Yet Another Weapon Guide - Hunting Horn

[Intro](#_lxw2ja8ab306)

[Purpose](#_i3wji2c0xkq3)

[Guide Contents](#_aopjm1t0hdhv)

[At A Glance](#_ol8va1zhv4ds)

[How Do I Play Hunting Horn?](#_k9u8ippus6aa)

[Hot Tips](#_4v41k4cg4aoo)

[Meta Stuff](#_ffvx2yx91vbm)

[Cool Stuff](#_mntsyi666udr)

[Controls & Style Rundown](#_5x0ojb1lho8)

[Guild Style](#_g8syabgkrhtp)

[Striker Style](#_s9rkjjyxpzl6)

[Aerial Style](#_bnx1ty2sc05t)

[Adept Style](#_fze1p82zs1j0)

[Valor Style](#_664mx9kyv6j3)

[Alchemy Style](#_j69e7k7r5c4r)

[Hunter Arts](#_18p2jcuqunsc)

[Euphony](#_jwzz87uf6dli)

[Sonic Smash](#_sl80go4obwev)

[Harmonize](#_8qit88x9lwbz)

[Invigoration](#_iqvhjjmxt2mq)

[Note Book - Full Listing of All Melodies](#_f8gphn7has2s)

[What HH To Use?](#_47p1m53v2pw7)

[Progression Recommendations](#_rtzn9buaot1)

[Endgame HH Recommendations](#_u7b5bue3xe9d)

[What Skills Should I Use?](#_4g1rjd4717as)

[Progression Armor Sets](#_xj6szc13mt03)

[Skill Recommendations](#_x19eaphq0718)

[Monster Matchups](#_7d79yqigrnpt)

[Neoptorons and Temnocerans](#_jqn85x9os1bw)

[Piscine Wyverns](#_6ohidca3dr9q)

[Bird Wyverns](#_r05ocfp2v8rl)

[Fanged Beasts](#_46cmuhr9cmht)

[Amphibians](#_lneg6mhlkbyh)

[Carapaceons](#_ld8iu2e07pq9)

[Leviathans](#_hkfx21nehxzw)

[Snake Wyverns](#_8r4zeurkypad)

[Brute Wyverns](#_rwjjvuwhyped)

[Flying Wyverns](#_so7rej7b15w7)

[???](#_okj59cxmtmnx)

[Fanged Wyverns](#_wa2bc9fjdhpx)

[Elder Dragons](#_q5t07itzn2hl)

[Final Thoughts](#_bi1zmsz1k056)

# Intro

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

Hunting Horn! The only weapon with the ability to buff your comrades without the use of items or armor skills, and the only weapon that truly rocks! Literally. Despite the unconventional attacks, slow speed, and low damage, HH’s potential to amplify good players’ damage, provide utility, exhaust the monster, and more is simply unmatched!

**Please do not attempt to request edit access. Your request will be ignored. If you have feedback or comments on this guide, please contact Awesomeosity#2516 on Discord. By no means will contact result in changes to the guide.**

## Purpose

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

## Guide Contents

This guide will contain a comprehensive guide on HH controls, commentary on HH styles and combinations, a complete song compendium, recommendations on progression HHs, and a final note on matchups against all monsters in the game.

# At A Glance

## How Do I Play Hunting Horn?

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

## Hot Tips

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

## Meta Stuff

* **When choosing an HH to bring, think about songs in addition to the other stats.** This especially applies in multiplayer. Think about the monster and what it does so you can bring an HH which can mitigate the monster’s attacks. In solo, this isn’t as important, as you’ll likely use an Attack Up Horn for yourself.
* HH’s attack frequency isn’t the best in the world, meaning that **most recommendations will lean towards raw damage rather than elemental damage**, and that **weapons with a high Sharpness grade are more important than one with a lengthy amount of a grade.**
* Style-wise, **Guild and Valor HH are preferred**, though Guild HH is far more preferred in Time Attacks. Guild HH provides all of the basic tools that HH needs to dish out the damage and the songs with unlimited access to all of the directional attacks. Valor HH locks the directional attacks, but is otherwise a safer version of Guild with the Valor Sheathe, and in Valor Mode can cast Melodies faster.
* Striker HH is basically terrible in all aspects, removing many combos and flexibility in exchange for the underwhelming 3rd slot, which on HH isn’t valuable. Aerial HH is… alright but unreliable since your attacks make you what is essentially flail about in the air.
* Adept HH prevents you from performing a Flourish, but can let you quickly hit the monster 3 times after you Adept Dodge, making it situationally okay. It also lets you play Recitals faster… if you happen to have a song lined up beforehand. Alchemy HH is a better version of Striker HH, but… it can let you double down on the support role, if you think that should exist.
* The HH Hunter Arts are underwhelming as a whole. Sonic Smash, the best HH HA, deals fixed damage that scales with your raw as of GU, and also casts Sonic Waves, the effect of which is similar to a Sonic Bomb’s. Invigoration, which is also okay, enhances your Recitals, letting you perform a quick dodge before you recite, and lets you Recite songs much faster than normal.
* Harmonize automatically puts in Double Notes regardless of connecting your attacks. Euphony casts all of your songs at once… but only on yourself. Useful for solo play, but not for multiplayer.
* Try to avoid using your Sweep ‘n Slam attack, as that will knock away ally hunters.
* In terms of songs, avoid Healing songs. If you really need to heal other people, you could do better than casting songs which can degrade into weaker forms of themselves and which also draws the monster’s attention, like with Lifepowders and Dusts of Life. Favor Attack Up Songs instead.

