it's notorious for tripping other people into making them cart. If the monster's down, you should go find an isolated place to cut away at the monster.

## Meta Stuff

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

- Devouring Demon is a straight damage buff, and if it weren't for the short duration and health drain over time, would be more useful.
- Because of the usefulness of the Hunter Arts, Deviant Boost is quite effective.

## Cool Stuff

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

## Controls & Style Rundown

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### Guild Style

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

- X - **Overhead Slash**
- A - **Thrust**
- After Overhead Slash, X - **Overhead Slash II**
- After Thrust, X - **Rising Slash**
- X + A - **Fade Slash**
- Side + X + A from idle - **Left Fade Slash**
- R without Spirit, or while sheathed, R + A + X - **Round Slash**
- After any attack, Right + X + A - **Right Fade Slash**
- R with Spirit - **Spirit Slash I**
- After Spirit Slash I, X - **Mid-Spirit Thrust**
- After Spirit Slash I or after Mid-Spirit Thrust, R with Spirit - **Spirit Slash II**

- After Spirit Slash II, X - **Spirit Rising Slash**
- After Spirit Slash II or after Spirit Rising Slash, R with Spirit - **Spirit Slash III**
- After Spirit Slash III, R with Spirit - **Spirit Roundslash** (*Forces you to sheath afterwards.*)
- After Fade Slash, R without Spirit - **Rushing Slash**
- After Fade Slash, R with Spirit - **Rushing Spirit Slash** (*Replaces Spirit Slash II.*)
- While midair, X - **Jumping Slash**
- While midair and no Spirit Gauge Color, R without Spirit - **Jumping Slash I**
- While midair and no Spirit Gauge Color, R with Spirit - **Jumping Spirit Slash I** (*Replaces Spirit Slash I.*)
- While midair and at least White Spirit Gauge active, R without Spirit - **Jumping Slash II**
- While midair and at least White Spirit Gauge active, R with Spirit - **Jumping Spirit Slash II** (*Replaces Spirit Slash II.*)

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

#### **Recommended Hunter Arts:**

- Absolute Readiness
- Sakura Slash III

#### **Dragonball Z Power-Up Sequence**

X, X, A, (repeat)

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

#### **Subs > Dubs**

With Spirit: R, R, R, R

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

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

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

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

#### **Baka Gaijin**

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

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

#### **Striker Style**

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

- **Cannot perform Side Fade Slashes, Left nor Right.**
- **Cannot perform Rushing Slash nor Rushing Spirit Slash.**

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

#### **Recommended Hunter Arts:**

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

#### **Omoe wa moe shindieru**

X, X, A, X, X + A

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

#### **Moshi moshi motherfucker desu**

With Spirit, X, R, R, R, R

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

### **Aerial Style**

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

- **Cannot perform Round Slash on the ground.**
- **Cannot perform Spirit Slashes on the ground.**
- **Cannot perform Rushing Slash or Rushing Spirit.**
- **B - Aerial Hop**
- Post-Aerial Hop, X - **Aerial Slashes**
- Post-Aerial Hop, R without Spirit - **Aerial Roundslash**
- Post-Aerial Hop, R with Spirit with no Spirit Gauge color - **Aerial Spirit Slash I** *(Can initiate the normal Spirit Combo afterwards.)*
- Post-Aerial Hop, R with Spirit with at least White Spirit Gauge - **Aerial Spirit Slash III** *(Replaces Spirit Slash III.)*

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

#### **Recommended Hunter Arts:**

- Sakura Slash III / Absolute Readiness

### Am I Kawaii Yet?

Before obtaining White Spirit Gauge, with Spirit: B, then Post-Aerial Hop, R, R, R, R

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

### Nani The Fuck Is This

After obtaining White Spirit Gauge, with Spirit: B, R, R

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

## Bushido Style

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

- **Cannot perform Spirit Roundslash.**
- **Cannot perform Fade Slash.**
- X + A - **Left Fade Slash**
- B - **Bushido Dodge**
- Post-Bushido Dodge, X - **Bushido Cut-In**
- After Bushido Cut-In, R with Spirit - **Spirit Reckoning**

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

#### Recommended Hunter Arts:

- Absolute Readiness

### Your waifu is trash

With Spirit: Post-Bushido Dodge, X, R

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

### [Insert Waifu] Is Best Girl

Post-Bushido Dodge, X, X, X, X, A

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

## Brave Style

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

*In any state:*



- Y - **Brave Sheathe**
- During Brave Sheathe, X - **Brave Roundslash**
- During Brave Sheathe, X + A - **Brave Fade Slash**
- During Brave Sheathe, Left/Right + X + A - **Brave Side Fade Slash**
- During Brave Sheathe, R - **Brave Rushing Slash**

*Outside of Brave State:*

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

*While in Brave State:*

- R with Spirit - **Brave Spirit Slash I**
- Brave Spirit Slash I is enhanced, and gains a Guard Point.
- After landing the Guard Point - **Brave Counter**
- After Brave Spirit Slash I or after Mid-Spirit Thrust, R with Spirit - **Brave Spirit Slash II**
- After Brave Spirit Slash II, Spirit Rising Slash, or after Brave Counter, R with Spirit - **Brave Spirit Slash III**
- After Brave Spirit Slash III, R - **Brave Reckoning Slash**

