Yet Another Weapon Guide - Dual Blades

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# Intro

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

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## Purpose

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

## 

## Guide Contents

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

# At A Glance

## How Do I Play Dual Blades?

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

## 

## Hot Tips

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

## 

## Meta Stuff

* **You want to get to and maintain Archdemon Mode for as much as you can.** It’s easy to fill the bar, just go into Demon Mode and attack the monster a bit.
* **If the monster’s down, it’s a good idea to go into Demon Mode.** This is a good way to maintain Demon Gauge and to deal more damage to the monster.
* **DBs favor element *heavily*, which allows them to run elemental builds and be just as effective as other Blademaster weapon types.** However, you can still opt to go for raw-stacking builds and you’ll still be effective too. Just don’t run raw DBs most of the time, since that’s a quick way to get raised eyebrows in public halls.
* **Striker DBs are used the most due to the new DB HA as well as the nerf to Whirling Dervish and Adept DBs in general.**
* Adept DBs are still second-most used though since they’re nigh-broken, letting you counterattack while dodging and granting you two dashes with complete invulnerability.
* Valor DBs sacrifice Demon Mode and Archdemon Mode for the ability to dash forwards with R, and in Valor State, let you Guard Point at the beginning of the dash.
* Aerial DBs are situational in usage but effective in their niche, letting you consume lots of stamina in Demon Mode to hop on top of monsters, attack on the way up, and attack on the way down for lots of mounting potential.
* Guild DBs haven't changed much from Adept DBs, since you just lack the dash-off-of-ledge attacks in Adept.
* Alchemy DBs work just like 3U DBs in that you no longer have the Whirling Dervish to gapclose, and instead just have the normal lunging attack in both Demon Mode and normal mode.
* **DBs have great Hunter Arts in general, starting with Wolf’s Maw.** Wolf’s Maw adds an additional hit to some attacks with lower MVs but just as much element as a normal attack, amplifying your damage output extremely well. Wolf’s Maw also activates on *Hunter Arts* as well, so stacking this with, say, Spiral Slice or Blood Wind is great.
* Spiral Slice lets you deal a ton of damage focused on a weak hitzone, so long as you land the trajectory the monster will eat a bunch of damage in a short timeframe.
* Blood Wind lets you spin around and around like a top, damaging the monster repeatedly. It also lets you spin in a specific direction after each spin.
* Aerial Slam is unfortunately the black sheep of the bunch because its use cases are incredibly sparse. You need a ledge or a climbable wall to even think about executing the art, and the monster needs to wait by the ledge so you can perform it. Not worth.
* **Dual Blades require Razor Sharp.** Unless you have a long gauge of White or Purple Sharpness, Razor Sharp is practically a requirement.

## 

## Cool Stuff

* Mega Dash Juices will, obviously, prevent you from losing Stamina while you’re in Demon Mode, making it perfect for DBs. What’s less known is that while you’re in Demon Mode twice the MDJ’s duration will be used up, making it last half as long. You’ll need to bring extra MDJs if you really want to use performance-enhancing drugs.
* If you’re ever midair and need to go quickly into Demon Mode, you can press R and your hunter will activate it midair. This works for Aerial Style too.
* Dual-element Dual Blades will apply one element with each blade. This in effect means that, on average, you deal half of each element per hit. Rarely are monsters ever weak to two elements, so Dual Blades tend to focus on a single element. However, there do exist some Element/Status Dual Blades, and there’s even a single dual Status Dual Blades which see use.
* Marathon Runner will help you manage the Stamina reduction of Demon Mode at the cost of sacrificing some skill potential.
* Dual Blades have natural Razor Sharp, making it easier than other games to maintain Sharpness. But that doesn’t mean you should be lax about it.
* Pressing left before certain attacks will change their orientation and deal slightly more damage. The timing window to do this is extremely tight, though if you do manage to master it you’ll get a little more damage.
* Demon Mode provides Knockback protection while active, preventing you from getting flinched from attacks, monster or otherwise.

# Controls & Style Rundown

## Guild Style

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

*Normal Mode:*

* X - **Twice Slice I**
* After Twice Slice I, X - **Twice Slice II**
* After Twice Slice II, X - **Double Down Slashes**
* A - **Dual Side Slashes**
* After Dual Side Slashes, A - **Spinning Slashes**
* X + A, or while sheathed, Forward + X, or after Dual Side Slashes, X - **Lunging Slashes**
* After Lunging Slashes or after a forward roll, X - **Up Slash**
* Left + A - **Left Slashes**
* While in midair, X - **Jumping Slashes**
* R - **Enter Demon Mode**

*Demon Mode:*

* X - **Double Demon Slashes**
* After Double Down Slashes, X - **Demon Six-Way Slash**
* A - **Double Spinning Slashes**
* Sp. Attack Button, or before the second Spinning Slash, X - **Demon Whirling Dervish**
* X + A - **Demon Dance**
* Left + A - **Left Spinning Slashes**
* B - **Demon Dash**
* R - **Exit Demon Mode**
* While in midair, X - **Jumping Demon Slashes**
* Demon Dash off a ledge - **Demon Jumping Rounds**
* After Demon Jumping Rounds, X - **Demon Jumping Finisher**

*Archdemon Mode:*

* **Only active if you’re outside of Demon Mode and the Demon Gauge is flashing, which happens after you fill it up with attacks from Demon Mode.**
* X - **Arch Slice I**
* After Arch Slice I, X - **Arch Slice II**
* After Arch Slice II, X - **Double Arch Slashes**
* A - **Arch Side Slashes**
* After Arch Side Slashes, A - **Arch Spinning Slashes** *(can lead into other attacks like Double Spinning Slashes)*
* After Arch Side Slashes, Left + A - **Left Arch Spinning Slashes**
* X + A - **Whirling Dervish**
* After Whirling Dervish, X - **Arch Up Slash**
* After any attack, X + A - **Arch Hurricane Dance** *(consumes Demon Gauge to perform)*
* B - **Demon Dash** *(consumes Demon Gauge to perform)*
* R - **Enter Demon Mode**
* Demon Dash off a ledge - **Arch Jumping Slashes**
* After Arch Jumping Slashes, X - **Demon Jumping Finisher**