## Cool Stuff

* Monsters will be attracted to you playing songs, so don’t think you can get away with playing songs in the corner.
* Reciting a Melody with only Double Notes when you don’t have any previous Melodies cast will automatically perform Self-Improvement.
* Your Hilt Thrust, performed with Sp. Attack, does Cut-type damage, so you can try to sever a monster’s tail… if you’re able to hit it enough I guess.
* Recovery Melodies have a chance of downgrading to a weaker version, recovering less health. You can decrease the chance of this happening by using Horn Maestro, which will also improve the duration of your Melodies that you cast.
* Despite what it may initially seem, multiple HHs at once isn’t useless. If one HH user has the Melody “Melody Effects Extend”, it’ll extend the duration of *all* currently-casted Melodies.
* If you’re in the middle of a Recital and get interrupted, you’ll retain the notes in your Scale. If you’re in the middle of an Encore and get interrupted, you’ll lose all of the notes in your Scale.
* While you’re doing any attack, you have Super Armor, preventing you from flinching and from being affected by Wind Pressure.
* If you miss with one swing of your Flourish, you can opt not to perform a second note, and if you hit with the second hit this way, the first note played can Double if you hit the monster with it. This goes for all of HHs multi-hit attacks.
* Songs don’t stack with each other, but you will prolong another HH user’s Melodies. You should probably take a different HH from the other guy.
* If you have multiple possible Melody combinations in your Staff, the one formed last will be Recited.
* Since Reciting and Encores attract the monster, you can try to put a trap in between you and the monster for easy pickings.

# Controls & Style Rundown

## Guild Style

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

* X - **Right Swing** *(Note 1)*
* After Right Swing, X or Forward + X - **Forward Slam** *(Note 1)*
* A - **Left Swing** *(Note 2)*
* After Left Swing, A or Forward + A - **Flourish** *(Note 2, then any note)*
* X + A - **Back Swing** *(Note 3)*
* After Back Swing, X + A or Forward + X + A - **Swing ‘n Slam** *(Note 3)*
* Sp. Attack Button - **Hilt Jab** *(Note 2)*
* R - **Recital Right Sweep** *(Plays current Melody)*
* After Forward Slam, R - **Recital Kick** *(Plays current Melody)*
* After Back Swing, R - **Recital Back Swing** *(Plays current Melody)*
* If Melody is Self-Improvement, after any Recital, R - **Encore Back Swings V. 1** *(Encores, has 2 swings)*
* If Melody is not Self-Improvement, after any Recital, R - **Encore Back Swings V. 2** *(Encores, has 3 swings)*
* After any Recital, Left + R - **Encore Left Swings** *(Encores, and has two variants like previous move)*
* After any Recital, Right + R - **Encore Right Swings** *(Encores, and has two variants. Slower than Left Swings)*
* In Midair while unsheathed, X, A, or X + A - **Jumping Swing** *(Note added depends on button pressed)*

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

**Recommended Hunter Arts:**

* Absolute Evasion
* Absolute Readiness

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

**Allegro**

X, A, X, A, (repeat)

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

**Crescendo**

Forward + X, X, (repeat)

*A fairly basic gapclosing combo.*

**Diminuendo**

X + A, X, (repeat)

*A fairly basic space making combo.*

**Staccato**

Forward + A, A, (repeat)

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

**Pianissimo**

X + A, R, R

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

**Fortissimo**

Forward + X, R, Left + R

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

## Striker Style

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

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

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

**Recommended Hunter Arts:**

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

**Double Flat**

X, X, (repeat)

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

**Slur**

A, A, A

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

## Aerial Style

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

* **Cannot perform Flourish.**
* B - **Aerial Hop**
* While Midair, X, A, or X + A - **Aerial Flourish** *(can perform any two notes)*
* After Aerial Flourish and upon landing, R - **Aerial Recital** *(leads into other Encores as normal)*

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

**Recommended Hunter Arts:**

* Absolute Readiness

**Double Sharp**

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

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

**Sharp Key Signature**

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

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

## Adept Style

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

* **Cannot perform Flourish.**
* B - **Adept Dodge**
* Post-Adept Dodge, X, A, or X + A - **Adept Triple Swings** *(perform any 3 notes, leads into Recital Kick with R)*
* Post-Adept Dodge, R - **Adept Recital** *(has iframes before the Melody is played)*

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

**Recommended Hunter Arts:**

* Absolute Readiness

**Common Time**

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

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

## Valor Style

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

*In any state:*

* **Cannot perform Flourish.**
* **Cannot perform Back Swing from idle.**
* **Cannot perform Forward Slam from idle.**
* Y - **Valor Sheathe**
* During Valor Sheathe, X - **Valor Forward Slam** *(Note 1)*
* During Valor Sheathe, A - **Valor Flourish** *(Note 2, then any note)*
* During Valor Sheathe, X + A - **Valor Back Slam** *(Note 3)*

*Outside of Valor State:*

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

*While in Valor State:*

* B - **Valor Step**
* During Valor Sheathe or after a Valor Step, R - **Valor Bravura**
* After Valor Bravura, R - **Valor Virtuoso**