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

**Recommended Hunter Arts:**

- Absolute Readiness / Critical Juncture III

## **THIS IS THE POWER OF MY STANDO**

Y, then X, X, X

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

## **STAR PLATINUM**

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

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

## **ORA ORA ORA**

With Spirit, Y, then R, R

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

## **ZA WARUDO**

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

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

## MUDA MUDA MUDA

While in Brave State: R, then after landing the counter, X, (repeat)

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

## Alchemy Style

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

- **Cannot perform Fade Slashes.**
- **Cannot perform Side Fade Slashes with X + A.**
- **Cannot perform Rushing Slash after Fade Slashes.**
- **Cannot perform Mid-Spirit Thrust or Spirit Rising Slash.**
- A - **Side Fade Slash**
- After Overhead Slash II, X - **Thrust**
- After rolling forward, R + Y - **Alchemy Barrel**
- To Charge the Alchemy Gauge quickly, use **Spirit Slash II, III, and Roundslash.**

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

### Recommended Hunter Arts:

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

## People Die When They Are Killed

X, X, X (repeat)

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

### TL Note: 'Keikaku' Means 'Plan'

X, A, X, A (repeat)

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

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

*cough*

Anyway Brave > Striker/Bushido > Guild/Aerial/Alchemy, because Guard Points leading into 51 MV instant counters are a totally balanced gameplay mechanic when you combine them with immortality when you press Y. Striker because LS arts are great, Bushido because upkeeping Spirit is easy with

the right monsters. Guild and Alchemy are slower paced than the other two, while Aerial really needs a good opening to get started.

## Weeb Hunter Arts

### 桜花気刃斬 - Sakura Slash

Puts all of your weeb energy into your blade, then slices forward twice. Through sheer force of weeb, slashes that connected will attack with followup slashes a few moments later.

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

*Connecting any of the slashes will level your Spirit Gauge by one level, but only once for each use of this HA.*

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

### 練気解放円月斬り - Unhinged Spirit

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

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

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

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

## 鏡花の構え - Critical Juncture

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

HA Rank	To Charge	MV
I	1080 (1496 SP)	100
II	1170 (1604 SP)	140
III	1250 (1700 SP)	180

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

## 妖刀羅刹 - Devouring Demon

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

HA Rank	To Charge	Duration	Effect
I	670 (1004 SP)	75 seconds	1.1x Attack
II	750 (1100 SP)	60	1.2x Attack
III	830 (1196 SP)	45	1.3x Attack

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

## What LS To Use?

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**GLORIOUSNIPPONSTEEL** is the only LS you should use because there is no compare. Nippon steel is harder, sturdier, and creates a sharper edge that only true weebies can appreciate, you filthy gaijin. ONLY USE THE IRON KATANA, THE YUKUMO LONG SWORD, THE EAGER CLEAVER, OR AIKUCHI, OR ELSE I WILL BE DISAPPOINT.

## Progression Recommendations

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

- **ベルダーサーベル - Petrified Saber**  
The classic progression recommendation, Petrified Saber is the basic LS you get at the beginning of the game. Doesn't have Green Sharpness until level 4, but is serviceable enough until you get to Village 3\*.
- **ローグソード - Plume Sword**  
The Great Maccao LS has a tiny bit of Green, but is good enough to get you through Village 2\*. Easy to make, though you'll drop it after this.
- **鋸斬り七首 - Aikuchi**  
The Tetsucabra LS initially has low Sharpness, but has the potential to deal a lot of raw damage by the end of Low Rank. When you upgrade it with Tigrex parts, it gains a lot of Green Sharpness and has a high raw of 160. -10% Affinity doesn't mean much.
- **ヒドゥンサーベル - Hidden Saber**  
The Nargacuga LS is the opposite of the Tetsucabra LS - lower raw, but high Affinity and better Sharpness. It also scales better than the Tetsucabra LS, so make this one and maintain it regardless of whether or not you're going to use it.
- **狐刀カカルクモナキ - Kakaru Kumo Naki**  
The Mizutsune LS has none of the strengths of the previous two recommendations, but is solid regardless. Provides more consistent and higher damage than the Hidden Saber, and even provides a little bit of Water damage. Good option for taking on Glavenus.
- **飛竜刀【ベリル】 - Wyvern Blade "Beryl"**  
The Astalos LS is much like the Mizutsune LS, but has a little higher Sharpness, lower raw, and some natural Affinity, as well as Thunder damage. The most consistent form of Thunder damage by this point in the game.
- **灼炎のルーガー - Billowing Luger**  
Glavenus's LS has a few advantages. The most prominent one is that it has solid raw and Fire damage by this point in the game, and it also scales relatively well into early High Rank, needing Monster Keenbones which can be gotten from HR Kut-Ku.
- **スティールofファクト - Stahlfakt**

One of the earliest forms of Dragon damage you can get. The stats are similar to the Fated Four's weapons, except for Dragon and having some natural Affinity. This eventually turns into the best Dragon LS in the game, so if you like elemental LS, here's a good option.

