

TU4 Long Sword Builds



By Whynot, Mikalya, and Timmy

Welcome to the TU4 Longsword build guide. Im Whynot/Judy making yet another horribly formatted guide.

Special thanks to Mikalya#0635 and timmy#1619 for build guide help and countless writeups, (especially timmy who has no life) and feel free to contact us in MHGH through #long_sword chat if you have any questions.

Skill Priority

S tier(Required)	Quick Sheathe 3 Weakness Exploit 3 Attack Boost 4-7 Wirebug Whisperer 3 Wind Mantle 1 Critical Boost 3 Frostcraft 3 (SSC only) Elemental Attack 5 (Elemental builds)
A tier (Great skills)	Dereliction 1 + Resentment 5 Mail of Hellfire 1-3

	<p>Burst 1 Critical Eye 1-7 Maximum Might 1-3 Bloodlust 1 Critical Draw 2-3 (SSC only) Buildup Boost 3 Powder Mantle 1 Critical Element 3 Elemental Exploit 1</p>
B tier (Good if you can fit)	<p>Burst 2-3 Element Exploit 2-3 Kushala Blessing 2 (ice/water) Teostra Blessing 2 (fire) Chameleos Blessing 3 + Foray 1 (Poison) Strife 1-2 Bubbly Dance 3 + Resuscitate 3 Dragonheart 5 (Dragon / non status raw) Adrenaline Rush 3 + Status Trigger 1-2 (SSC) Wind Mantle 2-3 Agitator 1-5 (for non-Anomaly)</p>
C tier (Comfort)	<p>Defiance 3-5 Spiritbird's Call Intrepid Heart 1-2 Bloodrite 1-3 Stun Resistance 3 Embolden 1-3 / Evade Window 1-5 (Adrenaline Rush + Status Trigger / Bladescale Hone) Evade Extender 1 (SSC)</p>
Sharpness skills	<p>Master's Touch 3 Protective Polish 2-3 Handicraft 2-4 Bladescale Hone 1 Speed Sharpening 3</p>

Note - All the builds listed in this guide will use the qurio augment system for armor pieces. This guide also assumes you are at least MR160 (Risen Valstrax) and A201 (all decorations) for all the required armor pieces. Finally, an AB3 2-0-0 charm or equivalent is assumed for the majority of the listed builds. because we love RNG!! :)

Longsword Matchup Chart

by timmy cuz he's a masochist

Cope with Buddy Rally for Rakna Imfao :copium::

Elembane matchups will be highlighted **red** and matchups that only apply to Dereliction builds will be highlighted **blue**.

Monster	Part / Species Exploit	Sacred Sheathe	Harvest Moon ISS
Aknosom	Wing / Wyvern	Devil's Deal	Abyss Bringer Blade
Almudron	Tail Tip / Wyvern	Kaktus Himmel	Volcanic Apocalypse
Anjanath	Head / Wyvern	Devil's Deal	Abyss Bringer Blade
Apex Arzueros	Foreleg / Fanged	Kaktus Himmel	Volcanic Apocalypse
Apex Diablos	Head / Wyvern	Devil's Deal	Flicker Blizzard Slash
Apex Mizutsune	Head / Wyvern	Devil's Deal	Wyvern Blade "Luna"
Apex Rathalos	Head / Wyvern	Devil's Deal	Red Flash
Apex Rathian	Head / Wyvern	Devil's Deal	Red Flash
Apex Zinogre	Head / Wyvern	Devil's Deal	Reverent Elusarca
Arzueros	Head (SSC) or Rear (ISS) / Fanged	Kaktus Himmel	Flicker Blizzard Slash
Astalos	Crest / Wyvern	Devil's Deal	Reverent Elusarca
Aurora Somnacanth	Head / Wyvern	Devil's Deal	Wyvern Blade "Luna"
Barioth	Head / Wyvern	Devil's Deal	Volcanic Apocalypse
Barroth	Foreleg / Wyvern	Kaktus Himmel	Volcanic Apocalypse
Basarios	Abdomen / Wyvern	Devil's Deal	Red Flash
Bazelgeuse	Head / Wyvern	Devil's Deal	Wyvern Blade "Luna"
Bishaten	Head / Fanged	Devil's Deal	Flicker Blizzard Slash
Blood Orange Bishaten	Head / Fanged	Devil's Deal	Abyss Bringer Blade
Chameleos	Head / Aerial	Devil's Deal	Volcanic Apocalypse
Chaotic Gore Magala	Head / Aerial	Devil's Deal	Wyvern Blade "Luna"
Crimson Glow Valstrax	Head / Aerial	Devil's Deal	Wyvern Blade "Luna"
Daimyo Hermitaur	Head / Aquatic	Kaktus Himmel	Volcanic Apocalypse
Diablos	Abdomen / Wyvern	Devil's Deal	Flicker Blizzard Slash
Espinas	Head / Wyvern	Devil's Deal	Flicker Blizzard Slash
Flaming Espinas	Head / Wyvern	Devil's Deal	Abyss Bringer Blade

Monster	Part / Species Exploit	Sacred Sheathe	Harvest Moon ISS
Furious Rajang*	Head / Fanged	Devil's Deal	Flicker Blizzard Slash
Gaismagorm*	Head / N/A	Devil's Deal	Red Flash
Garangolm*	Head or Arms (Elemental) / Fanged	Kaktus Himmel	Flicker Blizzard Slash
Gold Rathian	Head / Wyvern	Devil's Deal	Oppressor's Law
Gore Magala	Head / Aerial	Devil's Deal	Wyvern Blade "Luna"
Goss Harag	Foreleg / Fanged	Kaktus Himmel	Volcanic Apocalypse
Great Baggi	Head / Wyvern	Kaktus Himmel	Volcanic Apocalypse
Great Izuchi	Head / Wyvern	Devil's Deal	Oppressor's Law
Great Wroggi	Head / Wyvern	Devil's Deal	Flicker Blizzard Slash
Juratodus	Head / Wyvern	Devil's Deal	Abyss Bringer Blade
Khezu	Head / Wyvern	Kaktus Himmel	Volcanic Apocalypse
Kulu-Ya-Ku	Head / Wyvern	Devil's Deal	Wyvern Blade "Luna"
Kushala Daora	Head / Aerial	Devil's Deal	Wyvern Blade "Luna"
Lagombi	Rear / Fanged	Kaktus Himmel	Volcanic Apocalypse
Lucent Nargacuga	Head / Wyvern	Devil's Deal	Wyvern Blade "Luna"
Lunagaron	Head / Wyvern	Kaktus Himmel	Volcanic Apocalypse
Magma Almudron	Head / Wyvern	Devil's Deal	Abyss Bringer Blade
Magnamalo	Head / Wyvern	Devil's Deal	Wyvern Blade "Luna"
Malzeno	Head / Aerial	Devil's Deal	Red Flash
Mizutsune	Head / Wyvern	Devil's Deal	Wyvern Blade "Luna"
Nargacuga	Head / Wyvern	Devil's Deal	Oppressor's Law
Narwa the Allmother	Charged / Aerial	Devil's Deal	Wyvern Blade "Luna"
Pukei-Pukei	Head / Wyvern	Devil's Deal	Oppressor's Law
Pyre Rakna-Kadaki	Head / N/A	Devil's Deal	Abyss Bringer Blade
Rajang*	Head / Fanged	Devil's Deal	Flicker Blizzard Slash
Rakna-Kadaki	Head / N/A	Devil's Deal	Flicker Blizzard Slash
Rathalos	Head / Wyvern	Devil's Deal	Red Flash
Rathian	Head / Wyvern	Devil's Deal	Red Flash
Risen Chameleos	Head / Aerial	Kaktus Himmel	Volcanic Apocalypse
Risen Crimson Glow Valstrax	Head / Aerial	Devil's Deal	Wyvern Blade "Luna"
Risen Kushala Daora	Head / Aerial	Devil's Deal	Wyvern Blade "Luna"
Risen Teostra	Head / Aerial	Devil's Deal	Abyss Bringer Blade
Royal Ludroth	Mane / Wyvern	Kaktus Himmel	Volcanic Apocalypse
Scorned Magnamalo	Head or Foreleg (Hellfire) / Wyvern	Devil's Deal	Wyvern Blade "Luna"
Seething Bazelgeuse	Tail (SSC) or Head (ISS) / Wyvern	Devil's Deal	Flicker Blizzard Slash
Seregios*	Leg (Sneak Attack) / Wyvern	Devil's Deal	Oppressor's Law
Shagaru Magala	Head / Aerial	Devil's Deal	Red Flash
Shogun Ceanataur	Head / Aquatic	Devil's Deal	Oppressor's Law
Silver Rathalos	Head / Wyvern	Devil's Deal	Abyss Bringer Blade
Somnacanth	Head / Wyvern	Devil's Deal	Oppressor's Law
Teostra	Head / Aerial	Devil's Deal	Abyss Bringer Blade
Tetranadon	Head / Aquatic	Devil's Deal	Oppressor's Law
Thunder Serpent Narwa	Charged / Aerial	Devil's Deal	Red Flash
Tigrex	Head / Wyvern	Devil's Deal	Oppressor's Law
Tobi Kadachi	Tail / Wyvern	Devil's Deal	Wyvern Blade "Luna"

Monster	Part / Species Exploit	Sacred Sheathe	Harvest Moon ISS
Velkhana*	Head / Aerial	Kaktus Himmel	Volcanic Apocalypse
Violet Mizutsune	Head / Wyvern	Devil's Deal	Wyvern Blade "Luna"
Volvidon	Head / Fanged	Devil's Deal	Abyss Bringer Blade
Wind Serpent Ibushi	Windsac / Aerial	Devil's Deal	Red Flash
Zinogre	Head / Wyvern	Devil's Deal	Reverent Elusarca

Note: Devil's Deal can be replaced with Wyvern Blade "Luna" for Sacred Sheathe Matchups.

*It is worth upgrading the rampage slot to Elembane for Gaismagorm.

*When in its Elemental state, Garangolm will gain weakness to Fire in its left arm and Ice in its right arm. The head is still a better hitzone in this state, but the arms are easier to hit.

*Due to the difficulty of hitting Rajang and Fulang in the head instead of arms, Reverent Elusarca with

Fanged Exploit can be used instead of Flicker Blizzard Slash.

*For Seregios, drop 3 levels of low priority skills (list above) to slot in Sneak Attack 3.

*Velkhana is an Elembane matchup for Sacred Sheathe only (hit Forelegs with Sakura Slash).

Non-Dereliction Builds

Sacred Sheathe

The Sacred Sheathe playstyle now is based around Sacred Release Slash (SRS) spam. The best raw LS is now Devil's Deal, having the highest damage per release while maintaining good sharpness and flexibility. Wyvern Blade "Luna" remains as an alternative, dealing less SRS damage but more Sakura Slash damage due to the additional affinity. Therefore, Wyvern Blade "Luna" should only be used if one has significant reliance on Sakura Slash rather than counters to level the gauge. skill issue

Great writeup on the details between different Sacred Sheathe builds and options [here](#).