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

**Recommended Hunter Arts:**

* Absolute Readiness

**Tie**

Y, then X, X

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

**Accent**

Y, then A, X

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

**Glissando**

Y, then R, R

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

**Tuplet**

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

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

## Alchemy Style

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

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

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

**Recommended Hunter Arts:**

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

**Breve**

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

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

**Semibreve**

X + A, X + A

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

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

# Hunter Arts

## Euphony

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

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

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

## Sonic Smash

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

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

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

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

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

## Harmonize

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

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

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

## Invigoration

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

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

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

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

# 

# Note Book - Full Listing of All Melodies

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

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

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

**Self-Improvement**

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

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

**Attack Boost (S)**

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

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

**Attack Boost (L)**

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

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

**Defense Boost (S)**

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

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

**Defense Boost (L)**

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

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

**Health Boost (S)**

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

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

**Health Boost (L)**

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

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

**Wind Resistance**

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

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

**Wind Negation**

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

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

**Negate Stamina Use (S)**

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

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

**Negate Stamina Use (L)**

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

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

**Psychic**

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

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

**Health Recovery (S)**

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

**Health Recovery (L)**

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

**Health Rec. (M) + Deod.**

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

**Health Rec. (S) + Ant.**

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

**Health Rec. (M) + Ant.**

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

**Recovery Speed Up (S)**

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

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

**Recovery Speed Up (L)**

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

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

**Divine Protection**

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

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

**Negate Cold**

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

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

**Negate Heat**

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

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

**Hearing Protection (S)**

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

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

**Hearing Protection (L)**

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

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

**Negate Stun**

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

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

**Negate Paralysis**

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

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

**Tremor Res**

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

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

**Elem. Attack Boost**

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

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

**[Elem] Res Boost (S)**

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

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

**[Elem] Res Boost (L)**

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

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

**Sonic Waves**

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

**Finale**

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

**Negate Knockback**

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

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

**Att. & Def. Boost (S)**

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

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

**Aff. Up + Health Rec. (S)**

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

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

**Abnormal Boost**

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

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

**Negate Abnormal Stat.**

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

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

**Elemental Res Boost**

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

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

**Blightproof**

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

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

**Hearing (S) + Wind Res.**

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

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

**Bind Res**

* Cyan, Cyan, Cyan
* Prevents you from being Webbed, Muddied, or Snowman’d.

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

# What HH To Use?

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

## Progression Recommendations

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

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

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

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

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

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

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

* **Hunter’s Horn**
  + Attack +15% (1, 3, 2, 1)
  + Negate Heat (3, 3, 2)
  + Negate Cold (2, 3, 2)
  + Hearing Protection (S) (2, 2, 3, 1)
  + Bind Res (2, 2, 2)

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

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

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

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

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

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

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

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

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

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

* **Hell Horn**
  + Attack +15% (1, 3, 3, 2)
  + Negate Knockback (2, 3, 2, 1)
  + Finale (3, 2, 3)

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

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

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

* **Hunter’s Horn**
  + Attack +15% (1, 3, 2, 1)
  + Negate Heat (3, 3, 2)
  + Negate Cold (2, 3, 2)
  + Hearing Protection (S) (2, 2, 3, 1)
  + Bind Res (2, 2, 2)

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

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

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

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

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

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

* **Zurogong Secundo**
  + Attack +10% (1, 2, 3)
  + Attack +10% (2, 3, 1)
  + Attack +10% (3, 1, 2)
  + Fire Res +7 + Fireblight Immune (3,

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

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

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

* **Cry in the Night**
  + Attack +15% (1, 2, 3, 1)
  + Defense +15% (1, 3, 3, 1)
  + Max Health +50 (2, 3, 2, 1)
  + Wind Pressure Reduced (3, 3, 2)

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

* **Yukumo Spirit Flute**
  + Attack +15% (1, 3, 2, 1)
  + Health Recovery (S) (1, 2, 1)
  + Recovery Speed Up (L) (2, 2, 3, 1)

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

* **Glavenus Horn**
  + Attack +15% (1, 3, 3, 2)
  + Negate Knockback (2, 3, 2, 1)
  + Finale (3, 2, 3)

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

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

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

## Endgame HH Recommendations

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

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

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

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

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

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

* **Heavy Bone Horn**
  + Attack +10% (1, 3, 3)
  + Negate Heat (3, 3, 2)
  + Negate Cold (2, 3, 2)
  + Hearing Protection (S) (2, 2, 3, 1)
  + Bind Res (2, 2, 2)

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

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

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

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

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

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

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

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

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

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

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

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

**Elemental HH Recommendations**

Due to how slow HH hits, Element is generally not recommended.

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

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

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

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

**Status HH Recommendations**

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

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

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

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

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

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

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

* **Glavepyre Horn**
  + Attack +15% (1, 3, 3, 2)
  + Negate Knockback (2, 3, 2, 1)
  + Finale (3, 2, 3)

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

# What Skills Should I Use?

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

## Progression Armor Sets

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

* **BuJaBu**

The classic. Bulldrome Cap, Jaggi Mail, Bulldrome Vambraces, Jaggi Faulds, Bulldrome Greaves as well as some Attack Jwls will net you Attack Up (L) early game.

* **Ceanataur**

Due to HH’s non-use of Razor Sharp, you don’t need this set, but if you want extra defense or if you want to loosen up the Sharpness restrictions on some HHs this set should do nicely.

* **Rathalos**

Rathalos’s set grants you Attack Up and Weakness Exploit which makes this a good set to transition into High Rank.

* **Rathalos Mixset**

This set is comprised of Rathalos Cap, Rathalos Mail, Ceanataur Vambraces, Rathalos Faulds, and Bnahabra Boots, and sacrifices some Attack points for Razor Sharp, which may or may not be useful for you depending on your HH.