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

**Recommended Hunter Arts:**

* Absolute Readiness
* Wolf’s Maw III

**Demon Charging**

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

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

**Demon Dervishing**

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

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

**Mid-Combo Demon Cancel**

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

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

**Archdemon Blitz**

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

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

**Fast Hurricane Dance**

While in Archdemon Mode - X, X+A

*A simple and quick way to get to Hurricane Dance.*

**Hurricane Dance Assault**

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

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

## Striker Style

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

*Normal Mode:*

* *(No changes)*

*Demon Mode:*

* Demon Dance can now be evaded out of sooner.

*Archdemon Mode:*

* **Can no longer be entered due to the removal of the Demon Gauge.**

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

**Recommended Hunter Arts:**

* Absolute Readiness
* Spiral Slash III / Blood Wind I/II/III
* Wolf’s Maw III

**High Combo Extend**

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

*A basic infinite when you’re outside of Demon Mode.*

**Speedy Demon Dance**

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

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

## Aerial Style

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

*Normal Mode:*

* B - Aerial Hop
* Post-Aerial Hop, X - **Aerial Slashes**

*Demon Mode:*

* **Cannot perform Demon Dance.**
* X + A - **Demon Whirling Dervish**
* Demon Whirling Dervish off of a ledge - **Demon Jumping Slashes**
* Post-Aerial Hop - **Aerial Demon Upslashes**
* After Aerial Demon Upslashes, X - **Aerial Demon Downslashes**
* After Aerial Demon Upslashes, R - **Exit Demon Mode**

*Archdemon Mode:*

* X + A - **Arch Whirling Dervish**
* Post-Aerial Hop - **Aerial Arch Upslashes**
* Arch Whirling Dervish off of a ledge - **Arch Jumping Slashes**
* After Aerial Arch Upslashes, X - **Aerial Arch Downslashes**

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

**Recommended Hunter Arts:**

* Absolute Readiness

**Hop and Down**

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

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

**Mid-air Demon Transition**

While in Demon or Archdemon Mode, B, R

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

**Easy Gapclose ‘n Hopping**

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

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

## Adept Style

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

*Normal Mode:*

* B - **Adept Dodge**
* Post-Adept Dodge, X - **Upslash**

*Demon Mode:*

* **Cannot perform Demon Jumping Rounds.**
* Post-Adept Dodge - **Adept Demon Dodge** *(charges the Demon Gauge a little if performed)*
* After landing from Adept Demon Dodge - **Adept Demon Dashes**

*Archdemon Mode:*

* **Cannot perform Arch Jumping Slashes.**
* Post-Adept Dodge - **Adept Arch Dodge**
* After landing from Adept Arch Dodge - **Adept Arch Dashes**

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

**Recommended Hunter Arts:**

* Absolute Readiness / Wolf’s Maw III

**EZ Modo**

While in Demon or Archdemon Mode: B

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

**EZ Modo Canceling**

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

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

## Valor Style

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

*In any mode:*

* **Cannot enter Demon Mode.**
* Y - **Valor Sheath**
* After Valor Sheath, X + A - **Valor Hurricane Dance**

*Outside of Valor Mode:*

* R - **Demon Run** *(consumes Stamina during the dash)*
* After Valor Sheath, X - **Valor Lunging Slashes**

*While Valor Mode is active:*

* **Cannot perform Hurricane Slash.**
* After Double Down Slashes, X - **Six-Way Slash**
* After any attack, X + A - **True Demon Dance** *(consumes Stamina during the attack)*
* X + A - **Whirling Dervish**
* Demon Dash now has a Guard Point at the beginning of the attack.
* When an attack hits the Guard Point - **Valor Guard Point** *(additionally restores Sharpness)*
* After Valor Sheath, X - **Valor Whirling Dervish**