Wyvern Blade Luna

Augments: 8 atk

Wyvern Blade "Luna" Foray Jewel 2 (Foray Lv1)		815 6 -11 7 7 -6 9 14 -2
Risen Kushala Glare Skills (Powder Mantle Lv+1) Wind Mantle Lv1 Wirebug Whisperer Lv3 Expert Jewel 2 (Critical Eye Lv1) Powder Mantle Lv1 Expert Jewel 2 (Critical Eye Lv1) Haze Jewel 1 (Chameleos Blessing Lv1)		Attack Boost 7 / 7 Frostcraft 3 / 3 Weakness Exploit 3 / 3 Maximum Might 3 / 3 Buildup Boost 3 / 3
Rimeguard Mail Skills (Buildup Boost Lv+1) Frostcraft Lv1 Quick Sheathe Lv3 Mighty Jewel+ 4 (Maximum Might Lv2) Buildup Boost Lv1 Mighty Jewel 2 (Maximum Might Lv1) Haze Jewel 1 (Chameleos Blessing Lv1)		Quick Sheathe 3 / 3 Wirebug Whisperer 3 / 3 Critical Boost 3 / 3 Chameleos Blessing 3 / 4
Rimeguard Gloves Skills (Buildup Boost Lv+1, Critical Draw Lv-1) Frostcraft Lv1 Critical Draw Lv2 Critical Jewel 2 (Critical Boost Lv1) Buildup Boost Lv1 Critical Jewel 2 (Critical Boost Lv1) Haze Jewel 1 (Chameleos Blessing Lv1)		Critical Draw 2 / 3 Stun Resistance 2 / 3 Burst 2 / 3 Focus 2 / 3
Rimeguard Coil Skills (Buildup Boost Lv+1, Focus Lv-1) Frostcraft Lv1 Focus Lv2 Tenderizer Jewel 2 (Weakness Exploit Lv1) Buildup Boost Lv1 Tenderizer Jewel 2 (Weakness Exploit Lv1) Tenderizer Jewel 2 (Weakness Exploit Lv1)		Mail of Hellfire 1 / 3 Foray 1 / 3 Powder Mantle 1 / 3 Wind Mantle 1 / 3 Critical Eye 2 / 7
Valstrax Greaves - Epoch Skills (Mail of Hellfire Lv+1, Stun Resistance Lv-1) Critical Boost Lv1 Stun Resistance Lv2 Chain Jewel+ 4 (Burst Lv2) Attack Boost Lv2 Mail of Hellfire Lv1 Attack Jewel 2 (Attack Boost Lv1)		
Attack Boost Lv3 Attack Jewel 2 (Attack Boost Lv1)		

Devil's Deal

Augments: 8 atk

Devil's Deal Critical Jewel 2 (Critical Boost Lv1) Critical Jewel 2 (Critical Boost Lv1)		815 -11 7 -6 14 -2
Risen Kushala Glare Skills (Powder Mantle Lv+1) Wind Mantle Lv1 Wirebug Whisperer Lv3 Crisis Jewel 2 (Resuscitate Lv1) Powder Mantle Lv1 Crisis Jewel 2 (Resuscitate Lv1)		Attack Boost 7 / 7 Frostcraft 3 / 3 Weakness Exploit 3 / 3 Critical Draw 3 / 3 Resuscitate 3 / 3
Rimeguard Mail Skills (Buildup Boost Lv+1) Frostcraft Lv1 Quick Sheathe Lv3 Bubble Jewel+ 4 (Bubbly Dance Lv2) Buildup Boost Lv1 Chain Jewel 2 (Burst Lv1)		Bubbly Dance 3 / 3 Buildup Boost 3 / 3 Quick Sheathe 3 / 3 Wirebug Whisperer 3 / 3
Rimeguard Gloves Skills (Buildup Boost Lv+1) Frostcraft Lv1 Critical Draw Lv3 Crisis Jewel 2 (Resuscitate Lv1) Buildup Boost Lv1 Bubble Jewel 2 (Bubbly Dance Lv1)		Critical Boost 3 / 3 Stun Resistance 2 / 3 Focus 2 / 3 Mail of Hellfire 1 / 3
Rimeguard Coil Skills (Buildup Boost Lv+1, Focus Lv-1) Frostcraft Lv1 Focus Lv2 Tenderizer Jewel 2 (Weakness Exploit Lv1) Buildup Boost Lv1 Tenderizer Jewel 2 (Weakness Exploit Lv1) Tenderizer Jewel 2 (Weakness Exploit Lv1)		Powder Mantle 1 / 3 Burst 1 / 3 Wind Mantle 1 / 3 Handicraft 2 / 5
Valstrax Greaves - Epoch Skills (Mail of Hellfire Lv+1, Stun Resistance Lv-1) Critical Boost Lv1 Stun Resistance Lv2 Handicraft Jewel+ 4 (Handicraft Lv2) Attack Boost Lv2 Mail of Hellfire Lv1 Attack Jewel 2 (Attack Boost Lv1)		
Attack Boost Lv3 Attack Jewel 2 (Attack Boost Lv1)		

Kaktus Himmel

Augments: 2 atk 7 ele

Kaktus Himmel		815 -11 7 -6 0 14 -2	
Handicraft Jewel+ 4 (Handicraft Lv2)	Flamescale Jewel 1 (Teostra Blessing Lv1)	Attack Boost	7 / 7
Flamescale Jewel 1 (Teostra Blessing Lv1)		Fire Attack	5 / 5
Risen Kushala Glare Skills (Powder Mantle Lv+1)		Critical Element	3 / 3
Wind Mantle Lv1	Wirebug Whisperer Lv3	Frostcraft	3 / 3
Powder Mantle Lv1	Critical Jewel 2 (Critical Boost Lv1)	Weakness Exploit	3 / 3
	Critical Jewel 2 (Critical Boost Lv1)	Buildup Boost	3 / 3
	Blaze Jewel 1 (Fire Attack Lv1)	Quick Sheathe	3 / 3
Rimeguard Mail Skills (Buildup Boost Lv+1)		Wirebug Whisperer	3 / 3
Frostcraft Lv1	Quick Sheathe Lv3	Critical Boost	3 / 3
Buildup Boost Lv1	Crit Element Jewel+ 4 (Critical Element Lv2)	Critical Draw	2 / 3
	Crit Element Jewel 2 (Critical Element Lv1)	Stun Resistance	2 / 3
	Blaze Jewel 1 (Fire Attack Lv1)	Maximum Might	2 / 3
Rimeguard Gloves Skills (Buildup Boost Lv+1, Critical Draw Lv-1)		Focus	2 / 3
Frostcraft Lv1	Critical Draw Lv2	Teostra Blessing	2 / 4
Buildup Boost Lv1	Hard Blaze Jewel 3 (Fire Attack Lv3)	Mail of Hellfire	1 / 3
	Chain Jewel 2 (Burst Lv1)	Powder Mantle	1 / 3
	-----	Burst	1 / 3
Rimeguard Coil Skills (Buildup Boost Lv+1, Focus Lv-1)		Wind Mantle	1 / 3
Frostcraft Lv1	Focus Lv2	Handicraft	2 / 5
Buildup Boost Lv1	Tenderizer Jewel 2 (Weakness Exploit Lv1)		
	Tenderizer Jewel 2 (Weakness Exploit Lv1)		
	Tenderizer Jewel 2 (Weakness Exploit Lv1)		
Valstrax Greaves - Epoch Skills (Mail of Hellfire Lv+1, Stun Resistance Lv-1)			
Critical Boost Lv1	Stun Resistance Lv2		
Attack Boost Lv2	Mail of Hellfire Lv1		
	Mighty Jewel+ 4 (Maximum Might Lv2)		
	Attack Jewel 2 (Attack Boost Lv1)		
Attack Boost Lv3			
Attack Jewel 2 (Attack Boost Lv1)			

Kaktus Himmel is the only elemental LS worth using with SSC because it also has poison, giving it access to Buildup Boost. Use it on fire matchups.

Feel free to replace the Handicraft decoration with Burst.

Harvest Moon ISS

For the following builds, set up Harvest Moon on Blue, then Swap to Red.

Wyvern Blade "Luna" (Raw)

Augments: 8 atk

Wyvern Blade "Luna"			815 6 2 -9
Foray Jewel 2 (Foray Lv1)			Attack Boost 7 / 7
Risen Kushala Clare Skills (Mail of Hellfire Lv+1)			Mail of Hellfire 3 / 3
Wind Mantle Lv1	Wirebug Whisperer Lv3	Blooding Jewel 3 (Blood Rite Lv1)	Weakness Exploit 3 / 3
Mail of Hellfire Lv1		Chain Jewel 2 (Burst Lv1)	Buildup Boost 3 / 3
		Haze Jewel 1 (Chameleos Blessing Lv1)	Quick Sheathe 3 / 3
Risen Kaiser Mail Skills (Mail of Hellfire Lv+1)			Wirebug Whisperer 3 / 3
Powder Mantle Lv1	Weakness Exploit Lv1	Tenderizer Jewel 2 (Weakness Exploit Lv1)	Critical Boost 3 / 3
Critical Eye Lv3	Mail of Hellfire Lv1	Tenderizer Jewel 2 (Weakness Exploit Lv1)	Burst 3 / 3
Valstrax Braces - Epoch Skills (Buildup Boost Lv+1, Latent Power Lv-1)			Chameleos Blessing 3 / 4
Critical Boost Lv2	Latent Power Lv1	Chain Jewel+ 4 (Burst Lv2)	Stun Resistance 2 / 3
Attack Boost Lv1	Buildup Boost Lv1	Haze Jewel 1 (Chameleos Blessing Lv1)	Maximum Might 2 / 3
		Haze Jewel 1 (Chameleos Blessing Lv1)	Foray 1 / 3
Sinister Grudge Tassets Skills (Buildup Boost Lv+1, Coalescence Lv-1)			Blood Rite 1 / 3
Mail of Hellfire Lv1	Buildup Boost Lv1	Sheath Jewel+ 4 (Quick Sheathe Lv2)	Powder Mantle 1 / 3
		Sheath Jewel 2 (Quick Sheathe Lv1)	Wind Mantle 1 / 3
		-----	Critical Eye 4 / 7
Valstrax Greaves - Epoch Skills (Buildup Boost Lv+1, Stun Resistance Lv-1)			Latent Power 1 / 5
Critical Boost Lv1	Stun Resistance Lv2	Mighty Jewel+ 4 (Maximum Might Lv2)	
Attack Boost Lv2	Buildup Boost Lv1	Expert Jewel 2 (Critical Eye Lv1)	
Attack Boost Lv3			
Attack Jewel 2 (Attack Boost Lv1)			

Bloodrite is there for comfort. Feel free to replace it with something like Handicraft, Agitator, etc.

Volcanic Apocalypse (Fire)

Augments: 2 atk 7 ele

Volcanic Apocalypse Element Exploit Jewel 2 (Element Exploit Lv1)			815 2 -9 -7 -1 1
Risen Kushala Clare Skills (Mail of Hellfire Lv+1)			Attack Boost 7 / 7
Wind Mantle Lv1	Wirebug Whisperer Lv3	Chain Jewel 2 (Burst Lv1)	Fire Attack 5 / 5
Mail of Hellfire Lv1		Mighty Jewel 2 (Maximum Might Lv1)	Mail of Hellfire 3 / 3
		Blaze Jewel 1 (Fire Attack Lv1)	Critical Element 3 / 3
Risen Kaiser Mail Skills (Mail of Hellfire Lv+1)			Weakness Exploit 3 / 3
Powder Mantle Lv1	Weakness Exploit Lv1	Tenderizer Jewel 2 (Weakness Exploit Lv1)	Quick Sheathe 3 / 3
Critical Eye Lv3	Mail of Hellfire Lv1	Tenderizer Jewel 2 (Weakness Exploit Lv1)	Wirebug Whisperer 3 / 3
Valstrax Braces - Epoch Skills (Bloodlust Lv+1, Latent Power Lv-1)			Critical Boost 3 / 3
Critical Boost Lv2	Latent Power Lv1	Chain Jewel+4 (Burst Lv2)	Stun Resistance 2 / 3
Attack Boost Lv1	Bloodlust Lv1	Flamescale Jewel 1 (Teostra Blessing Lv1)	Teostra Blessing 2 / 4
		Flamescale Jewel 1 (Teostra Blessing Lv1)	Coalescence 1 / 3
Sinister Grudge Tassets Skills (Quick Sheathe Lv+1)			Element Exploit 1 / 3
Mail of Hellfire Lv1	Coalescence Lv1	Sheath Jewel+4 (Quick Sheathe Lv2)	Bloodlust 1 / 3
Quick Sheathe Lv1		Expert Jewel 2 (Critical Eye Lv1)	Powder Mantle 1 / 3
		Blaze Jewel 1 (Fire Attack Lv1)	Maximum Might 1 / 3
Valstrax Greaves - Epoch Skills (Critical Element Lv+1, Stun Resistance Lv-1)			Wind Mantle 1 / 3
Critical Boost Lv1	Stun Resistance Lv2	Crit Element Jewel+4 (Critical Element Lv2)	Critical Eye 4 / 7
Attack Boost Lv2	Critical Element Lv1	Hard Blaze Jewel 3 (Fire Attack Lv3)	Latent Power 1 / 5
Attack Boost Lv3			
Attack Jewel 2 (Attack Boost Lv1)			

Abyss Bringer Blade (Water)