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

- **オブシドサーベル - Obsidian Saber**  
Obsidian Saber remains great as a progression option, having a bit of Blue Sharpness to back up its large raw. You could even use this throughout the entirety of High Rank, if you really wanted to.
- **ヒドゥンサーベル - Hidden Saber**  
Like the Glavenus LS, Hidden Saber upgrades relatively early on in High Rank, making it useful sooner than other weapons. It also gains Blue Sharpness and has naturally high Affinity, making it useful when paired with Ceanataur S.
- **狐刀カルクモナキ - Kakaru Kumo Naki**  
Mizutsune's LS has quite a bit of raw and Water when you upgrade it using HR Mizutsune materials, making this quite solid for taking on the rest of High Rank.
- **灼炎のルーガー - Billowing Luger**  
A solid Fire option for mid-High Rank, has good raw at 180, as well as good enough Sharpness and Fire.
- **スティールofファクト - Stahlfakt**  
Gore Magala's LS is still useful, even though it does require HR Gore Magala materials to upgrade. When you do get it, it has both solid raw and natural Affinity, as well as a good Sharpness grade. Good enough to even replace the more traditional pure-raw options.
- **バスティンエッジ - Bastine Edge**  
Barioth's LS has a little bit of everything: raw, Sharpness, Affinity, Ice, and slots to boot. You can't go wrong here.
- **フレイムダンサー - Dancing Flames**  
An alternative Fire option for High Rank, has less raw than Glavenus's but also has some Affinity and about equal Sharpness values.
- **未解を測る太刀 - Discovery Saber**  
The Research LS is a decent alternative option for people who don't want to use Obsidian LS and want to use a raw-focused option. It doesn't become great until you get to its first final level, but when you do you get an LS with 200 raw, natural 15% Affinity and natural White.

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

- **エルダーサーベル - Elder Saber**

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

- **夜刀【月影】 - Deepest Night**  
Needs Nargacuga materials to upgrade, but has decent raw, natural White, and a high Affinity. Can also be fully upgraded by the end of G-Rank.
- **ヒキサキ - Killer's Sickle**  
Shogun Ceanataur's Rare 2 LS gains quite a bit of White Sharpness as well as high raw, making it crest slightly over the Elder Saber by the time G2 rolls around. Will compete with Nargacuga, but are otherwise similar in damage output.
- **龍刀【焰】 - Burning Dragonsword**  
Lao's LS is quite good in terms of raw when you first get into G3. 280 raw compounded with White Sharpness is great when you're LS, and this works well since Elder Saber should be falling off around this point.
- **飛竜刀【エメラルド】 - Wyvern Blade "Emerald"**  
Your best Thunder option by this point in G-Rank, the Astalos LS comes back with good raw, Thunder, and a little bit of Affinity. It also has Purple Sharpness, giving it a slight edge over its cousins by this point.
- **スティールofロウ - Stahlrecht**  
Moreso a raw option than a Dragon option, the Gore Magala LS has a high raw of 290 and 20% natural Affinity. Being only restricted to Blue without Sharpness +2 is disappointing though.
- **たまのをの絶刀の斬振 - Tamonowo**  
Mizutsune's LS shares Stahlrecht's high raw and Affinity, but is Water and has natural White. Good all-around option.
- **斬竜刀ヘルヘイズ - Glavenus Hellraiser**  
Glavenus's LS has more raw than its colleagues at this point, as well as slightly more White. Solid Fire option.
- **バスティザンエッジ - Bastizan Edge**  
Barioth's LS has more of the same when it comes to all-around stats, and it gains natural White Sharpness in G-Rank.

## Endgame LS Recommendations

- **鎧裂鎌ドヒキサキ - Rustrazor Splitter**

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

- **真名メルセゲル - Meretseger**

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

- **渦紋鬼懷刀【下剋上】 - Mutinous Swirl**

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

- **龍識究刀ノニアス - Authority Nonius**

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

- **ミラアンセスフォリア - Fatalis Veneranda**

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

### Elemental LS Recommendations

- **フラムプリンシパル - Principle Flame**

The Agnaktor LS has the highest amount of natural Affinity when compared to other Fire LSs, making Affinity stacking easier to do. Requires Sharpness +2 and Razor Sharp, but a high Fire rating as well as a 'good enough' raw rating makes this the best Fire LS.

- **たまきはる露命滅斬刀 - Tamakiharu Romeimetsu**

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

- **肢ユ刃王の大上段 - Elderfrost Behemoth**

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

- **スティーロfジャッジ - Stahlurteil**

A combination of good raw and natural Affinity makes this the best Dragon LS to use. Like the other recommendations here, you will need Sharpness +2 and Razor Sharp to make the best use of this LS, but is otherwise good for Dragon-weak monsters.