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

**Recommended Hunter Arts:**

* Absolute Readiness / Wolf’s Maw III

**Valor Lunge ‘n Charge**

Y, X

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

**Valor Dance ‘n Charge**

Y, X+A

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

**Counter Strikes**

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

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

**True Demon Dance**

While in Valor Mode: X, X+A

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

## Alchemy Style

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

*Normal Mode:*

* *(No changes)*

*Demon Mode:*

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

*Archdemon Mode:*

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

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

**Recommended Hunter Arts:**

* Absolute Readiness (SP)
* Spiral Slice III (SP)
* Wolf’s Maw III

**Simple Six-Way Slash**

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

*A simple combo involving the sheer basics of Demon Mode DBs.*

**Long Arch Combo**

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

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

**Short Arch Combo**

While in Archdemon Mode: X, X, X

*This faster variant performs the Hurricane Dance faster.*

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

# Hunter Arts

## Blood Wind

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

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

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

## 

## Aerial Slam

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

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

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

## 

## Wolf’s Maw

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

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

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

## 

## Spiral Slice

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

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

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

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

# What DBs To Use?

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

## 

## Progression Recommendations

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

* **Petrified Daggers**

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

* **Dual Piercers**

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

* **Khezu Daggers**

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

* **Type 51 Macerators**

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

* **Snow Slicers**

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

* **Hidden Gemini**

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

* **Morning Dawn**

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

* **Twin Acrus**

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

* **Twin Flames**

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

* **Fledderklauen**

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

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

* **Obsidian Daggers**

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

* **Snow Slicers**

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

* **Twin Flames**

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

* **Hidden Gemini**

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

* **Ludroth Pair**

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

* **Khezu Daggers**

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

* **Usurper’s Fulgur**

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

* **Blizzarioths**

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

* **Kirin Bolts**

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

* **Dragonstar Hersul**

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

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

* **Elder Daggers**

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

* **Snow Sisters**

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

* **Double Droth**

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

* **Wyvern Lovers**

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

* **Khezu Skards**

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

* **Dragonstar Hersul**

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

* **Kirin Bolts**

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

* **Mountain Blizzarioths**

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

## 

## Endgame DB Recommendations

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

**Fire:**

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

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

* **Scoria Agnaktor**

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

* **Blazing Wyvern Lovers**

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

**Water:**

* **Double Droth Flood**

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

* **Her Dance**

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

**Thunder:**

* **Solid Levin Acrus**

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

* **Wunderkirins**

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

**Ice:**

* **Snow Ravines**

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

* **Elderfrost Executioners**

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

* **Blizzard and Blaze**

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

**Dragon:**

* **Magnastar Rig**

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

* **Guiltfang “Evilbringer”**

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

**Status DB Recommendations:**

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

**Poison:**

* **Dreadqueen Spines**

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

* **Occult Gunsen**

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

**Para:**

* **Blood Wind Skards**

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

**Sleep:**

* **Chercher Ultime**

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

**Blast:**

* **Scorched Slicers**

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

* **Lightbreak Firewracks**

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

# What Skills Should I Use?

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

## Progression Armor Sets

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

* **BuJaBu**

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

* **Ceanataur**

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

* **Rathalos**

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

* **Rathalos Mix**

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

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

* **BuJaBu S**

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

* **Ceanataur S**

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

* **Rathalos S**

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

* **Rathalos S Mix**

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

* **Silver Sol**

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

* **Hayasol**

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

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

* **Ceanataur X/GX/XR**

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

* **Rathalos X**

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

* **Rathalos X Mix**

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

* **Jho Ceana**

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

## Skill Recommendations

* **Razor Sharp**

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

* **Weakness Exploit**

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

* **Repeat Offender**

Serves as an alternative to Weakness Exploit for monsters with weakspots that DBs can’t easily reach. You can’t really get this and WE on the same set unless you have a good charm with both, so this skill is usually an either-or type of deal. The Affinity-boosting effect is easy to maintain on Dual Blades though since you hit so often, and Wolf’s Maw just makes it even easier.

* **Sharpness +2**

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

* **Critical Boost**

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

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

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

* **Challenger +2**

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

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

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

* **Elemental Crit**

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

# Monster Matchups

**Please note that this section is mostly based on personal opinion and should not be taken at face value. Matchups can vary wildly between skill levels and even between individuals.**

In this section I’ll be going over monster matchups in the order that the monsters are arranged in the Hunter’s Notes, except for one monster, which I’ll talk about at the end in order to avoid spoilers.

I’ll be using a /10 rating system for this, the higher the number the better the matchup is for you, with 10 being a great matchup for you and 0 being a pretty bad matchup. Keep in mind that this is based off of Guild/No Arts as a baseline, because you can tapdance over most things with Adept or Valor. This section won’t cover in detail the monster either.

## Neoptorons and Temnocerans

**Seltas: 10/10** (Fire/Blast)

Seltas is somewhat difficult to reach when he’s up in the sky flying and stuff, but once you do knock him down (try some Spinning Slashes on him), he’s pretty predictable and abusable.

**Seltas Queen: 8/10** (Thunder/Blast)

Is somewhat difficult if you get too greedy against her, since she’ll punish your greed with a charge or a giant hipcheck to the face. Try sticking to the outside of her legs and break them, waiting for trips or when her face is exposed to stun her out of the hydro cannon charge. If you’re Aerial you can more easily knock Seltas off her back, or if you’re Valor or Adept you can counter her easily-telegraphed charges.

**Nerscylla: 7/10** (Fire/Thunder/Blast)

Kinda hard since you’re restricted to hitting the legs of Nerscylla most of the time. You’ll mostly try to trigger trips against it and then smacking the head about when it does trip. Also, Nerscylla switches weakness based on whether or not you’ve broken its Gypceros hide. Before you break it it’ll be weak to Fire, like Gypceros is, but after you break it it’s vulnerable to Thunder instead of Fire. If you don’t want to care about elemental weakness, well Blast has you covered.

## Piscine Wyverns

**Cephadrome: 10/10** (Ice)

It may be a tall monster but you can nip at the legs for easy trips (I suspect you’ve detected a theme with these matchups). Afterwards combo all over its squishy body for massive damage. You can even chase after it while it’s buried in the sand with Whirling Dervishes, or you can just Sonic Bomb it out of the ground. Just don’t get hipchecked or paralyzed.

**Plesioth: 3/10** (Thunder)

Plesioth is extremely tall so don’t expect to hit anything other than its legs basically ever. Staying under Plesioth to even try to hit the legs is its own problem since you’ll likely eat a hipcheck or get sleep bitten trying to do so, so you’ll have to stay at range and wait for a water beam to hit it. And even then you can easily eat a tailwhip or even a charged hipcheck if you’re unlucky enough while you’re staying back. Definitely an easier fight if you have Aerial.

**Lavasioth: 4/10** (Ice)

Lavasioth may be slightly smaller than Plesioth, but that’s just to make its dance moves remotely dodgeable. And don’t get me started on the super body slam which happens really fast and hits really hard. There’s very little times where you can safely hit the guy when it’s out of the lava, but your chances mostly come when it’s using projectiles and when it’s in the lava. For when it’s in the lava and sticks its head out is when you can force him out of the lava into a trip-like state, letting you whale on him.

## Bird Wyverns

**The Dromes: 10/10** (Velocidrome: Ice, Giadrome: Fire, Gendrome: Thunder/Ice, Iodrome: Water/Thunder)

Easy peasy. You have the mobility as DBs to keep up with their spastic nature and you have the wide-hitting attacks to hit the minions. Just keep on hitting them with your strongest attacks and baiting out their jump attacks.