Augments: 2 atk 7 ele

Abyss Bringer Blade Element Exploit Jewel 2 (Element Exploit Lv1)		815 2 -9 -7 -1 1
Risen Kushala Glare Skills (Mail of Hellfire Lv+1) Wind Mantle Lv1 Wirebug Whisperer Lv3 Chain Jewel 2 (Burst Lv1) Mail of Hellfire Lv1 Mighty Jewel 2 (Maximum Might Lv1) Stream Jewel 1 (Water Attack Lv1)		Attack Boost 7 / 7 Water Attack 5 / 5 Mail of Hellfire 3 / 3 Critical Element 3 / 3 Weakness Exploit 3 / 3 Quick Sheathe 3 / 3 Wirebug Whisperer 3 / 3 Critical Boost 3 / 3 Burst 3 / 3 Stun Resistance 2 / 3 Kushala Blessing 2 / 4 Coalescence 1 / 3 Element Exploit 1 / 3 Bloodlust 1 / 3 Powder Mantle 1 / 3 Maximum Might 1 / 3 Wind Mantle 1 / 3 Critical Eye 4 / 7 Latent Power 1 / 5
Risen Kaiser Mail Skills (Mail of Hellfire Lv+1) Powder Mantle Lv1 Weakness Exploit Lv1 Tenderizer Jewel 2 (Weakness Exploit Lv1) Critical Eye Lv3 Mail of Hellfire Lv1 Tenderizer Jewel 2 (Weakness Exploit Lv1)		
Valstrax Braces - Epoch Skills (Bloodlust Lv+1, Latent Power Lv-1) Critical Boost Lv2 Latent Power Lv1 Chain Jewel+ 4 (Burst Lv2) Attack Boost Lv1 Bloodlust Lv1 Ironshell Jewel 1 (Kushala Blessing Lv1) Ironshell Jewel 1 (Kushala Blessing Lv1)		
Sinister Grudge Tassets Skills (Quick Sheathe Lv+1) Mail of Hellfire Lv1 Coalescence Lv1 Sheath Jewel+ 4 (Quick Sheathe Lv2) Quick Sheathe Lv1 Expert Jewel 2 (Critical Eye Lv1) Stream Jewel 1 (Water Attack Lv1)		
Valstrax Greaves - Epoch Skills (Critical Element Lv+1, Stun Resistance Lv-1) Critical Boost Lv1 Stun Resistance Lv2 Crit Element Jewel+ 4 (Critical Element Lv2) Attack Boost Lv2 Critical Element Lv1 Hard Stream Jewel 3 (Water Attack Lv3)		
Attack Boost Lv3 Attack Jewel 2 (Attack Boost Lv1)		

Opressor's Law (Thunder)

Augments: 2 atk 7 ele

Oppressor's Law			815 6 2 -9
Bolt Jewel 1 (Thunder Attack Lv1)		Bolt Jewel 1 (Thunder Attack Lv1)	Attack Boost 7 / 7
Risen Kushala Glare Skills (Mail of Hellfire Lv+1)			Thunder Attack 5 / 5
Wind Mantle Lv1	Wirebug Whisperer Lv3	Chain Jewel 2 (Burst Lv1)	Mail of Hellfire 3 / 3
Mail of Hellfire Lv1		Mighty Jewel 2 (Maximum Might Lv1)	Critical Element 3 / 3
		Bolt Jewel 1 (Thunder Attack Lv1)	Weakness Exploit 3 / 3
Risen Kaiser Mail Skills (Mail of Hellfire Lv+1)			Quick Sheathe 3 / 3
Powder Mantle Lv1	Weakness Exploit Lv1	Tenderizer Jewel 2 (Weakness Exploit Lv1)	Wirebug Whisperer 3 / 3
Critical Eye Lv3	Mail of Hellfire Lv1	Tenderizer Jewel 2 (Weakness Exploit Lv1)	Critical Boost 3 / 3
Valstrax Braces - Epoch Skills (Bloodlust Lv+1, Latent Power Lv-1)			Protective Polish 2 / 3
Critical Boost Lv2	Latent Power Lv1	Sharp Jewel+ 4 (Protective Polish Lv2)	Stun Resistance 2 / 3
Attack Boost Lv1	Bloodlust Lv1	Bolt Jewel 1 (Thunder Attack Lv1)	Coalescence 1 / 3
		Bolt Jewel 1 (Thunder Attack Lv1)	Element Exploit 1 / 3
Sinister Grudge Tassets Skills (Quick Sheathe Lv+1)			Bloodlust 1 / 3
Mail of Hellfire Lv1	Coalescence Lv1	Sheath Jewel+ 4 (Quick Sheathe Lv2)	Powder Mantle 1 / 3
Quick Sheathe Lv1		Expert Jewel 2 (Critical Eye Lv1)	Maximum Might 1 / 3
		-----	Burst 1 / 3
Valstrax Greaves - Epoch Skills (Critical Element Lv+1, Stun Resistance Lv-1)			Wind Mantle 1 / 3
Critical Boost Lv1	Stun Resistance Lv2	Crit Element Jewel+ 4 (Critical Element Lv2)	Critical Eye 4 / 7
Attack Boost Lv2	Critical Element Lv1	Element Exploit Jewel 2 (Element Exploit Lv1)	Latent Power 1 / 5
Attack Boost Lv3			
Attack Jewel 2 (Attack Boost Lv1)			

You can swap out the Protective Polish for Handicraft deco if you don't like playing with PP (but why wouldn't u like PP)

Flicker Blizzard Slash (Ice)

Augments: 2 atk 7 ele

Flicker Blizzard Slash Frost Jewel 1 (Ice Attack Lv1) Frost Jewel 1 (Ice Attack Lv1)			815 6 2 -9 -7 -1 1
Risen Kushala Glare Skills (Mail of Hellfire Lv+1) Wind Mantle Lv1 Wirebug Whisperer Lv3 Chain Jewel 2 (Burst Lv1) Mail of Hellfire Lv1 Mighty Jewel 2 (Maximum Might Lv1) Frost Jewel 1 (Ice Attack Lv1)			Attack Boost 7 / 7 Ice Attack 5 / 5 Mail of Hellfire 3 / 3 Critical Element 3 / 3 Weakness Exploit 3 / 3
Risen Kaiser Mail Skills (Mail of Hellfire Lv+1) Powder Mantle Lv1 Weakness Exploit Lv1 Tenderizer Jewel 2 (Weakness Exploit Lv1) Critical Eye Lv3 Mail of Hellfire Lv1 Tenderizer Jewel 2 (Weakness Exploit Lv1)			Quick Sheathe 3 / 3 Wirebug Whisperer 3 / 3 Critical Boost 3 / 3
Valstrax Braces - Epoch Skills (Bloodlust Lv+1, Latent Power Lv-1) Critical Boost Lv2 Latent Power Lv1 Chain Jewel+ 4 (Burst Lv2) Attack Boost Lv1 Bloodlust Lv1 Frost Jewel 1 (Ice Attack Lv1) Frost Jewel 1 (Ice Attack Lv1)			Burst 3 / 3 Stun Resistance 2 / 3 Coalescence 1 / 3 Element Exploit 1 / 3
Sinister Grudge Tassets Skills (Quick Sheathe Lv+1) Mail of Hellfire Lv1 Coalescence Lv1 Sheath Jewel+ 4 (Quick Sheathe Lv2) Quick Sheathe Lv1 Expert Jewel 2 (Critical Eye Lv1) Ironshell Jewel 1 (Kushala Blessing Lv1)			Bloodlust 1 / 3 Powder Mantle 1 / 3 Maximum Might 1 / 3 Wind Mantle 1 / 3 Critical Eye 4 / 7
Valstrax Greaves - Epoch Skills (Critical Element Lv+1, Stun Resistance Lv-1) Critical Boost Lv1 Stun Resistance Lv2 Crit Element Jewel+ 4 (Critical Element Lv2) Attack Boost Lv2 Critical Element Lv1 Element Exploit Jewel 2 (Element Exploit Lv1)			Kushala Blessing 1 / 4 Latent Power 1 / 5
Attack Boost Lv3 Attack Jewel 2 (Attack Boost Lv1)			

An additional lvl 1 slot in the charm makes room for Kushala Blessing 2.

Reverent Elusarca (Ice)

Augments: 8 atk 1 ele

Reverent Elusarca Handicraft Jewel+ 4 (Handicraft Lv2)			815 2 -9 -7 -1 1
Risen Kushala Glare Skills (Quick Sheathe Lv+1)			Attack Boost 7 / 7
Wind Mantle Lv1	Wirebug Whisperer Lv3	Mighty Jewel 2 (Maximum Might Lv1)	Ice Attack 5 / 5
Quick Sheathe Lv1		Expert Jewel 2 (Critical Eye Lv1)	Mail of Hellfire 3 / 3
		Frost Jewel 1 (Ice Attack Lv1)	Critical Element 3 / 3
Risen Kaiser Mail Skills (Critical Element Lv+1)			Weakness Exploit 3 / 3
Powder Mantle Lv1	Weakness Exploit Lv1	Tenderizer Jewel 2 (Weakness Exploit Lv1)	Quick Sheathe 3 / 3
Critical Eye Lv3	Critical Element Lv1	Tenderizer Jewel 2 (Weakness Exploit Lv1)	Wirebug Whisperer 3 / 3
Valstrax Braces - Epoch Skills (Bloodlust Lv+1, Latent Power Lv-1)			Burst 3 / 3
Critical Boost Lv2	Latent Power Lv1	Sheath Jewel+ 4 (Quick Sheathe Lv2)	Stun Resistance 2 / 3
Attack Boost Lv1	Bloodlust Lv1	Ironshell Jewel 1 (Kushala Blessing Lv1)	Kushala Blessing 2 / 4
		Ironshell Jewel 1 (Kushala Blessing Lv1)	Coalescence 1 / 3
Sinister Grudge Tassets Skills (Mail of Hellfire Lv+1)			Bloodlust 1 / 3
Mail of Hellfire Lv2	Coalescence Lv1	Chain Jewel+ 4 (Burst Lv2)	Powder Mantle 1 / 3
		Chain Jewel 2 (Burst Lv1)	Maximum Might 1 / 3
		Frost Jewel 1 (Ice Attack Lv1)	Wind Mantle 1 / 3
Valstrax Greaves - Epoch Skills (Mail of Hellfire Lv+1, Stun Resistance Lv-1)			Critical Eye 4 / 7
Critical Boost Lv1	Stun Resistance Lv2	Crit Element Jewel+ 4 (Critical Element Lv2)	Handicraft 2 / 5
Attack Boost Lv2	Mail of Hellfire Lv1	Hard Frost Jewel 3 (Ice Attack Lv3)	Latent Power 1 / 5
Attack Boost Lv3			
Attack Jewel 2 (Attack Boost Lv1)			

For Zinogre, Apex Zinogre, and Astalos.

Red Flash (Dragon)

Augments: 2 atk 7 ele

Red Flash Element Exploit Jewel 2 (Element Exploit Lv1)		815 2 -9 -7 -1 1	
Risen Kushala Glare Skills (Mail of Hellfire Lv+1) Wind Mantle Lv1 Wirebug Whisperer Lv3 Chain Jewel 2 (Burst Lv1) Mail of Hellfire Lv1 Mighty Jewel 2 (Maximum Might Lv1) Dragon Jewel 1 (Dragon Attack Lv1)		Attack Boost 7 / 7 Dragon Attack 5 / 5 Mail of Hellfire 3 / 3 Critical Element 3 / 3 Weakness Exploit 3 / 3	
Risen Kaiser Mail Skills (Mail of Hellfire Lv+1) Powder Mantle Lv1 Weakness Exploit Lv1 Tenderizer Jewel 2 (Weakness Exploit Lv1) Critical Eye Lv3 Mail of Hellfire Lv1 Tenderizer Jewel 2 (Weakness Exploit Lv1)		Quick Sheathe 3 / 3 Wirebug Whisperer 3 / 3 Critical Boost 3 / 3	
Valstrax Braces - Epoch Skills (Bloodlust Lv+1, Latent Power Lv-1) Critical Boost Lv2 Latent Power Lv1 Chain Jewel+ 4 (Burst Lv2) Attack Boost Lv1 Bloodlust Lv1		Burst 3 / 3 Stun Resistance 2 / 3 Coalescence 1 / 3 Element Exploit 1 / 3	
Sinister Grudge Tassets Skills (Quick Sheathe Lv+1) Mail of Hellfire Lv1 Coalescence Lv1 Sheath Jewel+ 4 (Quick Sheathe Lv2) Quick Sheathe Lv1 Expert Jewel 2 (Critical Eye Lv1) Dragon Jewel 1 (Dragon Attack Lv1)		Bloodlust 1 / 3 Powder Mantle 1 / 3 Maximum Might 1 / 3 Wind Mantle 1 / 3	
Valstrax Greaves - Epoch Skills (Critical Element Lv+1, Stun Resistance Lv-1) Critical Boost Lv1 Stun Resistance Lv2 Crit Element Jewel+ 4 (Critical Element Lv2) Attack Boost Lv2 Critical Element Lv1 Hard Dragon Jewel 3 (Dragon Attack Lv3)		Critical Eye 4 / 7 Latent Power 1 / 5	
Attack Boost Lv3 Attack Jewel 2 (Attack Boost Lv1)			

Dereliction Builds

In general, Dereliction builds will always outperform non-Dereliction builds by a significant margin. Use these builds if you can deal with the health drain.