### Status LS Recommendations



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

- **黒狼大刀【玄】 - Occult Daito**  
The Rare 6 Yian Garuga LS has both the second-highest Poison potential but also the second-highest damage potential, as well as 3 slots and 25% Affinity. Good for applying Poison and dealing damage.
- **コイルドラックネイル - Coiled Rache Nail**  
Is the best Para LS despite not having access to Purple Sharpness at all. You'll also need Sharpness +2 to even get White Sharpness, as you're locked into Blue without it. At least you have a slot I guess?
- **朧翔大侯ゲンタヒルン - Cloaked Baron**  
This Sleep LS wins by default, as the other two Sleep LSs, both Nerscylla's, have way too low of raw to even matter.
- **碎巖刀ホムラ - Pyro Annihilator**  
An option for a Blast LS that requires Sharpness +2 and Razor Sharp, Brachydios's LS has a good amount of raw at 320 and good Blast, at 32.
- **真滅刀ヴァンダノヴァ - Grievous Vandanova**  
Hellblade's LS doesn't require Sharpness +2, but does require Razor Sharp. Does have Deviant Boost, but also has lower raw than Pyro Annihilator. If you want Deviant Boost, you go with this one.

## What Skills Should I Use?

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

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

## Progression Armor Sets

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

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

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

- **Rathalos**

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

- **Rathalos Mixset**

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

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

- **BuJaBu S**

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

- **Ceanataur S**

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

- **Rathalos S**

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

- **Rathalos Mixset S**

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

- **Silver Sol**

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

- **Hayasol**

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

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

- **Ceanataur X/GX/XR**

The different variants provide different skills, as well as different Affinity boosters. I recommend either X or XR, since those will get you the essentials you've come to expect from Ceanataur's sets.

- **Rathalos X**

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

- **Rathalos Mixset X**

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

- **Jho Ceana**

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

## Skill Recommendations

- **Weakness Exploit**

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

- **Repeat Offender**

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

- **Critical Boost**

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

- **Critical Eye**

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

- **Challenger**

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

- **Sharpness +2**

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

- **Razor Sharp**

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

## Monster Matchups

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WITNESS POWER OF BUREIBU LS UGUU

### Neoptorons and Temnocerans

#### アルセルタス: 10/10

Trivial. You have the ability to hit him out of mid-air with your basic attacks and you can take advantage of when Seltas is on the ground to perform a full Spirit Combo.

#### ゲネル・セルタス: 9/10

Sticking to the outside of Seltas Queen's legs is the name of the game, and watch out for her tail. Additionally, be careful when Seltas is on her back, since she can quite easily pivot and hit you with a charge.

#### ネルスキュラ: 9/10

Nerscylla here is pretty much the same as Seltas Queen, just stick to the outside of its legs. You can't do much about hitting its head easily without being in front of it, so you'll just have to attack the legs until it trips and reveals its head. Oh, and you can attack the poison fangs, since those count as its head.

### Piscine Wyverns

#### ドスガレオス: 10/10

You'll have to wait until it trips for you to pull off a Spirit Combo, else you might eat a hipcheck mid-combo. But otherwise, Cephadrome is relatively tame.

#### ガノトトス: 4/10

Plesioth is definitely kinda tall, and you'll have to wait for it to Water Beam before you can think about Spirit Combo-ing. You'll have to treat this fight carefully, if you're not Aerial or Valor LS.

#### ヴォルガノス: 7/10

Lavasioth shares the same issues as Plesioth, but you can Spirit Combo it out of the lava pretty smoothly and consistently. Just stay away from it while it's on land most of the time since Lavasioth's attacks are quite threatening to the typical Blademaster.

## **Bird Wyverns**

### **ドス: 10/10**

All more or less trivial. The most difficult part about these guys is trying to land a full Spirit Combo on them, since you'll probably launch them into the air like a ragdoll before you finish it.

### **ドスマッカオ: 10/10**

Tripping Great Maccao is an obvious way to start off a Spirit Combo, and your wide-ranging attacks will cut down the other Maccaos. Easy-peasy.

### **イャンクック: 10/10**

Yian Kut-Ku will likely interrupt your Spirit Combo if you're not too subtle about when you start it up. Like most monsters, you'll have to trip it if you want to get off a full Spirit Combo without taking damage. Side Fade Slashes are effective here since Kut-Ku is small enough, and Fade Slashes will pivot you to the sides.

### **ゲリョス: 9/10**

Gypceros can be annoying but is mostly trivial. You can take advantage of the enrage animation to level up your Spirit Gauge. Try to stay to the sides here, since staying behind or to the front of Gypceros will probably make you get attacked. At the same time, this isn't fully foolproof, since the tailwhips will prevent you from staying there indefinitely.

### **イャンガルルガ: 7/10**

Garuga boy's legs are quite hard and resistant to damage, so you'll have to wait for openings to attack Garuga. Try waiting for a fireball or a beak slam attack. This is a game of waiting, so if you can outwait Garuga, you've got this hunt in the bag.

### **隻眼イャンガルルガ: 8/10**

Deadeye is overall an adjustment of old Garuga rather than a strength enhancement, especially in G-Rank where Deadeye can hop backwards and perform an attack. Prayers are with you if you eat a backstep to beak slam combo.