**Great Maccao: 10/10** (Fire)

Since you’re so close to Great Maccao when it attacks you’ll probably take some sort of damage while you’re attacking it. But since you’re constantly attacking it you’ll be highly likely to trip Great Maccao when it hops onto its tail, making this fight pretty easy.

**Yian Kut-Ku: 9/10** (Ice)

Stick to the sides of Kut-Ku and you can mainly avoid its attacks, like the charges or the fireballs. The one exception is the tail whip, which can be notoriously bad. Otherwise, Yian Kut-Ku has some generous hitzones, so stay patient.

**Gypceros: 9/10** (Fire)

Gypceros can be one of those monsters who is particularly annoying to fight against. Remain to the sides to avoid the charges and the tail whips in an effort to trip Gypceros. Break the crest to prevent flashes, then hit the tail for massive damage.

**Yian Garuga: 7/10** (Water)

Garuga is particularly deadly to the aggressive player, since it’ll punish those types of players with devastating frame-one charges and beakslams. Wait out the barrage of attacks and either hit the legs or the head while Garuga is shooting off fireballs and get out of there quickly. As long as you remain calm and collected, Garuga will die. Not quickly, but relatively painlessly.

**Deadeye Yian Garuga: 8/10** (Water)

Deadeye is Garuga redesigned for the modern age, and it shows. Deadeye has much more tells and doesn’t use the more questionable moves as frequently as the original. In exchange though, Deadeye’s head can be more difficult to hit, somewhat due to the size, but also due to the larger amount of frontal-based attacks. Deadeye in G-Rank can also be quite mobile, abusing backsteps to reposition itself even faster than DBs can. Keep up with it and you’ll be rewarded with heavy damage, especially on the tail and head.

**Malfestio: 9/10** (Water)

Malfestio can catch unwary players off-guard with the sudden aerial charges it can do while enraged or with the wing slams it can perform. If you can start to read those then the other Malfestio attacks are relatively trivial to dodge and Malfestio itself will be much easier.

**Nightcloak Malfestio: 9/10** (Water)

Nightcloak is very similar to the original Malfestio except with a few new gimmicks that shouldn’t impact your overall hunt experience much. Nightcloak may be able to cloak but you should sheath while it’s cloaked anyhow to avoid any potential corkscrew dives it can perform. And if you can manage to break the head the gimmick will mostly be broken anyhow. Overall, just as easy as Malfestio is.

## Fanged Beasts

**Bulldrome: 10/10** (Thunder)

Just get behind it and whack it in the butt. Bulldrome can’t do much about it aside from shake its head about, which you can see coming anyway.

**Kecha Wacha: 10/10** (Fire)

Even with its mobility Kecha Wacha can’t really attack behind it aside from a claw swipe that it can do. And even then Kecha looks behind itself before performing this anyway. Heck, you can even remain to the sides of Kecha and it can’t do much. Look all I’m trying to say is Kecha’s easy.

**Lagombi: 10/10** (Fire)

Trivial but be wary of the slides it can do quickly. Those can catch hunters off-guard. Lagombi can also perform an attack where it leaps into the air and crashes down and performs a roll afterwards, but you’ll most often get caught by only the tremor effect.

**Snowbaron Lagombi: 9/10** (Fire)

Stick to its backside and whack away at the butt while keeping an eye out for backwards charges or snownukes that Snowbaron can pull up. With your overwhelming mobility this fight shouldn’t be much of an issue.

**Arzuros: 10/10** (Fire)

Arzuros is once again weak to the “stay behind it” method of hunting, especially when it decides to perform claw swipes. With your mobility you should easily be able to get behind it and completely avoid that attack.

**Redhelm Arzuros: 8/10** (Fire/Ice/Status)

Redhelm is notoriously strong against all forms of raw damage, but since you’re Dual Blades you don’t really care that much about that sort of thing. If you plan to go for offense, I highly recommend Ice rather than Fire here, since you’re limited to only hitting Redhelm’s behind, which is weaker to Ice than to Fire. If you instead opt to take advantage of Redhelm’s actual ‘weakness’ of status, then I recommend Para or Sleep to let your teammates deal the most amount of damage to him. Combat-wise, you can treat Redhelm like a normal Arzuros but with deadlier and faster claw-based attacks. Try to outmaneuver it by going under or around it to the backside.

**Congalala: 10/10** (Fire)

Easy fight. Congalala telegraphs its charges briefly so you can combat it by sticking to Congalala’s behind or sides. Especially abuse the timings where it falls down to the ground or when it sticks to one position, such as after the triple swipe attack or during the breath-based attack.

**Blangonga: 3/10** (Fire)

Blangonga is a pain for new hunters and old hunters alike due to its incredibly fast movements and damaging clothesline attack. It’s not gonna be easy to dodge that clothesline when Blangonga doubles back either, since you won’t be able to get behind it. Wait out the attacks then approach Blangonga while it’s performing some of the slower moves, like the ice breath or the super body slam attack, then swing away, making sure to keep yourself behind him.

**Volvidon: 6/10** (Water)

Due to your short range you can’t knock Volvidon out of its rolling attacks, so you’ll have to settle for hitting it normally. You may be able to get behind it easily, but Volvidon can just as easily side or back roll, forcing you to reposition constantly. What doesn’t help is that the places where you can hit aren’t very good hitzones, so this fight might take a while to do. Overall, very annoying to fight.

**Rajang: 8/10** (Ice)

Rajang as Dual Blades can be a weird fight since your attacks can move you under it, which isn’t always a good thing because of the street sweeper attack, which has hitboxes under Rajang. If you can keep your position constant and somewhat away from it, you can bait out its attacks, which occasionally leave openings for you to exploit. Whatever you do, don’t stay in front of Rajang. That’s an easy way to eat a fist.

**Furious Rajang: 8/10** (Ice)

Furious is a very similar fight to normal Rajang, but it always has access to enraged-based attacks in any state. Because it’s a similar fight however you can treat Furious as pretty much the same, especially since you’re a Blademaster. To deal with the Blanka Ball, simply sheath and run in a triangle, changing directions just before Rajang lands.