Sacred Sheathe

Wyvern Blade Luna

Augments: 8 atk

Wyvern Blade "Luna"		820 6 -9 12 7 -6 0 19 -10	
Foray Jewel 2 (Foray Lv1)		Attack Boost	7 / 7
Risen Kushala Glare Skills (Powder Mantle Lv+1)		Frostcraft	3 / 3
Wind Mantle Lv1	Wirebug Whisperer Lv3	Weakness Exploit	3 / 3
Powder Mantle Lv1	Chain Jewel 2 (Burst Lv1)	Maximum Might	3 / 3
	Critical Jewel 2 (Critical Boost Lv1)	Buildup Boost	3 / 3
	Haze Jewel 1 (Chameleos Blessing Lv1)	Quick Sheathe	3 / 3
Rimeguard Mail Skills (Buildup Boost Lv+1)		Wirebug Whisperer	3 / 3
Frostcraft Lv1	Quick Sheathe Lv3	Critical Boost	3 / 3
Buildup Boost Lv1	Mighty Jewel+ 4 (Maximum Might Lv2)	Chameleos Blessing	3 / 4
	Mighty Jewel 2 (Maximum Might Lv1)	Critical Draw	2 / 3
	Haze Jewel 1 (Chameleos Blessing Lv1)	Foray	2 / 3
Rimeguard Gloves Skills (Buildup Boost Lv+1, Critical Draw Lv-1)		Focus	2 / 3
Frostcraft Lv1	Critical Draw Lv2	Dereliction	1 / 3
Buildup Boost Lv1	Critical Jewel 2 (Critical Boost Lv1)	Powder Mantle	1 / 3
	Critical Jewel 2 (Critical Boost Lv1)	Burst	1 / 3
	Haze Jewel 1 (Chameleos Blessing Lv1)	Wind Mantle	1 / 3
Rimeguard Coil Skills (Buildup Boost Lv+1, Focus Lv-1)		Resentment	1 / 5
Frostcraft Lv1	Focus Lv2		
Buildup Boost Lv1	Tenderizer Jewel 2 (Weakness Exploit Lv1)		
	Tenderizer Jewel 2 (Weakness Exploit Lv1)		
	Tenderizer Jewel 2 (Weakness Exploit Lv1)		
Archfiend Armor Sceros Skills (Foray Lv+1)			
Dereliction Lv1	Resentment Lv1		
Foray Lv1	Attack Jewel 2 (Attack Boost Lv1)		
	Attack Jewel 2 (Attack Boost Lv1)		
	Attack Jewel 2 (Attack Boost Lv1)		
Attack Boost Lv3			
Attack Jewel 2 (Attack Boost Lv1)			

Devil's Deal

Augments: 8 atk

Devil's Deal		Critical Jewel 2 (Critical Boost Lv1)		Critical Jewel 2 (Critical Boost Lv1)		820 6 -9 12 7 -6 19 -10	
Risen Kushala Glare Skills (Powder Mantle Lv+1)		Wind Mantle Lv1	Wirebug Whisperer Lv3	Chain Jewel 2 (Burst Lv1)		Attack Boost	7 / 7
Powder Mantle Lv1				Critical Jewel 2 (Critical Boost Lv1)		Resentment	5 / 5
				_____		Frostcraft	3 / 3
Rimeguard Mail Skills (Buildup Boost Lv+1)		Frostcraft Lv1	Quick Sheathe Lv3	Handicraft Jewel+ 4 (Handicraft Lv2)		Weakness Exploit	3 / 3
Buildup Boost Lv1				Tenderizer Jewel 2 (Weakness Exploit Lv1)		Critical Draw	3 / 3
				_____		Buildup Boost	3 / 3
Rimeguard Gloves Skills (Buildup Boost Lv+1)		Frostcraft Lv1	Critical Draw Lv3	Tenderizer Jewel 2 (Weakness Exploit Lv1)		Quick Sheathe	3 / 3
Buildup Boost Lv1				Tenderizer Jewel 2 (Weakness Exploit Lv1)		Wirebug Whisperer	3 / 3
				_____		Critical Boost	3 / 3
Rimeguard Coil Slots (+1, +1, 0)		Frostcraft Lv1	Focus Lv3	Furor Jewel+ 4 (Resentment Lv2)		Focus	3 / 3
				Furor Jewel+ 4 (Resentment Lv2)		Handicraft	3 / 5
				Attack Jewel 2 (Attack Boost Lv1)		Dereliction	1 / 3
Archfiend Armor Sceros Skills (Buildup Boost Lv+1)		Dereliction Lv1	Resentment Lv1	Handicraft Jewel 3 (Handicraft Lv1)		Powder Mantle	1 / 3
Buildup Boost Lv1				Attack Jewel 2 (Attack Boost Lv1)		Burst	1 / 3
				Attack Jewel 2 (Attack Boost Lv1)		Wind Mantle	1 / 3
Attack Boost Lv3							
Attack Jewel 2 (Attack Boost Lv1)							

Fine Kamura Rapier aka FK Rapier

Augments: 8 atk

Fine Kamura Rapier Crisis Jewel+ 4 (Resuscitate Lv2)		Crisis Jewel 2 (Resuscitate Lv1)	820 6 -9 12 7 -6 0 19 -10
Risen Kushala Glare Skills (Powder Mantle Lv+1) Wind Mantle Lv1 Wirebug Whisperer Lv3 Powder Mantle Lv1		Critical Jewel 2 (Critical Boost Lv1) Critical Jewel 2 (Critical Boost Lv1) -----	Attack Boost 7 / 7 Dragonheart 5 / 5 Frostcraft 3 / 3 Weakness Exploit 3 / 3 Critical Draw 3 / 3
Rimeguard Mail Skills (Dragonheart Lv+1) Frostcraft Lv1 Quick Sheathe Lv3 Dragonheart Lv1		Furor Jewel+ 4 (Resentment Lv2) Critical Jewel 2 (Critical Boost Lv1) -----	Resuscitate 3 / 3 Quick Sheathe 3 / 3 Wirebug Whisperer 3 / 3 Critical Boost 3 / 3
Rimeguard Gloves Skills (Dragonheart Lv+1) Frostcraft Lv1 Critical Draw Lv3 Dragonheart Lv1		Tenderizer Jewel 2 (Weakness Exploit Lv1) Tenderizer Jewel 2 (Weakness Exploit Lv1) -----	Focus 3 / 3 Resentment 3 / 5 Dereliction 1 / 3 Powder Mantle 1 / 3
Rimeguard Coil Slots (+1, +1, 0) Frostcraft Lv1 Focus Lv3		Dragon Spirit Jewel 4 (Dragonheart Lv1) Dragon Spirit Jewel 4 (Dragonheart Lv1) Tenderizer Jewel 2 (Weakness Exploit Lv1)	Wind Mantle 1 / 3
Archfiend Armor Sceros Skills (Dragonheart Lv+1) Dereliction Lv1 Resentment Lv1 Dragonheart Lv1		Attack Jewel 2 (Attack Boost Lv1) Attack Jewel 2 (Attack Boost Lv1) Attack Jewel 2 (Attack Boost Lv1)	
Attack Boost Lv3 Attack Jewel 2 (Attack Boost Lv1)			

Try to stay below 80% HP for Dragonheart/Resuscitate uptime. Not recommended for Anomaly Quests.

Kaktus Himmel

Augments: 2 atk 7 ele

Kaktus Himmel		820 6 -9 12 7 -6 19 -10	
Handicraft Jewel+ 4 (Handicraft Lv2)	Flamescale Jewel 1 (Teostra Blessing Lv1)	Attack Boost	7 / 7
Flamescale Jewel 1 (Teostra Blessing Lv1)		Fire Attack	5 / 5
Risen Kushala Glare Skills (Powder Mantle Lv+1)		Frostcraft	3 / 3
Wind Mantle Lv1	Wirebug Whisperer Lv3	Weakness Exploit	3 / 3
Powder Mantle Lv1	Critical Jewel 2 (Critical Boost Lv1)	Buildup Boost	3 / 3
	Critical Jewel 2 (Critical Boost Lv1)	Quick Sheathe	3 / 3
	Blaze Jewel 1 (Fire Attack Lv1)	Wirebug Whisperer	3 / 3
Rimeguard Mail Skills (Buildup Boost Lv+1)		Critical Boost	3 / 3
Frostcraft Lv1	Quick Sheathe Lv3	Critical Draw	2 / 3
Buildup Boost Lv1	Furor Jewel+ 4 (Resentment Lv2)	Focus	2 / 3
	Chain Jewel 2 (Burst Lv1)	Resentment	3 / 5
	Blaze Jewel 1 (Fire Attack Lv1)	Teostra Blessing	2 / 4
Rimeguard Gloves Skills (Buildup Boost Lv+1, Critical Draw Lv-1)		Derelection	1 / 3
Frostcraft Lv1	Critical Draw Lv2	Critical Element	1 / 3
Buildup Boost Lv1	Hard Blaze Jewel 3 (Fire Attack Lv3)	Powder Mantle	1 / 3
	Critical Jewel 2 (Critical Boost Lv1)	Burst	1 / 3
	-----	Wind Mantle	1 / 3
Rimeguard Coil Skills (Buildup Boost Lv+1, Focus Lv-1)		Handicraft	2 / 5
Frostcraft Lv1	Focus Lv2		
Buildup Boost Lv1	Tenderizer Jewel 2 (Weakness Exploit Lv1)		
	Tenderizer Jewel 2 (Weakness Exploit Lv1)		
	Tenderizer Jewel 2 (Weakness Exploit Lv1)		
Archfiend Armor Sceros Skills (Critical Element Lv+1)			
Derelection Lv1	Resentment Lv1		
Critical Element Lv1	Attack Jewel 2 (Attack Boost Lv1)		
	Attack Jewel 2 (Attack Boost Lv1)		
	Attack Jewel 2 (Attack Boost Lv1)		
Attack Boost Lv3			
Attack Jewel 2 (Attack Boost Lv1)			

Kaktus Himmel is the only elemental LS worth using with SSC because it also has poison, giving it access to Buildup Boost. Use it on fire matchups.

Feel free to replace the Handicraft decoration with Resentment.

Harvest Moon ISS

Elemental Dere builds need relatively high curio/charm investments, so feel free to drop 1-2 levels of MoH and a level of Crit Ele until you can get better rolls.

For the following builds, set up Harvest moon on Red, then swap to Blue.

Wyvern Blade "Luna" (Raw)

Augments: 8 atk

Wyvern Blade "Luna"			814 6.3 2
Mighty Jewel 2 (Maximum Might Lv1)			Attack Boost 7 / 7
Risen Kushala Glare Skills (Quick Sheathe Lv+1)			Resentment 5 / 5
Wind Mantle Lv1	Wirebug Whisperer Lv3	Chain Jewel 2 (Burst Lv1)	Weakness Exploit 3 / 3
Quick Sheathe Lv1		Foray Jewel 2 (Foray Lv1)	Buildup Boost 3 / 3
		Haze Jewel 1 (Chameleos Blessing Lv1)	Quick Sheathe 3 / 3
Risen Kaiser Mail Skills (Buildup Boost Lv+1)			Wirebug Whisperer 3 / 3
Powder Mantle Lv1	Weakness Exploit Lv1	Tenderizer Jewel 2 (Weakness Exploit Lv1)	Critical Boost 3 / 3
Critical Eye Lv3	Buildup Boost Lv1	Tenderizer Jewel 2 (Weakness Exploit Lv1)	Chameleos Blessing 3 / 4
Valstrax Braces - Epoch Skills (Buildup Boost Lv+1, Latent Power Lv-1)			Critical Eye 5 / 7
Critical Boost Lv2	Latent Power Lv1	Sheath Jewel+ 4 (Quick Sheathe Lv2)	Derelection 1 / 3
Attack Boost Lv1	Buildup Boost Lv1	Haze Jewel 1 (Chameleos Blessing Lv1)	Strife 1 / 3
		Haze Jewel 1 (Chameleos Blessing Lv1)	Foray 1 / 3
Nephilim Tassets Slots (+1, +1, 0)			Blood Rite 1 / 3
Strife Lv1	Critical Eye Lv2	Furor Jewel+ 4 (Resentment Lv2)	Powder Mantle 1 / 3
Resentment Lv2		Critical Jewel 2 (Critical Boost Lv1)	Maximum Might 1 / 3
		_____	Burst 1 / 3
Archfiend Armor Sceros Skills (Buildup Boost Lv+1)			Wind Mantle 1 / 3
Derelection Lv1	Resentment Lv1	Bloodening Jewel 3 (Blood Rite Lv1)	Latent Power 1 / 5
Buildup Boost Lv1		Attack Jewel 2 (Attack Boost Lv1)	
		Attack Jewel 2 (Attack Boost Lv1)	
Attack Boost Lv3			
Attack Jewel 2 (Attack Boost Lv1)			

Bloodrite is there for comfort. Feel free to replace it with something like more Burst, Handicraft, Agitator, etc.