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

* **BuJaBu S**

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

* **Ceanataur S**

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

* **Rathalos S**

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

* **Rathalos Mixset S**

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

* **Silver Sol**

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

* **Hayasol**

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

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

* **Ceanataur X/GX/XR**

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

* **Rathalos X**

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

* **Rathalos Mixset X**

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

* **Jho Ceana**

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

## 

## Skill Recommendations

* **Weakness Exploit**

A big boost to your damage, adds 50% Affinity when striking weakspots. Remember that since HH’s moves are Impact damage, you’ll have to read the Impact listings and not the Cut listings for hitzones when looking at monsters.

* **Sharpness +1/2**

Useful depending on the HH. To evaluate Sharpness’s usefulness on an HH, look mainly at the highest Sharpness grade that you’ll get when you have this armor skill on. If you get a higher Sharpness grade with Sharpness +1 or +2 than at base, then it’s more useful than not.

* **Critical Boost**

If you have plenty of Affinity on an HH, then Critical Boost is more useful. On basically any meta set, you want this skill.

* **Critical Eye**

This skill is more useful when you’re rounding out a set, than as anything you should focus on. Weakness Exploit and the natural Affinity factors in more heavily than the Affinity you can get from this.

* **Challenger +2**

G-Rank Monsters enrage a lot, which makes this skill useful. Also good for rounding out a set.

* **Razor Sharp**

Only situationally useful. Absolute Readiness and the speed at which HH hits at is low enough to make Razor Sharp not as useful on HH than other Blademaster weapons, but some HHs can use this.

* **Horn Maestro / Flying Pub Soul**

Increases the duration and duration recovery of your Melodies. The Double Note system exists, so Horn Maestro isn’t nearly as useful in this game as it was in previous games, so it can be ignored. If you have 5 slots spare somehow than you can get this. Flying Pub Soul is the same, except it adds a negligible +10% KO to your attacks.

# 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**

Seltas takes its sweet time doing anything, letting you get in a quick few hits then get back out with a roll. Knock it down when it’s in the air for a free Recital/Encore combo.

**Seltas Queen: 8/10**

Seltas Queen does have quite a few timings where you can beat on it a little, but attacking it normally may be tough. You should approach from the sides and attack the legs before attacking the head.

**Nerscylla: 6/10**

You’re gonna have a tough time hitting Nerscylla’s head since you’ll probably hit the claws instead, Nerscylla also likes to move around a lot, so without an opening or a good read you might miss more often than not. You can at least hit the legs or something if you’re just trying to get Double Notes.

## Piscine Wyverns

**Cephadrome: 10/10**

The best thing about old-gen monsters is that their turning animations make it easy for you to get in an attack, and Cephadrome is no different. Just try to not eat a hipcheck or something. Oh, and if you have “High-Frequency Waves Emitted” on your HH, you can use that Melody to force it out of the sand, as long as Cephadrome’s not enraged.

**Plesioth: 4/10**

Have fun trying to hit that head, since most of your attacks will probably miss it. If you’re standing in front of it you’ll also probably eat a hipcheck or a sleepy bite, You’re gonna be limited to the legs for this one, so strap something on. This is gonna take a while.

**Lavasioth: 3/10**

The same issues as Plesioth, but Lavasioth also has some moves that come out *very fast*, making even some opportunities hard for you to take advantage of. Try to attack it when it’s turning around and when it sticks its head out of the lava, since you can force it out. Also, Sonic Waves work too.

## Bird Wyverns

**The Dromes: 9/10**

These Dromes won’t let you Recite solo unless you use some of the styles that you let you Recite quickly, like Valor or Aerial. Otherwise, just bash their heads in with your wide range hits.

**Great Maccao: 10/10**

Similarly won’t let you Recite easily but does have some timings when you can Recite safely. Otherwise pretty easy.

**Yian Kut-Ku: 7/10**

Now the problem with some old-gen monsters is that they’ll occasionally tailwhip instead of turning, and you can’t really tell when. Kut-Ku also has those instant charges, so unless you’re creative with your Recitals and Encores, doing those right next to Kut-Ku is a bad idea.

**Gypceros: 8/10**

If you break the crest that’s an easy offensive Recital and Encore opportunity. Gypceros also likes to sometimes do projectile attacks when you’re closing in so those are easy attack opportunities. Does have similar issues to Kut-Ku though.

**Yian Garuga: 4/10**

Oh boy Garuga. It’s tolerable if you can read it, but Garuga will rarely let you hit the head safely, especially with its faster attacks. Sure you can hit the legs, but this is also risky when it’s enraged since it can beak slam behind it.

**Deadeye Yian Garuga: 6/10**

Deadeye has least doesn’t do those more annoying Garuga attacks as much, but also likes to move around a lot. The Earthshaker is a large opportunity for you if you can get behind Deadeye, but recklessly attacking it in G-Rank can make you a prime target for a backstep combo.

**Malfestio: 8/10**

Malfestio has plenty of opportunities for you to attack it but you’ll have to be patient sometimes. Bait out those Sleep beams and the wing slams since those are the best times for you to get in attacks. If you’re in multiplayer, a Negate Status HH will let you attack the head during its Sleep Beams, and also prevents Confusion.

**Nightcloak Malfestio: 8/10**

Same as Malfestio but can be more threatening with the super dive attacks it does from cloak. Otherwise mostly the same.

## Fanged Beasts

**Bulldrome: 10/10**

Whack the butt.

**Kecha Wacha: 9/10**

Kecha Wacha can provide some prime windows for you to attack but it also depends on how willing Kecha is to stand in one place.

**Lagombi: 9/10**

Lagombi really likes to slip ‘n slide but it also likes to stay still sometimes. Be patient, but also chase it around the area so you can attack it during some of the attacks where it stays in one place.