### **ホロホホルル: 10/10**

Who gives a hoot about Malfestio? Because you sure shouldn't. Fade Slashing around it works well, and it leaves itself plenty open for Spirit Slashes. Dodge a wing slam? Spirit Slash. Sleep Beam? Spirit Slash.

### **朧隠ホロホホルル: 9/10**

Nightcloak is more of the same as Malfestio except for an invisibility gimmick, which doesn't even work right if you break its head. Just stay away from it while it's invisible or semi-invisible though, you don't want to eat a super dive attack.

## **Fanged Beasts**

### **ドスファンゴ: 10/10**

Fade Slash around Bulldrome then Spirit Combo the crap out of it. Easy.

### **ケチャワチャ: 10/10**

What even is there to say about Kecha Wacha? Go around the backside and Spirit Combo the crap out of it.

### **ウルクスス: 10/10**

Lagombi is somewhat trivial, Fade Slash around to its side or back and keep on attacking it. The hardest part is waiting for it to stop moving.

### **大雪主ウルクスス: 4/10**

Snowbaron is quite the pickle to deal with. Your attacks do sorta work on Snowbaron as on Lagombi, but Snowbaron does have a few more moves to deal with hunters right next to it. Above all, try not to get dropkicked. It can be performed directly as a combo from some attacks, so try to read those.

### **アオアシラ: 10/10**

Attack its bear-bottom with a few Spirit Slashes and watch it die. Try to get around to its back, either by normal walking or by Spirit Slashes.

### **紅兜アオアシラ: 5/10**

Redhelm is slightly more difficult than Arzueros mostly because of its hitzones but also because of the various powered-up claw swipe attacks it has in its arsenal. Redhelm can pull these out extremely quickly, so if you think you're safe, you likely aren't. Pulling off full Spirit Combos will be hard.

### **ババコンガ: 10/10**

Pink monkey isn't really difficult, just annoying. Position yourself to the sides and remain on your feet, since it can perform a backstep to breath attack combo.

### **ドドブランゴ: 6/10**

I sure hope you know how to dodge clotheslines because Blangonga's gonna toss a lot of these at you. Staying to its sides is safe, though the main issue is dodging those darn clotheslines. The double ones are especially hard, since it can nab you with the ending parts of the attacks.

### **ラングロトラ: 10/10**

Staying in front of Volvidon is ironically the best decision you can make here, since Volvidon is weakest there and it can't do much if you're there. If you're especially skilled at timing you can time a

Roundslash at the same moment as Volvidon is about to roll into you, nearly guaranteeing you'll knock him out of rolling.

### **ラージャン: 8/10**

Good luck pulling off a full Spirit Combo on Rajang; it'll probably either hop out of your way or turn around and punch you out of the way before you can finish doing Spirit Slash III. You're gonna have to wait until you trip him to pull off a full Spirit Combo. Of course, if you're particularly frisky, you can attempt to predict where it'll go, and time your combo so that you'll roundslash when it comes to you.

### **激昂したラージャン: 6/10**

What I said for Rajang, but even harder. Of note is the constant string of Blanka Balls it can throw at you, and you don't walk fast enough to walk out of the way of that one normally. If you don't like fighting Rajang as an LS user, then you're not gonna have an easier time here.

### **ガムート: 10/10**

Gammoth, despite her slow speed and large size, won't let you Spirit Combo her easily. That said, you can read her and initiate a few Spirit Combos with good positioning, especially when you break one of her legs.

### **銀嶺ガムート: 8/10**

More of the same for Elderfrost, except she can pull those ice boulders out rapidly, causing you a bit of pain. Furthermore, her back legs are more resistant to damage, so I'd advise not attacking those.

## **Amphibians**

### **テツカブラ: 10/10**

Standing to the side of Tetsucabra isn't safe, since it can just stomp on you. Staying to the face is alright, but you do have to watch out for those charges or boulders, so Spirit Combos aren't foolproof. Try to get around it and hit the tail, especially when puffed up. Breaking its backlegs will trip it, leading to easy Spirit Combos.

### **岩穿テツカブラ: 8/10**

More of the same really, just Driltusk has bigger boulders and can suplex those boulders. Again, try to maneuver around to the backside, keeping a watch out for when it tries to suplex you.

### **ザボアザギル: 9/10**

When Zamtrios is puffed up it's just begging you to Spirit Combo it to oblivion. Oblige, but remember that staying in front of Zamtrios isn't the best idea.

## **Carapaceons**

### **ダイミョウザザミ: 10/10**

Just Spirit Combo the legs to force it to trip, then wombo combo it all day.

### **矛砦ダイミョウザザミ: 9/10**

Same song and dance as normal Hermitaur, but larger and slightly deadlier. Again, Spirit Combo the legs to make it trip. I suggest staying to its right side.

### **ショウゲンギザミ: 9/10**

Annoying due to claw slam and Shogun's uncanny mobility. You also might have trouble with the jumping attack that Shogun does in G-Rank, since LS doesn't have much mobility. Same plan as Daimyo however.

### **鎧裂ショウゲンギザミ: 8/10**

Dealing with Rustrazor's Gravius mode is relatively easy since its water beam attacks can be dodged by going near Rustrazor. Rustrazor's Glavenus mode is similar in scope to normal Ceanataur, except with a bootleg spin, so treat it the same as you would an enraged Shogun.