Volcanic Apocalypse (Fire)

Augments: 2 atk 7 ele

Volcanic Apocalypse Element Exploit Jewel 2 (Element Exploit Lv1)		814 -3 2 -7 0.5 -12
Risen Kushala Glare Slots (+1, 0, 0) Skills (Mail of Hellfire Lv+1)		Attack Boost 7 / 7
Wind Mantle Lv1	Wirebug Whisperer Lv3	Crit Element Jewel+ 4 (Critical Element Lv2)
Mail of Hellfire Lv1		Crit Element Jewel 2 (Critical Element Lv1)
		Blaze Jewel 1 (Fire Attack Lv1)
Risen Kaiser Mail Skills (Mail of Hellfire Lv+1)		Resentment 5 / 5
Powder Mantle Lv1	Weakness Exploit Lv1	Fire Attack 5 / 5
Critical Eye Lv3	Mail of Hellfire Lv1	Mail of Hellfire 3 / 3
		Tenderizer Jewel 2 (Weakness Exploit Lv1)
		Tenderizer Jewel 2 (Weakness Exploit Lv1)
Valstrax Braces - Epoch Slots (0, +1, 0) Skills (Bloodlust Lv+1, Latent Power Lv-1)		Weakness Exploit 3 / 3
Critical Boost Lv2	Latent Power Lv1	Quick Sheathe 3 / 3
Attack Boost Lv1	Bloodlust Lv1	Wirebug Whisperer 3 / 3
		Furor Jewel+ 4 (Resentment Lv2)
		Critical Jewel 2 (Critical Boost Lv1)
		Blaze Jewel 1 (Fire Attack Lv1)
Nephilim Tassets Slots (+1, +1, 0)		Critical Boost 3 / 3
Strife Lv1	Critical Eye Lv2	Critical Eye 5 / 7
Resentment Lv2		Teostra Blessing 2 / 4
		Sheath Jewel+ 4 (Quick Sheathe Lv2)
		Sheath Jewel 2 (Quick Sheathe Lv1)
		Flamescale Jewel 1 (Teostra Blessing Lv1)
Archfiend Armor Sceros Skills (Mail of Hellfire Lv+1)		Dereliction 1 / 3
Dereliction Lv1	Resentment Lv1	Hard Blaze Jewel 3 (Fire Attack Lv3)
Mail of Hellfire Lv1		Attack Jewel 2 (Attack Boost Lv1)
		Attack Jewel 2 (Attack Boost Lv1)
Attack Boost Lv3, Burst Lv1		Strife 1 / 3
Attack Jewel 2 (Attack Boost Lv1)		Element Exploit 1 / 3
		Flamescale Jewel 1 (Teostra Blessing Lv1)
		Bloodlust 1 / 3
		Powder Mantle 1 / 3
		Burst 1 / 3
		Wind Mantle 1 / 3
		Latent Power 1 / 5

Abyss Bringer Blade (Water)

Augments: 2 atk 7 ele

Abyss Bringer Blade Element Exploit Jewel 2 (Element Exploit Lv1)		814 -3 2 -7 5 -12
Risen Kushala Glare Slots (+1, 0, 0) Skills (Mail of Hellfire Lv+1) Wind Mantle Lv1 Wirebug Whisperer Lv3 Crit Element Jewel+ 4 (Critical Element Lv2) Mail of Hellfire Lv1 Crit Element Jewel 2 (Critical Element Lv1) Stream Jewel 1 (Water Attack Lv1)		Attack Boost 7 / 7 Resentment 5 / 5 Water Attack 5 / 5 Mail of Hellfire 3 / 3 Critical Element 3 / 3
Risen Kaiser Mail Skills (Mail of Hellfire Lv+1) Powder Mantle Lv1 Weakness Exploit Lv1 Tenderizer Jewel 2 (Weakness Exploit Lv1) Critical Eye Lv3 Mail of Hellfire Lv1 Tenderizer Jewel 2 (Weakness Exploit Lv1)		Weakness Exploit 3 / 3 Quick Sheathe 3 / 3 Wirebug Whisperer 3 / 3
Valstrax Braces - Epoch Slots (0, +1, 0) Skills (Bloodlust Lv+1, Latent Power Lv-1) Critical Boost Lv2 Latent Power Lv1 Furor Jewel+ 4 (Resentment Lv2) Attack Boost Lv1 Bloodlust Lv1 Critical Jewel 2 (Critical Boost Lv1) Stream Jewel 1 (Water Attack Lv1)		Critical Boost 3 / 3 Critical Eye 5 / 7 Kushala Blessing 2 / 4 Dereliction 1 / 3
Nephilim Tassets Slots (+1, +1, 0) Strife Lv1 Critical Eye Lv2 Sheath Jewel+ 4 (Quick Sheathe Lv2) Resentment Lv2 Sheath Jewel 2 (Quick Sheathe Lv1) Ironshell Jewel 1 (Kushala Blessing Lv1)		Strife 1 / 3 Element Exploit 1 / 3 Bloodlust 1 / 3 Powder Mantle 1 / 3 Burst 1 / 3
Archfiend Armor Sceros Skills (Mail of Hellfire Lv+1) Dereliction Lv1 Resentment Lv1 Hard Stream Jewel 3 (Water Attack Lv3) Mail of Hellfire Lv1 Attack Jewel 2 (Attack Boost Lv1) Attack Jewel 2 (Attack Boost Lv1)		Wind Mantle 1 / 3 Latent Power 1 / 5
Attack Boost Lv3, Burst Lv1 Attack Jewel 2 (Attack Boost Lv1) Ironshell Jewel 1 (Kushala Blessing Lv1)		

Opressor's Law (Thunder)

Augments: 2 atk 7 ele

Oppressor's Law		814 6 -3 2 -7 0.5 -12
Bolt Jewel 1 (Thunder Attack Lv1)		Attack Boost 7 / 7
Risen Kushala Glare Slots (+1, 0, 0) Skills (Mail of Hellfire Lv+1)		Resentment 5 / 5
Wind Mantle Lv1	Wirebug Whisperer Lv3	Thunder Attack 5 / 5
Mail of Hellfire Lv1	Crit Element Jewel+ 4 (Critical Element Lv2)	Mail of Hellfire 3 / 3
	Crit Element Jewel 2 (Critical Element Lv1)	Critical Element 3 / 3
	Bolt Jewel 1 (Thunder Attack Lv1)	Weakness Exploit 3 / 3
Risen Kaiser Mail Skills (Mail of Hellfire Lv+1)		Wirebug Whisperer 3 / 3
Powder Mantle Lv1	Weakness Exploit Lv1	Critical Boost 3 / 3
Critical Eye Lv3	Mail of Hellfire Lv1	Protective Polish 2 / 3
	Tenderizer Jewel 2 (Weakness Exploit Lv1)	Critical Eye 5 / 7
	Tenderizer Jewel 2 (Weakness Exploit Lv1)	Dereliction 1 / 3
Valstrax Braces - Epoch Slots (0, +1, 0) Skills (Bloodlust Lv+1, Latent Power Lv-1)		Strife 1 / 3
Critical Boost Lv2	Latent Power Lv1	Element Exploit 1 / 3
Attack Boost Lv1	Bloodlust Lv1	Bloodlust 1 / 3
	Furor Jewel+ 4 (Resentment Lv2)	Powder Mantle 1 / 3
	Critical Jewel 2 (Critical Boost Lv1)	Quick Sheathe 1 / 3
	Bolt Jewel 1 (Thunder Attack Lv1)	Burst 1 / 3
Nephilim Tassets Slots (+1, +1, 0)		Wind Mantle 1 / 3
Strife Lv1	Critical Eye Lv2	Latent Power 1 / 5
Resentment Lv2	Sharp Jewel+ 4 (Protective Polish Lv2)	
	Sheath Jewel 2 (Quick Sheathe Lv1)	
	Bolt Jewel 1 (Thunder Attack Lv1)	
Archfiend Armor Sceros Skills (Mail of Hellfire Lv+1)		
Dereliction Lv1	Resentment Lv1	
Mail of Hellfire Lv1	Element Exploit Jewel 2 (Element Exploit Lv1)	
	Attack Jewel 2 (Attack Boost Lv1)	
	Attack Jewel 2 (Attack Boost Lv1)	
Attack Boost Lv3, Burst Lv1		
Attack Jewel 2 (Attack Boost Lv1)	-----	

You can swap out the Protective Polish for Handicraft deco if you don't like playing with PP (but why wouldn't u like PP)

Flicker Blizzard Slash (Ice)

Augments: 2 atk 7 ele

Flicker Blizzard Slash		814 6 -3 2 -7 0.5 -12
Frost Jewel 1 (Ice Attack Lv1)	Frost Jewel 1 (Ice Attack Lv1)	Attack Boost 7 / 7
Risen Kushala Glare Slots (+1, 0, 0) Skills (Mail of Hellfire Lv+1)		Ice Attack 5 / 5
Wind Mantle Lv1	Wirebug Whisperer Lv3	Resentment 5 / 5
Mail of Hellfire Lv1	Crit Element Jewel+ 4 (Critical Element Lv2)	Mail of Hellfire 3 / 3
	Crit Element Jewel 2 (Critical Element Lv1)	Critical Element 3 / 3
	Frost Jewel 1 (Ice Attack Lv1)	Weakness Exploit 3 / 3
Risen Kaiser Mail Skills (Mail of Hellfire Lv+1)		Wirebug Whisperer 3 / 3
Powder Mantle Lv1	Weakness Exploit Lv1	Critical Boost 3 / 3
Critical Eye Lv3	Mail of Hellfire Lv1	Protective Polish 2 / 3
	Tenderizer Jewel 2 (Weakness Exploit Lv1)	Critical Eye 5 / 7
	Tenderizer Jewel 2 (Weakness Exploit Lv1)	Dereliction 1 / 3
Valstrax Braces - Epoch Slots (0, +1, 0) Skills (Bloodlust Lv+1, Latent Power Lv-1)		Strife 1 / 3
Critical Boost Lv2	Latent Power Lv1	Element Exploit 1 / 3
Attack Boost Lv1	Bloodlust Lv1	Bloodlust 1 / 3
	Furor Jewel+ 4 (Resentment Lv2)	Powder Mantle 1 / 3
	Critical Jewel 2 (Critical Boost Lv1)	Quick Sheathe 1 / 3
	Frost Jewel 1 (Ice Attack Lv1)	Burst 1 / 3
Nephilim Tassets Slots (+1, +1, 0)		Wind Mantle 1 / 3
Strife Lv1	Critical Eye Lv2	Kushala Blessing 1 / 4
Resentment Lv2	Sharp Jewel+ 4 (Protective Polish Lv2)	Latent Power 1 / 5
	Sheath Jewel 2 (Quick Sheathe Lv1)	
	Frost Jewel 1 (Ice Attack Lv1)	
Archfiend Armor Sceros Skills (Mail of Hellfire Lv+1)		
Dereliction Lv1	Resentment Lv1	
Mail of Hellfire Lv1	Element Exploit Jewel 2 (Element Exploit Lv1)	
	Attack Jewel 2 (Attack Boost Lv1)	
	Attack Jewel 2 (Attack Boost Lv1)	
Attack Boost Lv3, Burst Lv1		
Attack Jewel 2 (Attack Boost Lv1)	Ironshell Jewel 1 (Kushala Blessing Lv1)	

An additional lvl 1 slot in the charm makes room for Kushala Blessing 2.