**Gammoth: 10/10** (Fire/Thunder)

Gammoth’s fight is relatively easy for Dual Blades, if lengthy. Stick to her legs and blow the snow off with Fire, then break her legs proper to trip her and expose her face and trunk to massive damage. The reason I mention Thunder as her weakness is that the hitzones exposed after you break snow off of them are weaker to Thunder rather than to Fire. If you want faster snow breaks then take Fire, or if you want faster leg breaks you can take Thunder instead.

**Elderfrost Gammoth: 7/10** (Fire/Thunder)

The Elderfrost fight is a lot more harmful to Dual Blades due to the attacks Elderfrost has compared to Gammoth. Her tendency to pull you into place then pull out an ice boulder is strong and especially hard to avoid as Dual Blades. Furthermore her possible leg breaks are reduced to only her front legs which also leaves you open to the ice boulder attack. Her increased tendency to attack hunters near her face doesn’t help either. What I suggest is to stick near the legs and break them then attack the head. After you break both of her front legs, keep on attacking them until she trips or just dies outright.

## Amphibians

**Tetsucabra: 10/10** (Water)

What is there to say that hasn’t been said against froggo? Trivial as heck, sidestep the forward charges and break the tusks then the legs to trip Tetsucabra and introduce it to your two best friends.

**Drilltusk Tetsucabra: 9/10** (Water)

Similarly as easy as standard Tetsucabra, but breaking the tusks is even more important since it disables the stunning boulder Drilltusk can pull up. In G-Rank be on the lookout for boulder suplexes since those have increased range as compared to the normal boulder shattering action. If you do manage to dodge it though you’ll see a giant giant opening that is really hard not to take advantage of.

**Zamtrios: 9/10** (Fire)

Puffy Zamtrios is the epitome of punching bag, but you have to force it to go puffy first. Dealing enough damage to it while it’s encased in ice armor is the trick, and since you’re DBs, you can apply lots of Fire, which means breaking the armor is a trivial task. Don’t get too greedy though or you might get pinned or charged.

## Carapaceons

**Daimyo Hermitaur: 10/10** (Thunder)

Keep up with the crab walks and attack the legs or the exposed shell with Thunder. It’ll trip, letting you hit the head for free. Rinse and repeat until you get crab cakes.

**Stonefist Hermitaur: 9/10** (Thunder)

The same story as normal Daimyo but giant and more hurty but you can also break the front legs. Once you do trip it you can opt to go for the head or the large pincer, which weakens if you trip Stonefist. I recommend going for the pincer to help out your Gunner friends.

**Shogun Ceanataur: 9/10** (Thunder)

Shogun Ceanataur is pretty much the same as Daimyo but more aggressive with its claw-based attacks. Same story goes for the fight plan too, just try to stay behind it and keep up with the claw attacks. Try to catch up with it before it does the leaping slash, since dodging it is trivial if you go behind it before it jumps.

**Rustrazor Ceanataur: 9/10** (Thunder)

Rustrazor is very similar to Shogun in terms of the fight plan, which is generally to stick behind it or to the legs and try to trip him. The fight itself shouldn’t be much different aside from the attacks and stance changes it uses.

## Leviathans

**Royal Ludroth: 10/10** (Fire)

You can’t hit Royal Ludroth’s head with most attacks so you’re stuck to hitting his mane or hitting the tail, which is safer than hitting the mane. The only thing you have to worry about then is the body rolls it does as well as the giant splash attacks it has in G-Rank.

**Agnaktor: 7/10** (Water)

Stick to the side of the legs and wait until they break. Sure you can go for the tail and chest but those generate AoE pools of lava if Agnaktor decides to attack with them while they’re heated. If you break the armor off of those parts you can stop those attacks, but until then it’s kinda very dangerous to try to attack those parts. Make it pop out of the lava by attacking it when it tries to shoot its thermal beam for a free opening.

**Nibelsnarf: 9/10** (Ice)

Nibelsnarf doesn’t really expose any weakspots at all, leaving you just swinging away at any place that looks good. You might have to play Nibelsnarf’s game of making it eat bombs then fishing it out of the sand for you to deal effective damage against it. Nibelsnarf’s attacks aren’t that much to mention aside from the typical “dodge the bites” affair.

**Lagiacrus: 5/10** (Fire)

Blademasters can get punished hard by Lagiacrus’s lightning bites, and unfortunately for you you aren’t an exception. Your best bet is either to attack the front legs to break them and avoid Lagiacrus’s many many frontal attacks to try to trip it or try to get behind it and attack the tail, which is safer but slower.

**Mizutsune: 9/10** (Thunder)

Mizutsune’s mobility can easily be caught up with since you’re DBs and the attacks can quickly be dodged, since again, you’re DBs. It’s of note that Mizutsune’s claws are terribly weak to Thunder too, so use Thunder DBs on them if you want them to break. Stay towards Mizutsune’s tail if you want to be relatively safe.

**Soulseer Mizutsune: 8/10** (Thunder)

If you want to deal relevant damage you let yourself get bubbled in order to make Soulseer lick itself and boost its hitzones. As DBs this is especially important since you don’t want to hang out at the head all day without a form of defense. Because you only can use Demon Dashes while in Demon or Archdemon Mode you might find it hard to get away from Soulseer’s stronger attacks too, so stay away from its front end.

## Snake Wyverns

**Najarala: 8/10** (Ice)

Big snek is extremely weak to attacks on its back legs so it’s your time to shine! But at the same time you have very noisy scales being tossed at you left and right which turn into explosive stunning mines, making it real easy for Najarala to combo you to oblivion, so you really want to stick to its legs as best you can. Fortunately staying behind it also negates most of Najarala’s threat, so you’d better use glue.

