# Monster Hunter Freedom Unite Long Sword Guide

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## Introduction

Long Swords are the quicker cousin of the Great Sword. It's damage per hit is lower than the GS's and it can't block, but it's attacks come quicker and it can combo extremely well. It also has the Spirit Gauge, which not only increases attack, but it also gives you minor ESP. Overall, LS's are very easy to use and tend to be a good choice for first time players, but they can be very brutally and deliberately powerful in the hands of an experienced player.

## Glossary

GS - Great Sword LS - Long Sword SnS - Sword and Shield DS - Dual Swords Hm - Hammer HH - Hunting Horn Lc - Lance GL - Gunlance LBG - Light Bowgun HBG - Heavy Bowgun Bw - Bow

S+1 - Sharpness +1 SS - Sharp Sword SSI - Sword Sharpening Inc HGE - High-Grade Earplugs

Sharpness terms: Poor: 20-40 hits Good: 60-80 hits Great: 100-120 hits

Note: Sharpness terms haven't been finalized. Only those with periods under the "Slots" are certainly correct.

## Useful Long Swords

*Note: There are no Sleep LS's*

### Low Rank

**Low Rank (HR 1-3/Village 1\*-6\* w/o Final Invitation)**

#### Raw Damage

**Supremacy Blade**

  Attack: 960
  Max Sharpness: Good Green
  Affinity: 0%
  Slots: 1

A great Raw LS, despite the multitude of tails it requires. If you find killing Elder Dragons easy, and you can get the Daora and Teostra tails it requires. Also, the Bone Katana path that leads to this weapon is great to use while going through Low Rank.

**Tormentor**

  Attack: 960
  Max Sharpness: Small Green
  Affinity: -10%
  Slots: 0

A good and easy alternative to Supremacy Blade. It does have negative affinity, but any level of Reckless Abandon will help with that.

#### Fire

**Wyvern Blade "Blood"**

  Attack: 768
  Attribute: 250
  Max Sharpness: Great Green
  Affinity: 0%
  Slots: 0

This is the quintessential Fire LS, being useful from now all the way up to G Rank, so getting it now is a great investment.

**Centenarian Dagger**

Attack: 864
Attribute: 70
Max Sharpness: Good Green
Affinity: 15%
Slots: 1

The more raw oriented Fire LS, so much so that it rivals Tormentor and Supremacy Blade in damage. It's strong, and its main materials are easy to get, so it is worth the effort.

**Saber**

Attack: 720
Attribute: 350
Max Sharpness: Small Green
Affinity: 0%
Slots: 0

Available earlier than the other 2, and its Attribute is higher as well, so it is still good and fun to use.

## Water

**White Mantis**

Attack: 672
Attribute: 210
Max Sharpness: Good Green
Affinity: 0%
Slots: 0

The only choice for a water LS, and it's okay. It could be better, but it will do.

## Thunder

**Devil Slicer**

Attack: 720
Attribute: 450
Max Sharpness: Great Green
Affinity: 0%
Slots: 1

This and its predecessor Eager Cleaver are part of a very strong LS tree. Strong enough to be used even for general purposes. This is definitely a must get weapon for any serious LS user.

## Ice

**Blango Decimator**

Attack: 672
Attribute: 250
Max Sharpness: Great Green
Affinity: 10%
Slots: 0

This tree is available quite early, so you should be working on this weapon early on. With natural affinity and ok offensive stats, it's a good investment, especially for what it upgrades to later on.

## Dragon

**Red Dragonsword**

Attack: 768

Attribute: 450

Max Sharpness: Great Green

Affinity: 0%

Slots: 1

Basically the Dragon version of Devil Slicer and just as useful for the same length of time. With this it's possible to even 1 round a Lunastra.

## Poison

**WyvernBlade "Verde"**

Attack: 768

Attribute: 300

Max Sharpness: Great Green

Affinity: 0

Slots: 1

Pretty good, especially as a Status LS. The only downside is that you get this pretty late, and its previous form isn't very good. It's still a good Poison weapon, so if you need one, this will do well.

## Paralysis

**Dragonwood L.Sword**

Attack: 576

Attribute: 190

Max Sharpness: Small Green

Affinity: 0%

Slots: 0

As far as Paralysis weapons go, it's half decent. It'll be better when it upgrades, but it's a little less than useful as it is now.

# High Rank

**High Rank (HR 4-6/Village 7*-9* w/o Monster Hunter)**

## Raw Damage

**Akantor Katana**

Attack: 1200

Max Sharpness: Poor Green (Good Green)

Affinity: 40%

Slots: 0

=--Mirage Finsword+--=

Attack: 1056

Max Sharpness: Poor Blue (Small White)

Affinity: 20%

Slots: 1

**Hidden Saber**

Attack: 912

Max Sharpness: Poor White (Poor Purple)

Affinity: 50%

Slots: 1

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## Fire

**Lion Emperor Saber**

  Attack: 912
  Attribute: 480
  Max Sharpness: Great Blue (Poor Purple)
  Affinity: 0%
  Slots: 0

. The all-around best Fire LS in High rank. Even without S+1, it rivals its competitors quite well. If you manage to get S+1, it blows away the competition.

**WyvernBlade "Maple"**

  Attack: 960
  Attribute: 340
  Max Sharpness: Good Blue (Good White)
  Affinity: 0%
  Slots: 0

. The balanced of the 3 choices for Fire LS. What makes this weapon a must get is that it eventually becomes the best Fire LS.

=--Monoblos Scythe+--=

  Attack: 1008
  Attribute: 240
  Max Sharpness: Good Blue (Poor White)
  Affinity: 0%
  Slots: 2

. The more attack-oriented of the 3 choices. The fact that it's attack is so high as well as its 2 slots make it usable even as a general purpose weapon.

## Water

**Weiss Crescent**

  Attack: 960
  Attribute: 260
  Max Sharpness: Good Blue (Good White)
  Affinity: 0%
  Slots: 0

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## Thunder

**True Devil Slicer**

  Attack: 816
  Attribute: 520
  Max Sharpness: Great Blue (Good White)
  Affinity: 0%
  Slots: 1

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**Great Demon Halberd**

  Attack: 912
  Attribute: 240
  Max Sharpness: Poor Blue (Poor White)
  Affinity: 0%
  Slots: 0

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## Ice

**Blango Destructor**

Attack: 864
Attribute: 350
Max Sharpness: Good Blue (Poor White)
Affinity: 15%
Slots: 0

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**Icesteel Blade**

Attack: 1008
Attribute: 150
Max Sharpness: Great Blue (Good White)
Affinity: 0%
Slots: 1

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## Dragon

**Smolder Dragonsword**

Attack: 816
Attribute: 520
Max Sharpness: Great Blue (Good White)
Affinity: 0%
Slots: 1

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## Poison

**Daito Wolf**

Attack: 1008
Attribute: 100
Max Sharpness: Good Blue (Poor White)
Affinity: 15%
Slots: 0

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