**Snowbaron Lagombi: 7/10**

Snowbaron’s snow nuke can be countered with your own Sonic Waves effect, but only as long as you have it in your Scale and ready to go, since if you don’t have it up, you probably won’t be able to get it off before Snowbaron launches it. And don’t forget that it has to not be enraged if you want to Sonic Bomb it. The fight in general is very similar to standard Lagombi, but has more AoEs and positioning-based attacks that you may or may not be able to evade in time, based on your position.

**Arzuros: 10/10**

Arzuros is pretty easy to maneuver around and hit the rear-end. In G-Rank you may experience some issues with the extended claw swipe combo, but nothing new.

**Redhelm Arzuros: 5/10**

Redhelm’s attacks can come out fast and also can attack behind itself. Oh and don’t forget about the shitzones. This ain’t gonna be fun.

**Congalala: 10/10**

Attack from the sides, that makes Congalala easy. Also has plenty of times where it just stands still.

**Blangonga: 5/10**

Blangonga does have some times where you can attack it, but it really likes to move across the area. You’ll have to be patient. Bringing a Tremor Res Horn in G-Rank will let you ignore some of its attacks, and opens up some other opportunities too.

**Volvidon: 9/10**

Volvidon loves to move around when not attacking, and this translates into you not being able to hit it as much as you normally could. With good positioning you could hit it as it rolls around, so you might be able to knock it out of its rolls. Good timing and wide swings also make it easy for you to intercept the rolls.

**Rajang: 3/10**

Rajang has plenty of attacks which it can throw out quickly after it turns around, limiting your combo strings. And forget about performing offensive Recitals or Encores when Rajang is there, and even just normally Reciting is risky since Rajang can toss a beam in your direction. I do suggest a Tremor Res Horn if your team does have enough offensive power though.

**Furious Rajang: 3/10**

The same issues as normal Rajang except it can access its enraged moves in any state. Be careful on this one.

**Gammoth: 10/10**

Gammoths has plenty of opportunities for you to attack and to perform offensive Recitals and Encores, since you can, for the most part, park yourself under Gammoth and turn her big body into a big stage for you to perform on. Or under. I don’t think that’s how it works.

**Elderfrost Gammoth: 9/10**

Mostly the same but with a more varied moveset for you to watch out. Make sure you’re not Reciting in front of her or you’ll eat an ice boulder or trunk slam to your everything.

## Amphibians

**Tetsucabra: 10/10**

Has a giant face that screams “hit me” and you probably should. It’s not really threatening, but stay either to the front or to the behind and whack the tail.

**Drilltusk Tetsucabra: 10/10**

Bigger froggo, about the same difficulty. Breaking the face should be a priority, as is breaking the legs and hitting the tail when it’s inflated. Watch out for the suplex in G-Rank.

**Zamtrios: 10/10**

Puffy form will let you infinite combo it easily, or Recite if you need to do that. Breaking the ice armor is also somewhat easy too.

## Carapaceons

**Daimyo Hermitaur: 10/10**

Daimyo can pretty easily just move out of the way of your attacks, but its head is somewhat accessible. Just roll under the legs if Daimyo wants to attack, and stay to its behind or sides while you wait for a trip. Sonic Waves will also knock it out of its guard.

**Stonefist Hermitaur: 8/10**

Like Daimyo, Sonic Waves will knock it out of its guard, leaving it and the claw vulnerable, if you want to hit it. Make sure that Stonefist is fully guarding, and not peeking, since it peeking won’t count to a stagger if you use Sonic Waves.

**Shogun Ceanataur: 10/10**

Shogun can’t be knocked over since it doesn’t guard. The plan is mostly the same other than that - hit the legs to trip then attack the head. You can also attack the head as with Daimyo, but be sure to watch out for some of its attacks. And try to stay close to it in G-Rank to dodge the jumping attack.

**Rustrazor Ceanataur: 10/10**

Rustrazor is mostly the same as a standard Shogun with a greater emphasis on standing near it to dodge the water beams easily.

## Leviathans

**Royal Ludroth: 9/10**

Royal Ludroth is somewhat easy but you’ll have to be patient about fighting him. He refuses to stand still and he gains an AoE attack in G-Rank with range deceptively large. Try to stay to his sides.

**Agnaktor: 5/10**

Has a similar issue, but Agnaktor has way more AoE attacks which hit a wide area. Agnaktor is also uncannily good at turning around and hitting enemies. Stay to its right side and hit the legs until it trips, and if it pops out of the lava to thermal beam, hit it out.

**Nibelsnarf: 9/10**

Nibelsnarf has a giant head and plenty of opportunities to hit it. Just watch out for the turnaround bites. Oh, and don’t Sonic Waves, since then Nibelsnarf will attack under *you*.

**Lagiacrus: 4/10**

You could be able to hit Lagiacrus when it’s turning around, but merely standing anywhere near Lagiacrus’s front could make you be Lightning Bite’d, or hipchecked, or… anything. You ought to be careful in this hunt. Try to bait out the slight discharge Lagi does, since it waves its head around after that and is idle for a bit afterwards. Just don’t get caught in the initial shock.

**Mizutsune: 9/10**

Mizutsune’s head is pretty out there, and attacking him is easy to do. Use your swings to hit the head, especially when it’s doing a water beam.

**Soulseer Mizutsune: 8/10**

You could be able to attack Soulseer’s head, if it weren’t for the multitude of tools that Soulseer has to dissuade anyone from doing that. Playing Soulseer’s game is unfortunately required for you, and especially since playing Negate Abnormal Stat. songs will prevent you from being bubbled, making it harder for you to deal damage to it. Use Bind Res instead, since that will prevent the 2nd stage of Bubble.