## **Leviathans**

### **ロアルドロス: 10/10**

Royal Ludroth's attacks have quite a large area, so without proper positioning and timing you might get stuck at inopportune moments. Causing flinches when you attack the head is easy however, letting you perform Spirit Roundslashes easily. You can also go around to hit the tail if you want.

### **アグナコトル: /10**

Agnaktor's attack frequency is gonna make it hard for you to perform full Spirit Combos on it. Try to wait for thermal beam attacks, or try to break one of its legs to trip it, so you can perform a Spirit Combo.

### **ハブルボッカ: 10/10**

Nibelsnarf shouldn't be that hard to get off full Spirit Combos on. The issue is actually dealing significant damage to it. Bring Barrel Bombs and make em eat it, or perform a full Spirit Combo while it's doing a wind tunnel attack.

### **ラギアクルス: 3/10**

Good luck trying to pull off full Spirit Combos on Lagiocrus. It'll rarely give you the time of day, let alone give you the time to perform those on it. Even when you do break the legs and trip it there's only so many trips you can force on it before that doesn't really work anymore. And in G-Rank? Those Lightning Bites are deadly.

### **タマミツネ: 9/10**

Mizutsune's only weakspot that you should consider hitting is the tail. The head is simply way too risky for you to attack, given how many attacks originate from there. At least your Spirit Slashes can't bounce off of the claws, right?

### **天眼タマミツネ: 7/10**



Mistiming or being in the wrong place for one of Souseer's power attacks will really make you feel the hurt. Furthermore, you'll also have to play Souseer's little game of forcing it to enrage with bubbles before it'll lick up its parts, making them become better hitzones. Fortunately, the recovery time for the super body slam in particular will let you pull off at least most of the combo.

## **Snake Wyverns**

### **ガラアジャラ: 6/10**

Hope that you can park yourself near the back leg without attracting Najarala's attention, but that rarely happens in practice. If you do manage to trip Najarala that's at least two full Spirit Combos you can perform, so try your best to get around all of the bullcrap that Najarala throws at you.

## **Brute Wyverns**

### **ボルボロス: 8/10**

Barroth has a high tendency to charge, and it rarely leaves itself open to attack, which means less Spirit Combos for you. Your best bet would be to chase after it when it charges, initiate a Spirit Combo, and hope that you can finish it before it turns around again.

### **イビルジョー: 7/10**

Deviljho has long periods of time where it leaves itself open to attack, most prominently during its Dragon Breath or after it stomps down. You do have to watch yourself though, as Deviljho can get you with hipchecks or with the swipe combo if you take too long afterwards to counter attack.

### **怒り喰らいイビルジョー: 5/10**

Savage is much more aggressive than your standard Deviljho, and definitely won't go down without a fight. It hits both harder and faster than normal Deviljho, so you'll have to get creative with your Spirit Combo timings. Above all else, stay on top of your game. Your life is more important than your Spirit Gauge. At least I hope it is.

### **ウラガンキン: 9/10**

Ooh, Uragaan. Uh you might take a few gas attacks if you're under it, or a hipcheck. Try to get under it before it tail whips though, there's a massive blindspot right there.

### **宝纏ウラガンキン: 7/10**

Slightly more dangerous due to how often Crystalbeard can spit out rocks at you, and also more dangerous due to the Super Magma Slam's magma rocks having them super large explosions. You can treat this guy pretty much the same as normal Uragaan though.

### **ドボルベルク: 9/10**

Try to get under and camp Duramboros while it's doing the spinning top, you won't get hurt I promise. It's a free Spirit Combo, so why not? Otherwise, you can camp Duramboros pretty hard when it's doing the tail slams, just be right under the body. Just watch out for Duramboros's hipchecks or head attacks while you're under the guy.

### **ブラキディオス: 6/10**

Oh yeah like Brachydios is gonna be any easy to get Spirit Combos off on. Uh yeah, Brachydios is way too mobile and will definitely run circles around you. Plus, you can't hit the weakspots particularly well, and then you can't land Spirit Combos because Brachy loves to pivot on you.

### **猛り爆ぜるブラキディオス: 4/10**

Raging Brachy's gonna make you rage with the defuse mechanics, which don't really favor LS, unless you love to Thrust all day. Plus, Raging is bigger and more hurty than a standard Bracydios. Suffice to say, you're gonna need patience for one.

### **ディノバルド: 9/10**

Glavenus... you can Spirit Combo his head when he heats it up fairly easily, and when he does the spin attack, you can hang out by his leg and Spirit Combo there too and you'll be safe. You can even slightly counter attack the tail slam attacks. You're gonna have to finesse your way around attacks to hit the weakspots constantly though.

### **熾滅刃ディノバルド: 7/10**

Hellblade is worse than standard Glavenus because you have to contend with explody blade, and you can't really counterattack that well since the AoE Blasts the tailblade creates only let you get in a single attack edgewise. The double tail spin attack is also a thing, but if you stood by his leg for the first one you'll have plenty of time to dodge the second. Just don't get nuked and you can treat this fight similarly to standard Glavenus's.