Reverent Elusarca (Ice)

Augments: 8 atk 1 ele

Reverent Elusarca		814 6 -3 2 -7 0.5 -12	
Handicraft Jewel+ 4 (Handicraft Lv2)		Attack Boost	7 / 7
Risen Kushala Glare Slots (+1, 0, 0) Skills (Mail of Hellfire Lv+1)		Ice Attack	5 / 5
Wind Mantle Lv1	Wirebug Whisperer Lv3	Resentment	5 / 5
Mail of Hellfire Lv1	Crit Element Jewel+ 4 (Critical Element Lv2)	Mail of Hellfire	3 / 3
	Crit Element Jewel 2 (Critical Element Lv1)	Critical Element	3 / 3
	Frost Jewel 1 (Ice Attack Lv1)	Weakness Exploit	3 / 3
Risen Kaiser Mail Skills (Mail of Hellfire Lv+1)		Quick Sheathe	3 / 3
Powder Mantle Lv1	Weakness Exploit Lv1	Wirebug Whisperer	3 / 3
Critical Eye Lv3	Mail of Hellfire Lv1	Critical Boost	3 / 3
	Tenderizer Jewel 2 (Weakness Exploit Lv1)	Critical Eye	5 / 7
	Tenderizer Jewel 2 (Weakness Exploit Lv1)	Kushala Blessing	2 / 4
Valstrax Braces - Epoch Slots (0, +1, 0) Skills (Bloodlust Lv+1, Latent Power Lv-1)		Dereliction	1 / 3
Critical Boost Lv2	Latent Power Lv1	Strife	1 / 3
Attack Boost Lv1	Bloodlust Lv1	Bloodlust	1 / 3
	Furor Jewel+ 4 (Resentment Lv2)	Powder Mantle	1 / 3
	Critical Jewel 2 (Critical Boost Lv1)	Burst	1 / 3
	Frost Jewel 1 (Ice Attack Lv1)	Wind Mantle	1 / 3
Nephilim Tassets Slots (+1, +1, 0)		Handicraft	2 / 5
Strife Lv1	Critical Eye Lv2	Latent Power	1 / 5
Resentment Lv2	Sheath Jewel+ 4 (Quick Sheathe Lv2)		
	Sheath Jewel 2 (Quick Sheathe Lv1)		
	Ironshell Jewel 1 (Kushala Blessing Lv1)		
Archfiend Armor Sceros Skills (Mail of Hellfire Lv+1)			
Dereliction Lv1	Resentment Lv1		
Mail of Hellfire Lv1	Hard Frost Jewel 3 (Ice Attack Lv3)		
	Attack Jewel 2 (Attack Boost Lv1)		
	Attack Jewel 2 (Attack Boost Lv1)		
Attack Boost Lv3, Burst Lv1			
Attack Jewel 2 (Attack Boost Lv1)	Ironshell Jewel 1 (Kushala Blessing Lv1)		

For Zinogre, Apex Zinogre, and Astalos.

Red Flash (Dragon)

Augments: 2 atk 7 ele

Red Flash		814 6 -3 2
Element Exploit Jewel 2 (Element Exploit Lv1)		-7 0.5 -12
Risen Kushala Clare Slots (+1, 0, 0) Skills (Mail of Hellfire Lv+1)		Attack Boost 7 / 7
Wind Mantle Lv1	Wirebug Whisperer Lv3	Resentment 5 / 5
Mail of Hellfire Lv1	Crit Element Jewel+ 4 (Critical Element Lv2)	Dragon Attack 5 / 5
	Crit Element Jewel 2 (Critical Element Lv1)	Mail of Hellfire 3 / 3
	Dragon Jewel 1 (Dragon Attack Lv1)	Critical Element 3 / 3
Risen Kaiser Mail Slots (+1, +1, 0) Skills (Mail of Hellfire Lv+1)		Weakness Exploit 3 / 3
Powder Mantle Lv1	Weakness Exploit Lv1	Wirebug Whisperer 3 / 3
Critical Eye Lv3	Mail of Hellfire Lv1	Critical Boost 3 / 3
	Tenderizer Jewel 2 (Weakness Exploit Lv1)	Protective Polish 2 / 3
	Tenderizer Jewel 2 (Weakness Exploit Lv1)	Critical Eye 5 / 7
Valstrax Braces - Epoch Slots (0, +1, 0) Skills (Bloodlust Lv+1, Latent Power Lv-1)		Dereliction 1 / 3
Critical Boost Lv2	Latent Power Lv1	Strife 1 / 3
Attack Boost Lv1	Bloodlust Lv1	Element Exploit 1 / 3
	Furor Jewel+ 4 (Resentment Lv2)	Bloodlust 1 / 3
	Critical Jewel 2 (Critical Boost Lv1)	Powder Mantle 1 / 3
	Dragon Jewel 1 (Dragon Attack Lv1)	Quick Sheathe 1 / 3
Nephilim Tassets Slots (+1, +1, 0)		Burst 1 / 3
Strife Lv1	Critical Eye Lv2	Wind Mantle 1 / 3
Resentment Lv2	Sharp Jewel+ 4 (Protective Polish Lv2)	Latent Power 1 / 5
	Sheath Jewel 2 (Quick Sheathe Lv1)	

Archfiend Armor Sceros Slots (+1, +1, 0) Skills (Mail of Hellfire Lv+1)		
Dereliction Lv1	Resentment Lv1	
Mail of Hellfire Lv1	Hard Dragon Jewel 3 (Dragon Attack Lv3)	
	Attack Jewel 2 (Attack Boost Lv1)	
	Attack Jewel 2 (Attack Boost Lv1)	
Attack Boost Lv3, Burst Lv1		
Attack Jewel 2 (Attack Boost Lv1)	_____	

Sakura Slash Spam

Use elembane if applicable, otherwise racism.

SAKURA SLASH ALL DAY
 EVERY DAY, BECOME FIDGET
 SPEENER

play these sets if ur lazy af

Play these sets on the Red Scroll.

Volcanic Apocalypse (Fire)

Augments: 2 atk 7 ele

Volcanic Apocalypse	814 -3 2 -7 5 -12
Tenderizer Jewel 2	Critical Eye 7 / 17
Risen Kushala Glare Skills (Mail of Hellfire Lv+1)	Fire Attack 5 / 5
Hard Blaze Jewel 3	Mail of Hellfire 3 / 3
Element Exploit Jewel 2	Critical Element 3 / 3
Flamescale Jewel 1	Weakness Exploit 3 / 3
Risen Kaiser Mail Skills (Mail of Hellfire Lv+1)	Quick Sheathe 3 / 3
Crit Element Jewel 2	Wirebug Whisperer 3 / 3
Expert Jewel 2	Critical Boost 3 / 3
Valstrax Braces - Epoch Skills (Mail of Hellfire Lv+1, Latent Power Lv-1)	Strife 2 / 3
Crit Element Jewel+ 4	Teostra Blessing 2 / 4
Flamescale Jewel 1	Dereliction 1 / 3
Blaze Jewel 1	Element Exploit 1 / 3
Nephilim Tassets Slots (+3, +1, 0)	Powder Mantle 1 / 3
Sheath Jewel+ 4	Burst 1 / 3
Expert Jewel 2	Wind Mantle 1 / 3
Blaze Jewel 1	Attack Boost 4 / 7
Archfiend Armor Sceros Skills (Strife Lv+1, Resentment Lv-1)	Resentment 2 / 5
Critical Jewel 2	Latent Power 1 / 5
Sheath Jewel 2	
Chain Jewel 2	
Attack Boost Lv3	
Tenderizer Jewel 2	

Abyss Bringer Blade (Water

Augments: 2 atk 7 ele

<p> Abyss Bringer Blade</p> <p> Critical Jewel 2</p> <p> _____</p>	<p>814 6 -3 2 7 -7 9.5 -12</p>
<p> Risen Kushala Glare</p> <p> Skills (Mail of Hellfire Lv+1)</p> <p> Hard Stream Jewel 3</p> <p> Element Exploit Jewel 2</p> <p> Stream Jewel 1</p>	<p>Critical Eye 7 / 17</p> <p>Water Attack 5 / 15</p> <p>Mail of Hellfire 3 / 3</p> <p>Critical Element 3 / 3</p> <p>Weakness Exploit 3 / 3</p> <p>Quick Sheathe 3 / 3</p> <p>Wirebug Whisperer 3 / 3</p> <p>Critical Boost 3 / 3</p> <p>Strife 2 / 3</p> <p>Kushala Blessing 2 / 4</p> <p>Dereliction 1 / 3</p> <p>Element Exploit 1 / 3</p> <p>Powder Mantle 1 / 3</p> <p>Burst 1 / 3</p> <p>Wind Mantle 1 / 3</p> <p>Attack Boost 4 / 17</p> <p>Resentment 2 / 15</p> <p>Latent Power 1 / 15</p>
<p> Risen Kaiser Mail</p> <p> Skills (Mail of Hellfire Lv+1)</p> <p> Crit Element Jewel 2</p> <p> Expert Jewel 2</p>	
<p> Valstrax Braces - Epoch</p> <p> Skills (Mail of Hellfire Lv+1, Latent Power Lv-1)</p> <p> Crit Element Jewel+ 4</p> <p> Stream Jewel 1</p> <p> Ironshell Jewel 1</p>	
<p> Nephilim Tassets</p> <p> Slots (+3, +1, 0)</p> <p> Sheath Jewel+ 4</p> <p> Expert Jewel 2</p> <p> Ironshell Jewel 1</p>	
<p> Archfiend Armor Sceros</p> <p> Skills (Strife Lv+1, Resentment Lv-1)</p> <p> Tenderizer Jewel 2</p> <p> Sheath Jewel 2</p> <p> Chain Jewel 2</p>	
<p> Attack Boost Lv3</p> <p> Tenderizer Jewel 2</p>	

Oppressor's Law (Thunder)

Augments: 2 atk 7 ele

<p>Oppressor's Law</p> <ul style="list-style-type: none"> Bolt Jewel 1 _____ 	<p>814 6 -3 2 -7 5 -12</p>
<p>Risen Kushala Glare</p> <ul style="list-style-type: none"> Skills (Mail of Hellfire Lv+1) Critical Jewel 2 Element Exploit Jewel 2 Bolt Jewel 1 	<p>Critical Eye 7/17</p> <p>Thunder Attack 5/5</p> <p>Mail of Hellfire 3/3</p> <p>Weakness Exploit 3/3</p> <p>Quick Sheathe 3/3</p> <p>Wirebug Whisperer 3/3</p> <p>Critical Boost 3/3</p>
<p>Risen Kaiser Mail</p> <ul style="list-style-type: none"> Skills (Mail of Hellfire Lv+1) Crit Element Jewel 2 Expert Jewel 2 	<p>Protective Polish 2/3</p> <p>Strife 2/3</p> <p>Dereliction 1/3</p>
<p>Valstrax Braces - Epoch</p> <ul style="list-style-type: none"> Skills (Mail of Hellfire Lv+1, Latent Power Lv-1) Sharp Jewel+ 4 Bolt Jewel 1 Bolt Jewel 1 	<p>Critical Element 1/3</p> <p>Element Exploit 1/3</p> <p>Powder Mantle 1/3</p> <p>Burst 1/3</p>
<p>Nephilim Tassets</p> <ul style="list-style-type: none"> Slots (+3, +1, 0) Sheath Jewel+ 4 Expert Jewel 2 Bolt Jewel 1 	<p>Wind Mantle 1/3</p> <p>Attack Boost 4/7</p> <p>Resentment 2/5</p> <p>Latent Power 1/5</p>
<p>Archfiend Armor Sceros</p> <ul style="list-style-type: none"> Skills (Strife Lv+1, Resentment Lv-1) Tenderizer Jewel 2 Sheath Jewel 2 Chain Jewel 2 	
<p>Attack Boost Lv3</p> <ul style="list-style-type: none"> Tenderizer Jewel 2 	

You can swap out the Protective Polish for Handicraft deco if you don't like playing with PP (but why wouldn't u like PP)

Flicker Blizzard Slash (Ice)

Augments: 2 atk 7 ele

Flicker Blizzard Slash Frost Jewel 1 Ironshell Jewel 1	814 -3 2 -7 5 -12
Risen Kushala Glare Skills (Mail of Hellfire Lv+1) Critical Jewel 2 Element Exploit Jewel 2 Frost Jewel 1	Critical Eye 7 / 7 Ice Attack 5 / 5 Mail of Hellfire 3 / 3 Critical Element 3 / 3 Weakness Exploit 3 / 3 Quick Sheathe 3 / 3 Wirebug Whisperer 3 / 3 Critical Boost 3 / 3 Strife 2 / 3 Dereliction 1 / 3 Element Exploit 1 / 3 Powder Mantle 1 / 3 Burst 1 / 3 Wind Mantle 1 / 3 Attack Boost 4 / 7 Resentment 2 / 5 Kushala Blessing 1 / 4 Latent Power 1 / 5
Risen Kaiser Mail Skills (Mail of Hellfire Lv+1) Crit Element Jewel 2 Expert Jewel 2	
Valstrax Braces - Epoch Skills (Mail of Hellfire Lv+1, Latent Power Lv-1) Crit Element Jewel+ 4 Frost Jewel 1 Frost Jewel 1	
Nephilim Tassets Slots (+3, +1, 0) Sheath Jewel+ 4 Expert Jewel 2 Frost Jewel 1	
Archfiend Armor Sceros Skills (Strife Lv+1, Resentment Lv-1) Tenderizer Jewel 2 Sheath Jewel 2 Chain Jewel 2	
Attack Boost Lv3 Tenderizer Jewel 2	

