

Yet Another Weapon Guide - Long Sword

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Intro

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

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 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

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 HAA 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 ~~NOB~~ 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, DevianBoost is quite effective.

Cool Stuff

- Long Sword can slightly adjust the direction of their attacks by holding in that direction after some attacks. Try adjusting yourself after Fade Slashes!
- Hitting with the center of the blade or getting right next to the monster for your attacks confers a slight Sharpness bonus.
- On some styles you can weave in X or A attacks into your Spirit combo, letting you gain a little bit of Spirit Gauge to potentially try to finish the combo.

- Normally performing a Spirit Roundslash would force you to sheathe afterwards, but you can cancel this animation into Hunter Arts. Try Sakura Slash for a quick double boost of Spirit Gauge!
- If you decide to side roll out of an attack you'll have extra-long recovery frames if you don't attack afterwards. Who knows why, but this can ruin your Bushido play if you mistime a roll.
- While attacking, you have Super Armor, protecting you from Wind Pressure and minor hits.

Controls & Style Rundown

Guild Style

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

- X - **Overhead Slash** - 26% damage
- A - **Thrust** - 14% damage
- After Overhead Slash, X - **Overhead Slash II** - 26% damage
- After Thrust, X - **Rising Slash** - 18% damage
- X + A - **Fade Slash** - 24% damage
- Side + X + A from idle - **Left Fade Slash** - 24% damage
- R without Spirit, or while sheathed, R + A + X - **Round Slash** - 16% damage
- After any attack, Right + X + A - **Right Fade Slash** - 24% damage
- R with Spirit - **Spirit Slash I** - 28% damage
- After Spirit Slash I, X - **Mid-Spirit Thrust** - 14% damage
- After Spirit Slash I or after Mid-Spirit Thrust, R with Spirit - **Spirit Slash II** - 30% damage
- After Spirit Slash II, X - **Spirit Rising Slash** - 18% damage
- After Spirit Slash II or after Spirit Rising Slash R with Spirit - **Spirit Slash III** - $12\% + 14\% + 34\% = 60\%$ damage / 3 hits
- After Spirit Slash III, R with Spirit - **Spirit Roundslash** (Forces you to sheath afterwards.) - 42% damage
- After Fade Slash, R without Spirit - **Rushing Slash** - 18% damage
- After Fade Slash, R with Spirit - **Rushing Spirit Slash** (Replaces Spirit Slash II.) - 30% damage
- While midair, X - **Jumping Slash** - 26% damage
- While midair and no Spirit Gauge Color, R without Spirit - **Jumping Slash I** - 16% damage
- While midair and no Spirit Gauge Color, R with Spirit - **Jumping Spirit Slash I** (Replaces Spirit Slash I.) - 30% damage
- While midair and at least White Spirit Gauge active, R without Spirit - **Jumping Slash II** - $8\% + 20\% = 28\%$ damage / 2 hits
- While midair and at least White Spirit Gauge active, R with Spirit - **Jumping Spirit Slash II** (Replaces Spirit Slash II.) - $12\% + 36\% = 48\%$ damage / 2 hits

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 Side Fade Slash, Left nor Right.**
- **Cannot 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 Slash 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 gap closing. 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 Round Slash on the ground.**
- **Cannot Spirit Slashes on the ground.**
- **Cannot Rushing Slash or Rushing Spirit.**
- **B - Aerial Hop**
- Post-Aerial Hop, X - **Aerial Slashes** - $10\% + 25\% = 35\%$ damage / 2 hits
- Post-Aerial Hop, R without Spirit - **Aerial Roundslash** - 16% damage
- Post-Aerial Hop, R with Spirit with no Spirit Gauge color - **Aerial Spirit Slash I** (Can initiate the normal Spirit Combo afterwards.) - 30% damage
- Post-Aerial Hop, R with Spirit with at least White Spirit Gauge - **Aerial Spirit Slash III** (Replaces Spirit Slash III.) - $6\% + 6\% + 15\% = 27\%$ damage / 3 hits

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 Spirit Roundslash.**
- **Cannot Fade Slash.**
- X + A - **Left Fade Slash**- 24% damage
- B - **Bushido Dodge**
- Post-Bushido Dodge, X -**Bushido Cut-In** - 25% damage
- After Bushido Cut-In, R with Spirit -**Spirit Reckoning**- $30\% + 80\% = 110\%$ damage / 2 hits

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**- 16% damage
- During Brave Sheathe, X + A -**Brave Fade Slash**- 24% damage
- During Brave Sheathe, Left/Right + X + A -**Brave Side Fade Slash** - 24% damage
- During Brave Sheathe, R -**Brave Rushing Slash**- 18% damage

Outside of Brave State:

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

While in Brave State:

- R with Spirit - **Brave Spirit Slash I** - 28% damage
- Brave Spirit Slash I is enhanced, and gains a GuardPoint.
- After landing the Guard Point - **Brave Counter** - 51% damage
- After Brave Spirit Slash I or after Mid-Spirit Thrust, R with Spirit - **Brave Spirit Slash II** - 30% damage
- After Brave Spirit Slash II, Spirit Rising Slash or after Brave Counter, R with Spirit - **Brave Spirit Slash III** - 35% damage
- After Brave Spirit Slash III, R **Brave Reckoning Slash** - $35\% + 60\% = 95\%$ damage / 2 hits

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 Fade Slashes.**
- **Cannot Side Fade Slashes with X + A.**
- **Cannot Rushing Slash after Fade Slashes.**
- **Cannot Mid-Spirit Thrust or Spirit Rising Slash.**
- A - **Side Fade Slash**- 24% damage
- After Overhead Slash II, X - **Thrust** - 14% damage
- After rolling forward, R + Y - **Alchemy Barrel**
- 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

桜花氣刃斬 - 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 Damage
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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 - 28% damage.

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

鏡花の構え - Critical Juncture

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

HA Rank	To Charge	Damage
I	1080 (1496 SP)	100%

II	1170 (1604 SP)	140%
III	1250 (1700 SP)	180%

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

妖刀羅刹 - Devouring Demon

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

HA Rank	To Charge	Duration	Effect
I	670 (1004 SP)	75 seconds	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 effecttime. I assume that's to prevent excessive damage increases, but it just comes off as ineffectual. If you do use this HA, try to use it before the monster will go down from, say, a mount or while it's para'd.

What LS To Use?

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

Progression Recommendations

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

- ベルダースーベル - Petrified Saber

The classic progression recommendation, PetrifiedSaber 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 Keen bones 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 BlueSharpness and has naturally high Affinity, making it useful when paired with Ceanataur S.

- **狐刀カカルクモナキ - 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.
- **スティーロfロウ - Stahlrecht**
More of 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 draw 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.
- **渦紋鬼懐刀【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 Driltusk's when you're fighting an Ice-weak monster.

- スティールof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 SleepLSs, both Nerscylla's, have way too low of raw to even matter.

- 碎巖刀ホームラ - 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?

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 Braces X, Vaik Faults 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.

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？

[太剣](#)

[片手剣](#)

[双剣](#)

[ハンマー](#)

[狩猟笛](#)

[ランス](#)

[ガンランス](#)

[剣斧](#)

[盾斧](#)

[操虫棍](#)

[軽弩](#)

[重弩](#)

[弓](#)

[ニャンターモード](#)

またはダメージ計算機？ [試して Yet Another Damage Calculator Unite!](#)

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。

Github Mirror for my guides, in case they're takendown:

<https://github.com/Awesomeosity/YAWGs>