## Brute Wyverns

**Barroth: 8/10** (Fire/Water)

Barroth’s arms are trivial for you to hit, but also leave you open to attacks from Barroth. You also can’t hit the tail well with DBs unless you break the legs, and even then Barroth has to not be enraged for it to actually trip. Wait out the storm of attacks then move in on the legs or arms to damage Barroth. By the way: Barroth’s weak to Water while it’s got mud on its parts. If the part doesn’t have mud on it then Fire is more effective.

**Deviljho: 7/10** (Thunder)

Deviljho’s size and stature means that you can’t exactly hit the chest while it’s enraged, depriving you of an especially fast kill. You can still hit the legs though, and with a Thunder DB you can make this slow fight somewhat faster. Beware of standing by its right leg though since you can be stomped. If you stand under Deviljho in general then you should watch out for the hipcheck which can come out deceptively fast.

**Savage Deviljho: 6/10** (Thunder)

Savage’s added Dragonblight on its bite attacks means that you should really bring Nullberries to cleanse yourself. Since Savage is also terribly weak to Thunder, that only means you should bring a potent Thunder DBs to cut Savage apart. Aside from its tendency to pin you and deal high amounts of damage, this fight is pretty similar to Deviljho’s.

**Uragaan: 8/10** (Water/Dragon/Poison)

Fighting any Brute Wyvern other than Barroth is generally a frustrating time for DBs since you don’t have access to any parts other than the legs or the head. And Uragaan’s head is basically a giant rock. Yeah you aren’t gonna break that anytime soon. Have fun basically attacking the legs all day to try to trip the guy but you aren’t actually gonna trip them because Brute Wyverns don’t trip all that often. Oh well, at least the fight is easy.

**Crystalbeard Uragaan: 6/10** (Water/Poison)

Yeah you *really* aren’t gonna be able to hit Crystalbeard’s head this time, and it’s got even worse zones to boot. That’s mainly why I recommend Poison damage, since Crystalbeard and standard Uragaan are both weak to it. If you do insist on fighting Crystalbeard, stick to the usual Uragaan plan, but make sure you back off every once in a while. Crystalbeard may toss out some magma rocks which have a giant explosion radius and will definitely hit you if you aren’t careful.

**Duramboros: 8/10** (Fire)

Duramboros is somewhat trivial, though you’ll still suffer from not being able to hit relevant areas on it. Wait out its attacks then attack the tail, since that will most likely be the best hitzone for you to hit. Only hit it while it’s completely down or else you might eat a tail slam. Other than that, this is your standard run-of-the-mill Brute Wyvern fight.

**Brachydios: 6/10** (Water)

Brachydios especially suffers from Brute Wyvern Syndrome since you won’t be able to hit anything besides the arms and legs, and those aren’t the best of hitzones. As an aside, only being able to hit the legs isn’t the worst of situations since you can break Brachydios’s arms, forcing it to reprime them more often. You also might have a hard time avoiding some of Brachydios’s faster attacks, like the blast line or the jump if you don’t see them coming. Overall this fight will most likely take you longer than other fights, like the other Brute Wyverns.

**Raging Brachydios: 5/10** (Ice)

Raging Brachydios, being a larger Brachydios, is a larger pain. Plus, you have to deal with defusing its parts, which as DBs is relatively easy, but it’s a pain nevertheless. And you’re definitely not gonna hit its head or tail anytime soon. Aside from big damage, this fight isn’t much different from regular Brachydios though.

**Glavenus: 10/10** (Water)

You can keep up with Glavenus’s mobility shenanigans relatively well and Glavenus’s weakspot is its head, which is *actually reachable*, who would have thought?! Answer: you did. And Capcom. Hopefully. Popping Glavenus’s head is a trivial affair as Dual Blades and its attacks are easy to see coming and avoid.

**Hellblade Glavenus: 7/10** (Water/Ice)

Hellblade’s explosive personality can pose problems, especially with its tailnuke, which is hard to avoid with plain ol’ Demon Dashes. You can still keep up with Hellblade’s mobility but hitting its head may be a harder affair due to Hellblade’s tendency to fuckin’ nuke you if you try to do so. Tread carefully.

## Flying Wyverns

**Nargacuga: 9/10** (Thunder)

Kitty’s speed even outpaces Dual Blades by a bit, but your extremely fast Demon Dashes can even iframe its swipes. Just hope that you can iframe the right way while in G-Rank where it mixes things up a bit. Attack the head or its wingblades to deal damage and to trip it, while attacking the tail will let you sever it and decrease its attack range.

**Silverwind Nargacuga: 4/10** (Thunder)

Silverwind loves to stay away and play the projectile game, which even as DBs you can’t really deal with well. Iframing the projectiles is somewhat difficult, especially with Demon Dashes, and even when you do catch up with it, Silverwind’s response is usually to jump away again. And this isn’t even mentioning the Full Moon Slash, which comes out quickly and hits hard.

**Barioth: 9/10** (Fire)

Unlike Nargacuga you can cripple Barioth’s mobility by breaking its wings with Fire damage, causing it to take a little longer to recover after performing a side leap, leaving its backlegs open to damage. Optionally, sever the tail to reduce the range of its tail whip. Since you’ll be behind Barioth, you won’t have to worry about the charges it can do unless it performs a side leap directly to that, and by then you’ll hopefully be prepared for it.

**Rathian: 10/10** (Dragon)

Rathian’s tendency to trip can really be taken advantage of here. Nip at the legs then attack the head for damage or the tail to sever.

**Dreadqueen Rathian: 9/10** (Dragon)

Dreadqueen is mostly the same as a normal Rathian but has more threatening attacks and super poison as its gimmick. Being under her is dangerous as some of her attacks can hit under it, so keep an eye out and try to dodge under it if you can. Furthermore, use your Dragon-ability to break and eventually sever the tail to make it easier on yourself and to everyone else fighting her.