## Snake Wyverns

**Najarala: 9/10**

If you play HG Earplugs Effect Melodies Najarala is made much much easier to deal with in G-Rank, since you can’t get combo’d. You still will have to stay vigilant for the scale explosions, since they still will automatically Stun you… unless you have a different HH user with Negate Stun Melody. Not recommended, but that is a strategy.

## Brute Wyverns

**Barroth: 9/10**

Impact damage can break off Barroth’s crown for you to carve, so… get to it. Standing in front of Barroth is risky though, so you might want to trip it by attacking the legs, or if you just want to damage it, attack Barroth’s front arms. Those are squishy.

**Deviljho: 9/10**

Playing a Tremor Res Melody will open up those pesky stomps for easy damage, and in some cases you can perform offensive Recitals and Encores right under Jho. Just watch for the side bite to hipcheck combo.

**Savage Deviljho: 8/10**

Same story for Savage Jho, but Savage is more aggressive than standard Jho, and will pin you a lot more than standard Deviljho. If you’re fast enough, you can abuse those horizontal Dragon Breaths to perform an aggressive Recital/Encore combo too.

**Uragaan: 9/10**

Cracking open Uragaan’s head should be a cinch for you, especially since you have Mind’s Eye from Self-Improvement. Doing this is recommended mostly to reveal a better hitzone, but you can also get by by attacking the stomach. If you do that though, watch out for gas attacks. Oh, and tailwhips are prime times for offensive Recitals.

**Crystalbeard Uragaan: 8/10**

Playing Tremor Res Melodies should protect your teammates from being caught by the super slam and by the regular slams Crystalbeard does, but doesn’t solve the issue of Crystalbeard’s shitzones. You *can* break Crystalbeard’s head with your attacks, since only Impact damage can break open the head, but doing this will require a bit of finesse. Doing so will make Crystalbeard much much easier to deal with though.

**Duramboros: 9/10**

Duramboros is quite durable, and damaging it normally will be quite difficult. Performing an offensive Recital on it while it’s spinning around may lead to you getting crushed, so I recommend just simple attacks. Attacking the head to rack up KO is also a good idea, if you want to access the back.

**Brachydios: 8/10**

You can hit Brachydios’s head with some of your vertical attacks, like the Forward Slam or the Sweep ‘n Slam, but it doesn’t necessarily translate to an easier fight. Performing an offensive Recital is gonna be dangerous, since Brachydios can pivot well and punch you in the face.

**Raging Brachydios: 7/10**

Raging Brachy’s head is definitely way too high for you to hit with conventional methods. Did I mention that Negate Abnormal Stat. also negates Blastblight? It doesn’t mean that you can’t explode from Raging’s attacks though.

**Glavenus: 10/10**

Glavenus’s head is pretty big, and exploding it will make your fight easier. You can also stand under it pretty safely and attack it too, if that’s your thing. Remember that standing near his left leg is a safe spot from the super spin attack.

**Hellblade Glavenus: 8/10**

Hellblade’s mobility and multiple explosions can be difficult to try to maneuver around but for the most part standing under him should still be pretty safe.

## Flying Wyverns

**Nargacuga: 8/10**

Nargacuga’s head can’t be touched safely, unless you like getting swiped. Until then, stay to the side and watch out for those tail whips. Narga also likes to move around a lot, so don’t stand for too long trying to combo him.

**Silverwind Nargacuga: 3/10**

Silverwind loves to play keep-away and spam wide projectiles, which makes the job of an HH user really hard, since you can’t Recite as many times as you could. There’s also the issue of taking a fuckton of damage. Negate Abnormal Stat. will prevent Bleeding though, so there’s that.

**Barioth: 8/10**

Barioth lies in the same boat as Narga, which is unsurprising, given its history. It also has a nasty tendency to sidle right next to you and hipcheck, or dash at you from a long distance, so if you’re gonna Recite, make sure you’re safe beforehand.

**Rathian: 10/10**

Rathian has a giant head and is predictable about when she turns around, but you shouldn’t eat an insta-charge. Wait for a fireball or something similar to attack. Remember that you have Super Armor while attacking, so Wind Press is ignored.

**Dreadqueen Rathian: 10/10**

Trying to abuse Dreadqueen’s turnaround animations will net you a Wyvernsfire to the face, so I recommend not doing that. In addition, Dreadqueen also has more attacks to dissuade people from standing near the legs. But hey, you can basically negate any difficulty from her since Negate Abnormal Stat. completely removes her gimmick, neutering the fight. Have fun!

**Gold Rathian: 5/10**

Unlike Dreadqueen, negating her poison still makes her fucking hurt, and she also has shitzones to accompany her. Good times, right? Just wait for her attack frenzy to die down a bit before you approach her right legs to attack those. Oh, and definitely upkeep Attack Deflection Prevention, else you might get caught with your weapon down. Do note that you can whack the tip of her tail after she flips or when she’s in the air, since that part is squishy.

**Rathalos: 9/10**

If only you had a Flash Emitted Melody right? Oh well, you can use your wide swings to hit Rathalos out of the sky, but beware the Fireball takeoff that Rathalos likes to do, so don’t get stuck for too long.

**Dreadking Rathalos: 5/10**

You can’t negate Dreadking’s mechanic of ‘staying in the fucking air for the entirety of the fight’ and Dreadking’s aerial mobility is unmatched. You don’t really have any particular benefits on this fight, so just stay careful, toss Flash Bombs when his wing is broken, and just keep attacking. Attack the tail if you can while he’s flying, just don’t eat a firebreath or poison claws trying to do so.