Red Flash (Dragon)

Augments: 2 atk 7 ele

Red Flash Critical Jewel 2	821 -9 4 -10 4 14
Risen Kushala Glare Skills (Bloodlust Lv+1) Tenderizer Jewel 2 Mighty Jewel 2 Dragon Jewel 1	Dragon Attack 5/5 Critical Element 3/3 Weakness Exploit 3/3 Quick Sheathe 3/3 Wirebug Whisperer 3/3 Critical Boost 3/3 Dragon Resistance 3/3 Strife 2/3 Dragonheart 3/5 Dereliction 1/3 Element Exploit 1/3 Bloodlust 1/3 Maximum Might 1/3 Burst 1/3 Wind Mantle 1/3 Dragon Conversion 1/3 Attack Boost 4/7 Latent Power 2/5 Resentment 2/5 Critical Eye 2/7
Valstrax Mail - Epoch Slots (0, 0, +2) Dragon Spirit Jewel 4 Dragon Spirit Jewel 4 Tenderizer Jewel 2	
Valstrax Braces - Epoch Slots (0, +1, 0) Crit Element Jewel+ 4 Crit Element Jewel 2 Dragon Jewel 1	
Nephilim Tassets Slots (+3, +1, 0) Dragon Spirit Jewel 4 Element Exploit Jewel 2 Dragon Jewel 1	
Archfiend Armor Sceros Skills (Strife Lv+1, Resentment Lv-1) Tenderizer Jewel 2 Dragon Jewel+ 2 Chain Jewel 2	
Quick Sheathe Lv3 Attack Jewel 2 Attack Jewel 2	

this set is really just a Rath killer lmao

Extra Longsword Info

by timmy because he is a masochist :)

Common LS Abbreviations

DDS - Double Drawn Slash
FSS - Foresight Slash
SB I/II/III - Spirit Blade I/II/III
SS - Sakura Slash
ISS - Iai Spirit Slash
SK - Soaring Kick
SHB - Spirit Helmbreaker
SSC - Sacred Sheathe Combo/Counter
SRS - Spirit Release Slash
SP - Serene Pose
TSB - Tempered Spirit Blade
HM - Harvest Moon
RS - (Spirit) Roundslash
DS - Dividing Slash

Switch Skill Comparisons

Longsword in Sunbreak is very versatile and is one of the few weapons which can effectively use all of its Switch Skills. except step slash, we don't

talk about step slash

Step Slash vs Double Drawn Slash

DDS is a complete upgrade to Step Slash. It deals more damage, finishes faster, has hyper armor at the start, fills half the spirit gauge, and skips Spirit Blade I. The only downside is that you can't Fade Slash directly from DDS and that it has shorter

vertical reach than Step Slash, but the same exact move (Overhead Slash) can be used unsheathed anyways.

I would recommend using DDS in every single scroll setup as it's objectively better than Step Slash.

Spirit Roundslash vs Spirit Reckoning

This Switch Skill changes the 3rd and 4th action of the Spirit Blade Combo.

Spirit Roundslash Combo comes with Spirit Blade III, which is the slowest move in the Longsword's kit, and requires a huge time commitment for mediocre damage. However, Spirit Roundslash is quick and has a huge horizontal hitbox, making it hard to miss. Furthermore, it chains smoothly from moves that lead straight into the Spirit Finisher, namely Sacred Sheathe Counter and Foresight Slash.

Spirit Reckoning Combo comes with Dividing Slash, which allows you to dash after Spirit Blade II or Iai Spirit Slash. The dash is quick and can also be angled slightly to the left or right, making it a great repositioning tool. Spirit Reckoning does far more damage than Spirit Roundslash. However, it is slower and has a vertical hitbox rather than a horizontal one, making it harder to hit.

Personally, I strongly recommend pairing Spirit Roundslash with Sacred Sheathe, and Spirit Reckoning with Special Sheathe.

Special Sheathe vs Sacred Sheathe

This Switch Skill changes the unique sheathing action that can be performed after most moves.

Special Sheathe has the hunter enter a temporary sheathing animation for 2.5 seconds (with QS3). From the Special Sheathe, the hunter can either follow up with Iai Slash or Iai Spirit Slash. Iai Slash is useful as it causes the Spirit Gauge to auto generate for a few seconds upon a successful hit. Iai Spirit Slash is a counter that grants a spirit tier upon a successful hit, and this can be chained into another Special Sheathe.

Sacred Sheathe turns the entire sheathing animation (1.4 seconds with QS3) into a counter window. If hit during this animation, the hunter will auto counter and spend one level of Spirit Gauge. If the player releases ZR/R2 during the sheathing animation, the hunter will perform a manual Sacred Sheathe Counter. A successful counter will fill the Spirit Gauge around 80% and lead straight into Spirit Finisher. If the player continues to hold ZR/R2 past the sheathing animation, the hunter will enter the Sacred Sheathe Focus, in which the Spirit Gauge will slowly drain from red down to none. Depending on the level of gauge consumed, Sacred Sheathe Focus can be released for 1, 2, or 3 hits, all of which gain hyper armor, and can also be followed up with Spirit Roundslash. Sacred Sheathe Release has a huge commitment but is also the strongest move in the entire LS kit.

Special Sheathe vs Sacred Sheathe is entirely up to personal preference, as they have drastically different playstyles. However, I can recommend which Switch Skills to use with each one.

As mentioned before, Special Sheathe pairs well with Spirit Reckoning. Iai Spirit Slash can also be chained directly into Soaring Kick and Serene Pose, allowing the hunter to fluidly chain counters and Spirit Helmbreakers to deal high damage, especially inside Harvest Moon.

Sacred Sheathe is best used with Roundslash, as it allows for a quick and safe way to level up the Spirit Gauge after a successful counter. Sakura Slash also pairs well with Sacred Sheathe, as it can be used both to change angles and cancel endlag, allowing for fluid back-to-back Sakura Slashes. Paired with Sacred Sheathe Counter and Spirit Roundslash, this is an extremely quick way to level up the gauge and land big hits with Sacred Sheathe Release.

Whether you use Special Sheathe or Sacred Sheathe is ultimately up to personal preference and monster matchup as they are both completely viable.

Soaring Kick vs Sakura Slash vs Tempered Spirit Blade

This Switch Skill changes the single wirebug silkbind of Longsword.

Spirit Helmbreaker received heavy damage and cooldown nerfs in Sunbreak. Although it can be chained directly from Iai Spirit Slash, the cooldown and damage nerfs make it quite weak. SHB is rarely used over Serene Pose inside of Harvest Moon, with the exception being knockdowns.

Sakura Slash does less damage, is harder to aim, and has a longer cooldown than Spirit Helmbreaker. However, it will level the Spirit Gauge instead of consuming it.

Tempered Spirit Blade is a move that levels up the Spirit Gauge upon a successful counter, regardless of if it hits the monster. This also grants hyper armor for 1.6s upon a successful counter, similar to Foresight Slash. With a base cooldown of 6 seconds, TSB is extremely spamable and deals decent damage inside Harvest Moon. It is also one of the LS counters that can be used from neutral, the other being Serene Pose. i miss u valor counter :(

All of the Switch Skills for this slot have their uses and should be considered. Personally, I would recommend having Sakura Slash / TSB on one scroll, and Soaring Kick on the other. That way, you can use Sakura Slash / TSB to level up the gauge, and spend it with SHB.

Serene Pose vs Harvest Moon

This Switch Skill changes the double wirebug silkbind of Longsword.

Serene Pose is the strongest counter in the LS kit, and has a whopping 3 seconds of counter frames. It can be chained directly from Iai Spirit Slash, making it extremely strong with counter playstyles inside Harvest Moon. Furthermore, it's easy to use, safe, has a low cooldown per wirebug, and deals more damage than SHB inside Harvest Moon.

Harvest Moon creates a ring of Ironsilk around the hunter for 90 seconds. While inside the ring, successful counters will net additional hits based on the level of Spirit Gauge, and you gain infinite Spirit Gauge for Spirit Combo attacks and Foresight Slash. However, the ring will dissipate after sheathing, and the hunter cannot leave the ring with their weapon drawn. This makes Harvest Moon the most high-risk high-reward Longsword playstyle.

Serene Pose and Harvest Moon synergize well with each other, as a successful Serene Pose will net extra hits inside of Harvest Moon. Therefore, it is strongly recommended to use Harvest Moon on one scroll and Serene Pose on the other. If you feel uncomfortable using Harvest Moon, or prefer a Sacred Sheathe only playstyle, then using Serene Pose on both scrolls is a solid option.

Counters

Table and footage by Pafti#4723

Skill	Counter Frames			Seconds
	@240fps	@60fps	@30fps	
Foresight Slash	162	40.5	20.25	0.6750
Iai Spirit Slash	72	18	9	0.3000
Sacred Sheathe Auto Counter (QS3)	336	84	42	1.4000
Sacred Sheathe Manual Counter	100	25	12.5	0.4166
Tempered Spirit Blade	80	20	10	0.3333
Serene Pose	720	180	90	3 Imao
Redirection	64	16	8	0.2666

Footage recorded at 240fps and slowed to 1/8th speed in editing.
All counters are active starting Frame 1.

Foresight Slash



Foresight Slash 1/8th speed, 161 frames @ 240 FPS, 0.6750 seconds.

Iai Spirit Slash



Iai Spirit Slash 1/8th speed, 71 frames @ 240 FPS, 0.3 seconds.

Sacred Sheathe Counter



Sacred Sheathe Counter 1/8th speed, 99 frames @ 240 FPS, 0.4166 seconds.

Tempered Spirit Blade



Tempered Spirit Blade 1/8th speed, 79frames @ 240 FPS, 0.3333 seconds.

Serene Pose



Serene Pose 1/2 speed, 720 frames @ 240 FPS, 3 seconds.

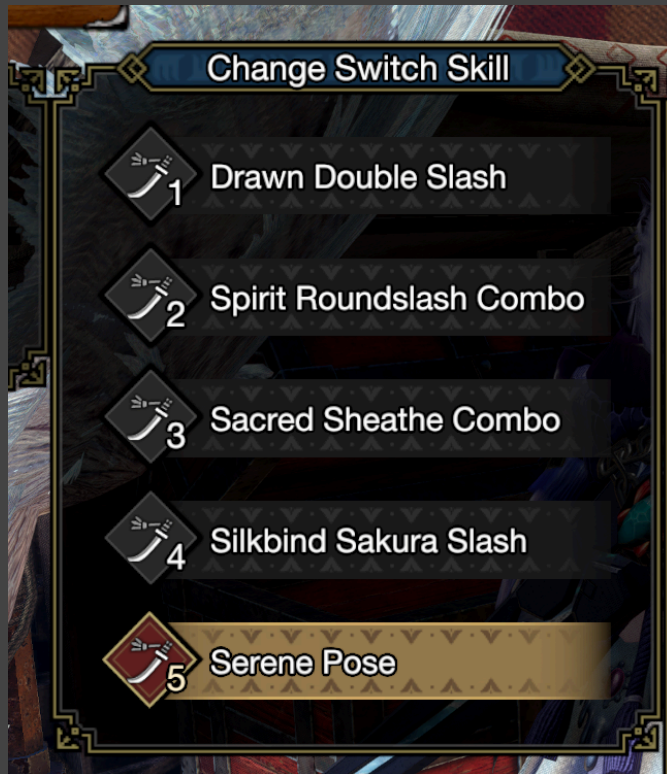
Longsword Playstyles

There are several ways to play the Longsword in Rise, all of which are viable depending on matchup and personal preference.

Spirit Release Slash

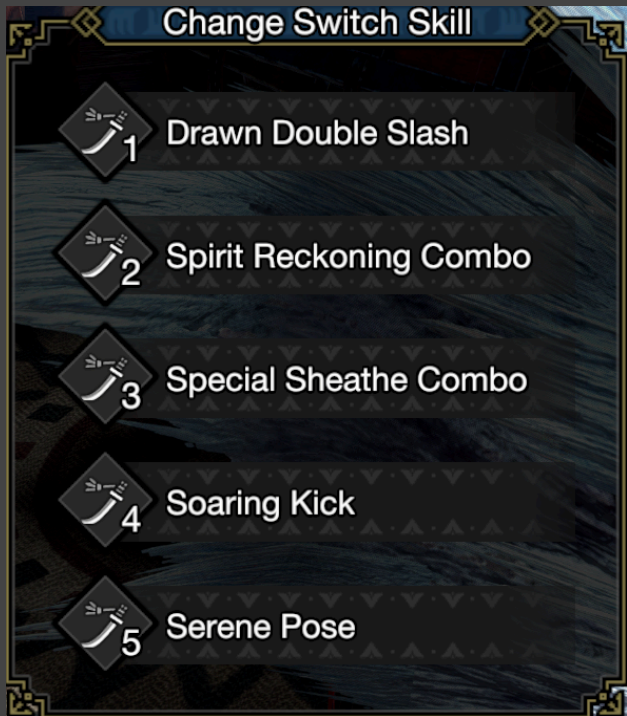
This playstyle will use one scroll depending on if you are using Dereliction (Blue) or Mail of Hellfire (Red). Based on preference, Roundslash can be replaced with Reckoning and Sakura Slash with TSB.