**Gold Rathian: 7/10** (Thunder)

More or less the same fight as normal Rathian except more fire-breaths, more damage, and more bouncing. This fight is pretty terrible but the game plan is mostly the same, except that you have to wait out more attacks lest you get fire-breathed.

**Rathalos: 9/10** (Dragon)

Having no vertical reach makes the Rathalos matchup somewhat difficult. At least you can still hit the tail while it’s in the air, but good luck with that. Rathalos doesn’t really stay still in the air and the other times, he’s trying to attack you. At least his attacks are fairly basic.

**Dreadking Rathalos: 3/10** (Dragon)

Dreadking flies more than regular Rathalos does, which is saying something. As DBs though, this especially sucks and is compounded by Dreadking’s mobility while in the air. Suffice to say, you’re going to suffer on this one. Bring plenty of Flash Bombs and remember to break one of its wings before you start flashing.

**Silver Rathalos: 6/10** (Water)

Like a regular Rathalos except you’ll also bounce on the tail. Bad times, so I really hope you bring Flash Bombs for this one. Hitting the legs here is especially crucial since the only weakspot is Silverlos’s back. Wings technically count too but they don’t activate WE. Don’t eat nukes!

**Basarios: 9/10** (Water/Dragon)

Cracking open Basarios’s belly is a trivial affair so long as you get out of the way of the gas attacks that Basarios can do. After that, the fight is simply closing in after attacks and whacking the belly for a bit, then backing off.

**Gravios: 7/10** (Water/Dragon)

You can hit Gravios’s belly sometimes but don’t count on it. Instead your best alternative is to hit the legs to trip Gravios then cut away at the back, or if you’re quick enough, the belly. Might take a long time due to the rarity at which you can hit the belly, so you need to watch out for Gravios’s rolling attacks, gas attacks, hipchecks, and body slams.

**Khezu: 9/10** (Fire)

Khezu is the epitome of hit and run tactics, and with DBs it’s no different. Go in quickly after attacks and attack either the legs or the low-to-the-ground head, rinse and repeat.

**Tigrex: 7/10** (Thunder)

Now this matchup is gonna be annoying. Catching up with Tigrex after its charges is no easy task and the use of spin attacks is frequent here. Stay near Tigrex’s sides to attack the hind legs and bait out a trip. If you’re quick enough you can circle around to the head and attack that, or if not, attack the tail. Trying to predict where Tigrex’s charges will end is a difficult affair, but if done right you can counterattack Tigrex more easily.

**Grimclaw Tigrex: 6/10** (Thunder)

Grimclaw’s claw slam attacks can come out fast and hit hard, and some of its other attacks are no joke either. At close-range you can treat this fight like any other Tigrex fight but with the added danger of the turn-around claw slam attacks. At long-range you can bait out the charges or the giant-boulder toss to charge combo to make it pretty predictable, at the cost of waiting around for it to decide to perform those attacks.

**Seregios: 8/10** (Thunder)

Even though Seregios’s legs aren’t as weak as they were in the 4U incarnation, they’re still vulnerable to Thunder. Park yourself under it and watch for any Crescent Sweeps while you attack the legs to try to break and trip Seregios. When gapclosing it, wait for it to shoot projectiles then attack the head.

**Astalos: 9/10** (Ice)

The Astalos fight is somewhat predictable even if Astalos can hurt. Many of Astalos’s attacks can be dodged by either running under it or moving to the side and away from it, and even though Astalos is a Flying Wyvern, it doesn’t fly all that often. When it does you can usually expect an attack to come out soon after that will ground it. Take advantage of its charged state to deal more damage, though you will have to focus your attacks on the head because you often can’t attack the wings in a neutral state.

**Boltreaver Astalos: 7/10** (Ice)

Boltreaver’s mobility is absolutely unreal and you likely won’t be able to keep up with it. You’ll also have the same issues with Boltreaver as you do normal Astalos where you can’t attack the wings due to their height, so you’ll have to attack the head in most circumstances. Of note is the Boltblade which can hurt a lot as well as the Magnet Void which can lock you in to running into certain distances. After Boltreaver performs an attack in combination with a Magnet Void though it takes a short break after which it lowers its wings briefly, and that’s your chance to try to discharge the wings. Aside from that, this fight is much like a normal Astalos’s.

**Diablos: 8/10** (Ice)

Sidestepping the charges is pretty easy, but you won’t be able to hit Diablos’s belly nor the tail without tripping it, and that’s where Diablos’s more annoying attacks come in. Diablos can do quite a few attacks that can hit under it and hit you so you’ll have to keep your attacks short and sweet while you wait for a trip to happen.

**Bloodbath Diablos: 5/10** (Water)

Bloodbath’s fight is really hard as Dual Blades since Bloodbath not only has the standard Diablos attacks but is outfitted with a much better kit suited to attacking hunters right under it. Not to mention that there’s a nice weakspot on Bloodbath’s head which you can access with DBs, but is also real risky to try to hit it. The fight pattern is the same though, try to wait for an opening and keep your attacks short and to the point.

**Akantor: 8/10** (Dragon)

Akantor is effectively a giant Tigrex and to DBs the plan is the same. Circle around to the backside and attack Akantor’s back legs and tail. Akantor, aside from its giant charge attack, does have a few tools to dissuade people from staying too long under there though, so sever the tail to reduce the range of its attacks and try to maneuver yourself under Akantor to dodge its turning attacks. Keep away from it entirely while it charges since the tail also counts as a separate hitbox to the charge.

**Ukanlos: 8/10** (Fire)

Ukanlos’s battle plan is the same as Akantor’s, but in G-Rank you do have to watch out for the follow-up ice boulder tosses it can do sometimes. If this does happen you had better hope that you’re either far enough away so that you can maneuver between the boulders or if you’re quick enough, past Ukanlos’s head and towards its backlegs. And uh you do know how to dodge the swim attack right?