**Silver Rathalos: 4/10**

Silver Rathalos isn’t much better than Dreadking, since it has shitzones on top of its ‘I’m going to fly all the fucking time and you can’t stop me’ thing. At least you can flash it out of the air, I guess? Aim for the right leg, as before.

**Basarios: 10/10**

Crack some eggs and Basarios’s belly, and it’ll go down soon enough. Attack Deflection Prevention is cool, since Basarios does have some hitzones that can make you bounce normally. Do watch out for the gas attacks though.

**Gravios: 7/10**

Gravios’s stomach might be hard to break since it isn’t as low to the ground as Basarios’s is. You’ll basically have to spam the front slam and the Sweep ‘n Slam if you wanna break it. Breaking the legs is fine too, since you’ll have Attack Deflection Prevention up. Like Basarios, watch out for the gas attacks, and if you’re far away from it, watch out for the thermal beams.

**Khezu: 9/10**

Khezu really doesn’t like people standing near it for long periods of time, since that electric aura attack can throw you for a loop. The head is exposed for long periods of time, so bash it for a bit and watch it fall down.

**Tigrex: 6/10**

Oh boy Tigrex. Keep in mind that you cannot prevent the damage effect of when Tigrex roars, as that is a separate hitbox from the roar itself. Tigrex absolutely refuses to stay still and furthermore has plenty of tools to hurt the poor Blademaster that stands anywhere near it for too long. Go in and out constantly.

**Grimclaw Tigrex: 3/10**

Grimclaw is eerily similar to Tigrex but can really pivot around and ruin your day. Tremor Res is actually useful here though, since some of its attacks do have a Tremor effect associated with them, like the stompy thing it does before some attacks. When it’s enraged, attack the arms since those are weakspots.

**Seregios: 8/10**

Seregios also refuses to stay still for long periods of time, but it is also susceptible to being whacked on the head. Use your unique attack angles to strike it.

**Astalos: 9/10**

Astalos is really good at turning around and attacking, but he can also be KO’d relatively easily, since you can abuse the breaks he takes after some attacks. Rolling under him also alleviates the effects of some of his attacks.

**Boltreaver Astalos: 7/10**

The nightmare: Getting hit by a Boltblade mid-Recital. It can happen, and it will happen if you don’t watch yourself against Boltreaver. Be very careful against this one.

**Diablos: 5/10**

Diablos’s head is pretty resistant to attacks, so you should attack the legs instead. The belly is technically the weakest part, but the legs get in the way. Also, HG Earplugs may or may not be useful, since you don’t exactly prevent anything other than the roar if you apply it.

**Bloodbath Diablos: 5/10**

Applying HG Earplugs to Bloodbath, however, is incredibly useful, since it negates the risk of ever trying to dodge the super charge that comes right after. The fight itself though… Bloodbath doesn’t have any Impact weakspots whatsoever. You’re gonna have a hell of a time.

**Akantor: 9/10**

As long as you’re careful about it, staying near Akantor’s head… isn’t a bad idea. Be careful of the charges and other head-based attacks if you go this route though. I recommend hitting the back legs. Oh, and your Defense Up songs will remove the Defense Double Down ailment that Akantor can apply on you.

**Ukanlos: 9/10**

Ukanlos is a pretty similar fight to Akantor, but you could use Bind Res instead, to protect people from the ice boulders.

## ???

**Gore Magala: 10/10**

Gore is overall pretty squishy and can be tripped just as easily. Attacking the legs is an easy task, and attacking the head on trips is similarly so.

**Chaotic Gore Magala: 9/10**

Chaotic is a similar story, though it does have the tendencies of Shagaru Magala within. Still, just like Gore, whack the legs, watch it fall down, and attack it as normal. Just watch out for the transition attacks, which deal more damage and have a greater range.

## Fanged Wyverns

**Zinogre: 10/10**

Zinogre’s head is more susceptible to KO damage than most monsters, especially when it’s fully charged. Attack the back legs then attack the exposed head, like any other monster.

**Thunderlord Zinogre: 9/10**

Like Zinogre, but more damage, and fully-charged constantly. As a Blademaster, it’s trivial to get around it to dodge the attacks, but don’t attack until you know it’s the last part of the combo. Thunderlord loves to get ya that way.

## Elder Dragons

**Kirin: 10/10**

Kirin has a biiiig head, despite what it may seem. Just wait out the lightning bolts and wait for Kirin to take a break.

**Shagaru Magala: 9/10**

Treat this guy like a Gore Magala and you’re already pretty good for this fight. Shagaru also has plenty of opportunities to get around it and perform or just plain attack it.

**Valstrax: 8/10**

Staying under Valstrax is a good strategy for the most part, just watch out for the downdrafts. Also, moving with it when it does the circle attack in G-Rank is vital to survival.

**Kushala Daora: 8/10**

Kushala has pretty predictable turnarounds letting you hit the head. Do note that playing Negate Wind Pressure won’t negate the effects of Dragonwind but it will negate the other, smaller Wind Pressures that Kushala can emanate from its body, as well as the ones accompanying certain attacks.

**Chameleos: 7/10**

Chameleos is really resistant to raw, so… you’re playing HH for the Negate Abnormal Stat. I guess. The poison clouds do negligible damage if they can’t poison you, so the only things to watch out for are the Febreeze attack and the tongue lashings.