## **Flying Wyverns**

### **ナルガクルガ: 7/10**

Narga is one fast boy, and unless you catch it after it does a tail slam you might not be able to get Spirit Slashes in on it. Aim for the outside of its wingblades to trip it, or hit the backlegs.

### **白疾風ナルガクルガ: 3/10**

Silverwind is much more of a pain than normal Nargacuga since it's the only monster that actively tries to run away from you and spam projectiles. If you thought normal Nargacuga was hard to get Spirit Gauge on, you haven't seen anything yet.

### **ベリオロス: 8/10**

Like Nargacuga except you can reduce its mobility by breaking its wings. Doing so will make it stagger every time it does one of the reposition leaps. You'll still have to try hard in order for you to get off a full Spirit Combo though, as Barioth loves to move around the battlefield even with its wings broken.

### **リオレイア: 10/10**

When Rathian tries to triple fireball that's your cue to use a Spirit Combo. In addition, since you have Super Armor whenever you attack, you can ignore Rathian's windpress when she lands, giving you slightly more opportunities to combo her.

#### **紫毒姫リオレイア: 8/10**

Same dance, more poison. Try not to stand in front of Dreadqueen in G-Rank, or you might be windpress combo'd into a Wyvernfire, or you might just be firebreathed on. Do take advantage of whenever she takes a chill pill though, since that's an easy Spirit Combo.

#### **リオレイア希少種: 2/10**

Play the waiting game with Goldian here or else you might bounce off of some random part, then get combo'd by her. You'll have to wait a lot, which means less Spirit Gauge, but being safe is worth it. In particular, try to trip her like you do with standard Rathian.

#### **リオレウス: 9/10**

Remember that trick I told you about, with you having Super Armor on attacks? If Rathalos misses you with an aerial charge or aerial flamebreath, try attacking his tail, or better yet, his claws. You might trigger a trip, which means Spirit Combo time.

#### **黒炎王リオレウス: 4/10**

Enhanced aerial mobility, combo flame breaths, fire-sun-balls, yeah I don't think Dreadking Rathalos is gonna be particularly fun for you. Try to bait out a grounded fireball in order to Spirit Combo it.

#### **リオレウス希少種: 2/10**

Silverlos's fight is similar to Goldian's, but he flies constantly. You're going to have to be patient for this guy, just as in Goldian's.

#### **バサルモス: 9/10**

Super Armor will let you ignore Basarios's tailwhips, but not the gas attacks. Basarios does have a lot of recovery frames for its attacks though, so you can wait them out and counterattack afterwards.

#### **グラビモス: 9/10**

Your Spirit Slashes won't bounce off Gravios's legs but good luck trying to actually hit the stomach to break it otherwise. Pulling off a full Spirit Combo is best done while it's trying to thermal beam you but you should also watch out for the gas attack that can come afterwards. To mitigate this, you can try to mount Gravios, but... doing that is easier said than done, since you'll most likely need a ledge to hop off of.

#### **フルフル: 9/10**

Unless you trip Khezu, performing a full Spirit Combo on it is somewhat risky, since it can just perform an electric field attack around itself. Try to bait out the projectile move, since that'll give you the best opportunity to cut it down.

### **ティガレックス: 5/10**

Tigrex's love of charging and performing spin attacks definitely doesn't help you Spirit Combo it at all. You can Fade Slash around the hind legs if it does turn around making it easy for you to dodge the charges, but everything else is difficult to handle.

### **荒鉤爪ティガレックス: 3/10**

Double so for Grimclaw. You can, say, bait out a charge after a boulder toss, but Grimclaw can really reach around itself, making it hard for you to pull off a full Spirit Combo without Grimclaw looking at you sideways. Be careful on this one.

### **セルレギオス: 8/10**

Seregios is pretty mobile and it has plenty of attacks that reach under it. It's susceptible to tripping though, so if you can manage to trip it frequently, your Spirit Gauge will remain high.

### **ライゼクス: 7/10**

Astalos has some opportunities to predict where he's going since he's pretty consistent about where he goes. In G-Rank though, you'll have to wait out his numerous combo attacks in order to even think about standing under him, and the tail attacks should also be something to watch out for.

### **青電主ライゼクス: 5/10**

Boltreaver can definitely fuck your day up if he decides to hop back and perform a Boltblade while you're mid-combo. He does have more opportunities to Spirit Combo, especially after a Boltblade or after any attacks that involves a magnetic vortex, though you will have to treat this fight more delicately than a normal Astalos.

### **ディアブロス: 7/10**

You might have to wait for Diablos to stop charging or for it to perform a horn uppercut at the end of one charge in order for you to land hits on it, and even then it might decide to just tail whip and hit you anyway. At least Diablos is easy to read and dodge, right?

### **壱魔ディアブロス: 5/10**

You might be able to land a Spirit Combo on Bloodbath as its turning around, as long as you can catch up to it after its attacks. The attacks though are extremely deadly and scary, including the super roar, which will likely get you carted before you can say "Omoe wa moe shindieru".