## ???

**Gore Magala: 9/10** (Fire)

Stick to Gore’s sides and attack its legs to make it trip easily. The front legs in particular are a better hitzone than the hind legs. Staying here will make dodging the instant charges easily as well as the countless other front-based attacks. The only attack you have to worry about while you’re here is basically Gore’s tailwhip, which can be dodged by going under Gore anyhow. When Gore goes into Frenzy Mode, applying generous Fire damage to the head will force it out quickly, and failing that, you can try to trip it again by hitting the legs.

**Chaotic Gore Magala: 9/10** (Dragon)

Like a combination of Gore Magala and Shagaru Magala in one monster, which sounds frustrating, but just annoying in practice. As long as you know how to dodge Gore and Shagaru you can dodge Chaotic’s attacks. Except for maybe the leaping tail whip attack which homes in on you anyway. The plan is still the same as Gore’s too, since you can basically stay near the legs to trigger trips.

## Fanged Wyverns

**Zinogre: 10/10** (Ice)

Zinogre’s backlegs are like creamy butter in terms of softness, and they also trigger trips. Just stick to them and Zinogre will go down quickly.

**Thunderlord Zinogre: 8/10** (Ice)

Thunderlord is scary to fight, but as long as you remain calm and stick to the back legs Thunderlord is very similar to a standard Zinogre. Do watch out for being tripped by Thunderlord though, or else you may get combo’d into oblivion.

## Elder Dragons

**Kirin: 9/10** (Fire/Water)

You’re really fighting Kirin with an element-based weapon when Kirin is more receptive to raw? Okay. Well this fight is still as easy as other Kirin fights with other weapons. Just wait for it to show off after attacking and go in and out. It’s gonna take you a while, but you’ll be fine.

**Shagaru Magala: 8/10** (Dragon)

Shagaru’s attacks are mainly frontal-focused, and you’ll probably be around the legs attacking those. This equates to a fight where you just have to adapt to Shagaru’s positioning rather than to its attacks. You might have to watch out for the charge attacks, since they have a rather wide hitbox, making them hard to avoid through normal means. If you’re too close to the front legs too, watch out for a super slam.

**Valstrax: 8/10** (Fire/Water/Thunder/Ice)

Valstrax’s mobility will outstrip even Dual Blades’, making you run all over the place to catch up to it. If you do manage to follow it, you’ll be rewarded with good elemental zones across its entire body. Staying under it will also let you ignore its wing-based attacks for the most part, and you can even follow it when it spins around. Being under it will make you be vulnerable to the blowback discharge attack however.

**Kushala Daora: 7/10** (Thunder/Poison)

Kushala Daora’s tendency to stay in the air and also away from you is compounded by its ability to shoot out tornados that will stick around after Kushala shoots them out. However you can take advantage of Kushala’s lengthy recovery time after attacks as well as its turn-around animations to attack the head, even while the black wind aura is up. Choose Thunder for damage or Poison to reduce the effectiveness of the wind shield, letting you perform more combos at the cost of up-front damage.

**Chameleos: 9/10** (Fire)

Chameleos can’t really attack you while you’re next to the hind legs, and even with the counterattacks it can do, clever movement can let you get around those attacks as well. Since you’re Dual Blades you can also quickly apply a bunch of Fire damage, which Chameleos is especially sensitive to.

**Teostra: 7/10** (Water/Ice)

Teostra’s attack spam is hard to get around without waiting around for him to stop. When he does stop to attack however, you can approach the hind legs and execute a combo on them without much resistance on his part. Don’t expect to get any breaks though, since the head is exceptionally hard to hit without a high chance of eating a counterattack, and the tail is obviously too high for you to hit.

**Lao-Shan Lung: 7/10** (Dragon)

Just use the fixed weapons your first time around. Unless you really want to take Tremor Res on a DB set.

**Alatreon: 8/10** (Water/Dragon/Blast)

Alatreon’s ability to switch between elemental weaknesses can be hard for a single-element DB but people have managed to deal with it just by using certain elements. Blast and Water in particular work all the time, while Dragon kinda sorta works but you have to force Alatreon to land, probably by flashing it. The fight itself is standard Blademaster faire, generally standing behind it or to the side and watching out for Dragon Rushes or Dragon Claws.

**Amatsu: 5/10** (Fire/Dragon)

Amatsu is constantly floating. You don’t have much vertical reach. What does this make? A lengthy fight. Try to hit Amatsu’s head while avoiding its various frontal-based attacks as well as its tail-based attacks.

**Nakarkos: 9/10** (Dragon)

Squid Punching Bag doesn’t have much to write home about, aside from #JustBlademasterThings. Attack the tentacles when Nakarkos doesn’t have any broken tentacles, attack the head from the side to avoid the head slams, and when Nakarkos falls down, attack the tentacle heads for a more accessible weakspot.

**Ahtal-Ka: 9/10 (True family: Neopteron)** (Thunder)

The mech is pretty easy with DBs since you can just Demon Dance all over the cocoons for massive damage. Ahtal-Ka herself is similar in scope. Attack the legs then attack her head and her scythes when she’s tripped, Demon Dashing through her attacks or just away from them.

**Fatalis: 9/10** (Dragon)

Welcome to The Back Leg Hotel. Enjoy your stay. Which I hope you’ll do because you’re really restricted to doing that in this fight. If you do this, not much of what Fatalis can do can affect you.

**Crimson Fatalis: 8/10** (Dragon)

Slightly more dangerous at The Back Leg Hotel since you can take Meteors to the face if you don’t position right, but otherwise the same.

**Old Fatalis: 7/10** (Dragon)

And now your stay at The Back Leg can be affected by bounces, which is never fun. Sure you can Demon Dance to gain natural Mind’s Eye, but you still won’t deal much damage. Use the fixed weapons in Castle Schrade to hurt and trip the guy instead of bouncing uselessly off of it. Also you may eat lightning bolts, which is never fun.

# Final Thoughts

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

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