**Teostra: 8/10**

Teostra loves to charge, but it also loves to stand still sometimes. Wait out the attacks then attack either the back legs or the head, depending on which one’s safer at that moment. And don’t stand in one place for too long.

**Lao-Shan Lung: 8/10**

Uhh… you *can* use the Tremor Res Melody to prevent the constant quake effects, but the legs still hurt you if you so much as graze them. Just use the fixed weapons. Or use Negate Stamina Use (L) to help out your Bow buddies, if you have them.

**Alatreon: 5/10**

Alatreon has them fast hitting attacks and can pivot extraordinarily well. Playing offensive recitals is gonna be a bitch here. Do play Bind Res to prevent people from getting Snowman’d in this fight though. Also, better HH players can headsnipe Alatreon, just like Hammer can, but it does require a bit of practice and positioning know-how in order to do so. Also note that you can’t flash it while it’s enraged, with the aura around the chest.

**Amatsu: 9/10**

You can’t negate Amatsu’s sucking in effect with Negate Wind Pressure, so that’s a bust. Amatsu’s head is really exposed though, and only makes you vulnerable to some attacks, so definitely try to attack that if it’s close and safe.

**Nakarkos: 9/10**

Taking Bind Res will prevent you from being Ossified, but won’t prevent Mucus. Heat Res will also not prevent you from taking heat damage near Nakarkos’s head for some reason, so don’t play that. Nak is a punching bag otherwise.

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

Bind Res or Negate Abnormal Stat. will prevent people from being bound by Ahtal-Ka’s webbing, preventing them from being combo’d by her. Ahtal also has generous hitzones, and your wide swings will often hit her scythes or head. The mech… you can’t do much about that’s different from other Blademasters, so just climb on and whack away.

**Fatalis: 9/10**

You can’t Exhaust or KO Fatalis, so don’t even try. Like other Blademasters, you’re stuck at the hind legs just whacking away at it, only watching out for the tail whip. Bring your classic Attack Up HHs and just keep at it, Fatalis will go down eventually.

**Crimson Fatalis: 8/10**

Like Fatalis but with meteors. These meteors always fall in specific patterns, so if you memorize those you’re two steps ahead of the competition. Taking Negate Heat can be useful here, but only for the arena itself, and not for Crimson.

**Old Fatalis: 6/10**

Old Fatalis can armor up when it enrages, making you deal less damage if you don’t outright bounce. Just use the fixed weapons. Oh, and the bolts will fall in the same patterns as Crimson’s meteors do.

# Final Thoughts

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

*Looking for more guides?*

[Great Sword](https://docs.google.com/document/d/13kmspgyEueftjE7X5MgjU_sFPg_tAbI-XhG67j9_jzg/edit?usp=sharing)

[Long Sword](https://docs.google.com/document/d/1bKMFy1sYZqsLE5MamewDafHQeedfAUnu0_SudE6Vi0k/edit?usp=sharing)[Sword and Shield](https://docs.google.com/document/d/1QDcxvxkucf-EnydfKHvYSVwI48H_psn9qnEuKJ_uRuw/edit?usp=sharing)

[Dual Blades](https://docs.google.com/document/d/1u0p9hI6YU7cxw5uqhdhQ6LxMO0LeBPHmmeudYVUMJWw/edit?usp=sharing)

[Hammer](https://docs.google.com/document/d/11kfDCmSUw3f7JlW6WNl0gIEfizGojTCcVGS5PPXVpk0/edit?usp=sharing)

[Lance](https://docs.google.com/document/d/10bGpoQzimud9qYeehM7PL4_0jFqqMm3gxkxtdJHAhOg/edit?usp=sharing)

[Gunlance](https://docs.google.com/document/d/17Ak4nDZoUauGa0bFQvHbY3PZ1unZPtFmFNMvIRlL640/edit?usp=sharing)

[Switch Axe](https://docs.google.com/document/d/1PLWG7GAC0jvFkUmsF_ouyU1SIyOGWe1yzD5bNhzZrnE/edit?usp=sharing)

[Charge Blade](https://docs.google.com/document/d/1T75XOU8z5TsLWAgOrMlcF9IBLrp7mLWGfXap-sZkJro/edit?usp=sharing)

[Insect Glaive](https://docs.google.com/document/d/1Zn05lBEvdFgzITzb6AyLxcebL60AAG6M1MaTCUjgFCs/edit?usp=sharing)

[Light Bowgun](https://docs.google.com/document/d/1O_m-kAo8tf2l__tn5rNJPPc2HLIoN7qfMRL1PDZkdrY/edit?usp=sharing)

[Heavy Bowgun](https://docs.google.com/document/d/1KRWPRfa6KzmurKs0tbdTcOJNEBu36Y95ttPEW3xlztM/edit?usp=sharing)

[Bow](https://docs.google.com/document/d/1vuDNCYYhNvSPHMqPwoC2cyjF-qcuXztYsipi9jUZHa0/edit?usp=sharing)

[Prowler](https://docs.google.com/document/d/1z4QBrj6oFH_d9Y1uS5ZWkllp-o_-kjWfj57N7LTMuU0/edit?usp=sharing)

*Or a damage calculator?* [Try Yet Another Damage Calculator Unite!](https://awesomeosity.github.io/YADC_Web/index.html)

**Love the guide?** [**Then consider donating!**](https://www.paypal.com/cgi-bin/webscr?cmd=_donations&business=8QPPNZHCLLGNS&item_name=Yet+Another+Series+of+MonHun+Tools+and+Guides&currency_code=USD&source=url) **YAWG and the Yet Another series of Guides and Tools will always be free to use.**