### **アカムトルム: 8/10**

Attacking the back legs and tail are standard for any Blademaster fighting Akantor. Take care not to be too greedy as you attack though, since Akantor's tail whips have massive range on them.

### **ウカムルバス: 8/10**

Ukanlos's fight is extremely similar to Akantor's, except that you should have more time to perform full Spirit Combos when Ukanlos decides to beam attack you.

???

### **ゴア・マガラ: 9/10**

Gore is quite easy to land Spirit Combos on, provided that you wait for its many openings to do so. Tripping Gore is also relatively easy, but you do have to be cautious when its in its Frenzy State.

### **渾沌に呻くゴア・マガラ: 7/10**

Similar to Gore Magala, Chaotic is is easy to trip, but it also has greater mobility than a standard Gore, combined with Shagaru Magala-based attacks. The transition from form to form also has enhanced attacks, so you won't be able to close the distance quite as easily or safely.

## **Fanged Wyverns**

### **ジンオウガ: 10/10**

Just bide your time when fighting Zinogre and try to get around to the backlegs. Zinogre's backlegs are susceptible to lots of damage, which means lots of tripping, so lots of Spirit Combos.

### **金雷公ジンオウガ: 7/10**

Thunderlord is more capable of attacking its backlegs and turning around than normal Zinogre, and if you're caught in a bad position, Thunderlord can really put on the hurt. Be careful with this one.

## **Elder Dragons**

### **キリン: 10/10**

Kirin's easy to deal with in general, but as Long Sword you usually won't have the time to pull off full Spirit Combos, even after its vulnerability periods. Stay calm and wait for it to trip to pull off the combos.

### **シャガルマガラ: 7/10**

You'll have to wait for Shagaru's breath attacks and hope that you'll be in the right position to punish it, and that you don't catch too many of those infamous step forward to super slam combos. Like Gore, Shagaru's susceptible to tripping as long as you hit the legs, so you can pull off some Spirit Combos.

### **バルファルク: 6/10**

Valstrax isn't too keen on waiting for you to finish doing your combos, though in G-Rank, good positioning and timing can reward you with Valstrax taking frequent breaks. It will attempt to keep you at a distance too, and that combined with the great mobility can be a pain.

### **クシャルダオラ: 7/10**

Super Armor won't protect you from Dragon Wind, though if you do time your Spirit Slashes right you can land them on the head as Kushala is turning around. Just be sure to stay away from the head otherwise or as soon as you finish your combo, since that either means it'll shoot a projectile or charge you.

**オオナズチ: 9/10**

Chameleos's attacks have the tendency to force it to stay still, which means free Spirit Gauge. What's more frustrating is the hitzones, which are bad. Watch out for the counter too.

**テオ・テスカトル: 8/10**

Teostra's attacks, like Chameleos, can make it stay still for long periods of time, but Teostra can also decide to charge all day, wasting your time, as well as everyone else's. You'll have to stay patient for this fight.

**ラオシャンロン: 9/10**

Use the fixed weapons unless you like being tremor'd and like the animation.

**アルバトリオン: 2/10**

Alatreon has this nasty tendency to absolutely fuck your day up. Like if you're next to the back legs, Alatreon can just Dragon Claw you quickly. And when it's in the air... forget about it. You're gonna have to make your own openings for this guy.

**アマツマガツチ: 3/10**

Amatsu constantly floats in the air, so even if you get enough time to perform a combo, you might miss. You should be able to land Spirit Slashes on the head regardless, but needless to say, that's one of the worst places to be. You might have to remain next to the arms or back, but Amatsu loves to reposition on you. Plus, its attacks hurt hard. Buckle up.

**オストガロア: 10/10**

Big punching bag, with plenty of opportunities for you to gain Spirit Gauge. Remember to stay to the outside of Nakarkos's head and it'll be fine.

**アトラル・カ: 9/10**

In mech form, Ahtal Ka provides plenty of opportunities to Spirit Slash it. In bug form, you have to watch out for the scythe-based attacks and the pheromone burst. You'll probably stagger it since it's so weak though.

**ミラボレアス: 9/10**

Fatalis is basically backleg simulator. You likely won't be breaking the head, but Fatalis can't attack you well when you're there aside from a tail whip attack. Just keep on sticking there.

**ミラボレアス【紅龍】: 8/10**

Crimson's similar to Fatalis, but with Meteors. You might have to shuffle around a little to dodge those, but overall is the same fight.

**ミラボレアス【祖龍】: 6/10**

Old Fatalis unlike the other two can put itself into Armor Mode when it enrages, drastically reducing its hitzones. You won't bounce with Spirit Slashes, but you won't deal damage either. Plus it also has a bunch of lightning bolts it can throw down in a similar fashion to Crimson's.

## Final Thoughts

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

**他のガイドをお探しですか？**

[大剣](#)

[片手剣](#)

[双剣](#)

[ハンマー](#)

[狩猟笛](#)

[ランス](#)

[ガンランス](#)

[剣斧](#)

[盾斧](#)

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ガイドが好きですか？ [その後、寄付を検討してください！ YAWG](#) そしてその Yet Another 一連のガイドとツールは常に無料で使用できます。