In general, Sakura Slash/TSB and counters will be used to bring the Spirit Gauge to Red, then SRS will be used to land big damage on the monster.



Harvest Moon ISS

In this playstyle, one scroll is used to set up Harvest Moon at the start of the hunt and during large openings (downs or mounted state). The scroll is then swapped to gain access to Serene Pose inside Harvest Moon. This is also the most skill-intensive Longsword playstyle, so start practicing your counters!



Sakura Slash / Tempered Spirit Blade + Spirit
Helmbreaker / Spirit Release Slash

The most general Longsword playstyle.

This playstyle will use Harvest Moon on one scroll and Sakura Slash / TSB on the other.

In general, the hunter will set up Harvest Moon, and use Sakura Slash, TSB, or ISS to fill up the spirit gauge. The red gauge can then be spent using either SHB or SRS depending on the player preference and timing windows. This playstyle should also be used along with the Harvest Moon ISS builds.



Note: Because this playstyle relies on swapping scrolls often, the damage increase from Dereliction or MoH is not consistent. Therefore, this playstyle is strictly weaker than the previous 2 playstyles.

SPEEN

You have one move:

Sakura Slash

[SPEEN SHOWCASE BY WHYNOT/JUDY](#)

When u want to prove a point 😏

this was dumb timmy's idea

Feel free to use your own playstyle depending on personal preference. Just have fun with it!

Wirebug Recovery

Wirebug Whisperer 3 reduces the cooldown of wirebugs by 15% when on the ground. Ruby/Gold Wirebugs which reduce the cooldown by 15% for 3 minutes, and Wind Mantle reduces wirebug cooldowns by 5% to up to 40% depending on the level and threshold. The cooldown reduction from these 3 sources stack multiplicatively.

Silkbind Move	Base	WW3	WW3 + R/G	WW3 + WM1 (1st Threshold)	WW3+ WM1 (2nd Threshold)	WW3 + WM1 (3rd Threshold)
Soaring Kick	32s	27.2s	23.12s	25.84s	24.48s	21.76s
Sakura Slash	36.6s	31.11s	26.44s	29.55s	28s	24.89s
Tempered Spirit Blade	6s	5.1s	4.34s	4.85s	4.59s	4.08s
Serene Pose	20s	17s	14.45s	16.15s	15.3s	13.6s
Harvest Moon	24.4s	20.74s	17.64s	19.7s	18.67s	16.6s

Wind Mantle 2-3 is not included in the table above as it is not recommended over other priority skills. However, with god augs or comfort preference, Wind Mantle 2-3 can be used. The 1st threshold is reached when using any Silkbind Move, and thresholds are maintained as long as the monster is hit within 15 seconds. For Longsword, the 2nd and 3rd thresholds are reached at 10 and 20 hits respectively.

Wind Mantle	CD Reduction (1st Threshold)	CD Reduction (2nd Threshold)	CD Reduction (3rd Threshold)
Level 1	5%	10%	20%
Level 2	7%	15%	30%
Level 3	10%	20%	40%

Longsword Motion Values

Data collected by dtInor#6902

Move	Motion Value	Element/Status Modifier	Spirit Gauge Gain
Step Slash	26	1.00	26
Overhead Slash	26	1.00	26
Drawn Double Slash(1st)	20	1.00	20
Drawn Double Slash(2nd)	35	1.00	30
Thrust	14	1.00	12
Thrust (after Spirit Blade I)	15	1.00	12
Rising Slash	18	1.00	12
Rising Slash (after Spirit Blade II)	20	1.00	12
Fade Slash	24	1.00	26
Lateral Fade Slash	24	1.00	26
Spirit Blade I	31	1.00	
Spirit Blade I (no spirit)	19	1.00	10
Spirit Blade II	33	1.00	
Spirit Blade III (1st)	13	1.00	
Spirit Blade III (2nd)	15	1.00	
Spirit Blade III (3rd)	37	1.00	
Spirit Roundslash	42	1.00	
Dividing Slash	30	1.00	
Spirit Reckoning (1st)	30	1.00	
Spirit Reckoning(2nd)	56	1.00	
Jumping Slash	26	1.00	30
Spirit Jumping Slash	33	1.00	
Jumping Spirit Blade II/III (1st hit)	18	1.00	
Jumping Spirit Blade II/III (2nd hit)	20	1.00	
Jumping Spirit Blade III (3rd hit)	20	1.00	
Jumping Spirit Blade II/III (land)	20	1.00	
Spirit Jumping Slash (no spirit)	18	1.00	15
Jumping Spirit Blade II/III (1st hit) (no spirit)	9	1.00	10
Jumping Spirit Blade II/III (2nd hit) (no spirit)	10	1.00	10

Move	Motion Value	Element/Status Modifier	Spirit Gauge Gain
Jumping Spirit Blade III (3rd hit) (no spirit)	10	1.00	20
Jumping Spirit Blade II/III (land) (no spirit)	10	1.00	10
Soaring Kick*	5	0.00	
Soaring Kick (fail)	30	1.00	
Plunging Thrust*	19	1.00	
Spirit Helm Breaker*	7	0.50	
Serene Pose	40	3.00	
Silkbind Sakura Slash (1st)	10	1.00	
Silkbind Sakura Slash (2nd)	10	1.00	
Silkbind Sakura Slash 1st hit tick*	12	0.60	
Silkbind Sakura Slash 2nd hit tick*	14	0.60	
Foresight Slash*	27	1.00	100
Foresight Slash (fail)	27	1.00	
Iai Slash (1st)	25	1.00	
Iai Slash (2nd)	30	1.00	
Iai Spirit Slash (fail)	28	1.00	
Iai Spirit Slash*	35	1.00	
Iai Spirit Slash ticks*	17	1.00	
Tempered Spirit Blade*	34	1.00	50
Spirit Release Slash (1st hit)*	58	1.50	
Spirit Release Slash (2nd hit)*	155	2.00	
Spirit Release Slash (3rd hit)*	250	3.00	
Sacred Sheathe Counter (manual)*	28	1.00	80
Sacred Sheathe Counter (auto)	26	1.00	
Sacred Sheathing Focus Lv0 slash	55	1.50	
Harvest Moon extra hits	22	0.70	

*Soaring Kick cannot crit and ignores HZVs

*Plunging Thrust hits up to 3 times

*Spirit Helmbreaker hits up to 7 times

*Sakura Slash 1st and 2nd hit ticks hit up to 5 times each and use post-spirit raise multi

*Foresight Slash does not need to land in order to perform Spirit Finisher inside Harvest Moon

*Iai Spirit Slash uses pre-counter Spirit Tier

*Iai Spirit Slash ticks and hit up to 3 times and use post-counter Spirit Tier

*Tempered Spirit Blade uses post-counter Spirit Tier

*Tempered Spirit Blade does not need to land to raise/generate spirit gauge

*Spirit Release Slash hits will use the post-drop Spirit

Tier after charging (ex. Spirit Release Slash charged from red will use yellow/white/none spirit multi for the

1st/2nd/3rd hits respectively)

*Sacred Sheathe Counter only generates spirit upon a successful counter

*Sacred Sheathe Counter does not have to land to generate spirit gauge

Spirit Gauge Effects

- White applies a 1.04x multiplier to both Base Raw & Base Element
- Yellow applies a 1.08x multiplier to both Base Raw & Base Element
- Red applies a 1.12x multiplier to both Base Raw & Base Element

Spirit Helmbreaker

- Base Raw Damage is multiplied by 1.4/2.5/4x at White/Yellow/Red Spirit Tiers respectively
- Element/Status is multiplied by an additional 1/1.1/1.3x at White/Yellow/Red Spirit Tiers respectively
- Multiplier to Player Raw and Element uses post-drop Spirit Tier

Serene Pose

- Base Raw Damage is multiplied by 2/3/5x at White/Yellow/Red Spirit Tiers respectively
- Element/Status is Multiplied by an additional 1/1.1/1.3x at White/Yellow/Red Spirit Tiers respectively
- Multiplier to Player Raw uses post-drop Spirit Tier usually but can very rarely use pre-drop Spirit Tier if hit
 - early enough in the animation (potentially only the first frame)
- Multiplier to Player Element uses pre-drop Spirit Tier

Harvest Moon uses post-drop spirit multi for Serene Pose extra hits, and post-raise spirit multi for ISS and TSB extra hits. Harvest Moon will only net extra hits upon hitting the monster with a successful counter.

Move	Harvest Moon extra hits	Harvest Moon extra hits raw multiplier
Serene Pose Lv0	2	0.8
Serene Pose Lv1	2	1
Serene Pose Lv2	3	1.15
Serene Pose Lv3	4	1.3
Foresight Slash Lv0	1	0.75
Foresight Slash Lv1	1	0.8
Foresight Slash Lv2	2	0.85
Foresight Slash Lv3	2	0.95
Iai Spirit Slash Lv0	2	0.9
Iai Spirit Slash Lv1	3	0.95

Move	Harvest Moon extra hits	Harvest Moon extra hits raw multiplier
Iai Spirit Slash Lv2	4	1
Iai Spirit Slash Lv3	4	1
Sacred Sheathe Counter Lv0	1	0.8
Sacred Sheathe Counter Lv1	1	0.9
Sacred Sheathe Counter Lv2	2	0.95
Sacred Sheathe Counter Lv3	2	1
Tempered Spirit Blade Lv0	2	0.9
Tempered Spirit Blade Lv1	2	0.95
Tempered Spirit Blade Lv2	3	1
Tempered Spirit Blade Lv3	3	1

FAQs

1. What about Malicemonger, Seething Bazel LS, or Tigrex LS?

These Longswords come with negative affinity, inferior slots, low natural purple and relatively high raw. Therefore, they will only outperform their counterparts with extremely high curio/charm investments.

2. What about Screamscythe?

It's slightly worse than Red Flash, but can reach purple sharpness with a level of Handicraft. Once again, requires god augs/charm to outperform its counterpart.

3. Why Reverent Elusarca over Moonbrand "Lua Cheia"?

The Velkhana LS has more raw and better slots than the Lunagaron LS, but less element and sharpness. Since its matchups don't require Element Exploit, Handicraft can be used which allows the Velkhana LS to slightly outperform Lunagaron LS.

4. What's the deal with Devil's Deal and Wyvern Blade "Luna" for SRS?

After tons of testing and math, we found that Wyvern Blade "Luna" and Devil's Deal were very similar in terms of damage. Here are our conclusions on Goldian vs. Scorned.

1) For non-Dere, Goldian LS with 100% affinity beats Scorned LS by around 2.5% - 3% in a perfect run. When Dere is active, Scorned wins by a whopping 6%.

2) Non-Dereliction Scorned can outperform Goldian if you consider the difficulty of landing all Sakura Slash hits on HZVs of 45 and above.

3) Goldian will definitely outperform Scorned for both Non-Dere and Dere if you can't consistently land SRS.

4) Scorned will have larger SRS numbers, but Goldian will outdamage Scorned for everything else.

In general, Goldian will outperform Scorned for Non-Dere, but lose with Dere.

For a more detailed comparison between the two, read Mikalya's [Sacred Sheathe guide](#).

5. Why is Wyvern Blade "Luna" used instead of Devil's Deal for ISS?

There are a few reasons. First, ISS uses more sharpness than SSC, so Devil's Deal would require sharpness investment to maintain purple, losing significant damage. Second, the Goldian LS has 10 more base raw and can max attack augs, unlike Devil's Deal. This makes up for the damage difference between white and purple sharpness. Third, Goldian LS has 10% base affinity, making it easier to build around, especially since ISS does not use Crit Draw for affinity.

6. Where are the god augment builds?

We won't include them here. There's no point to dedicating an entire section of the build guide to an incredibly small percentage of the community. If you have questions about god augment builds, feel free to ask us through Discord. However, to provide a baseline, I will include the Longswords that should be used with god aug builds.

- Malicemonger
- Bazel Prozio Rooksearer
- Desperate Roar+
- Volcanic Apocalypse

- Abyss Bringer Blade
- Oppressor's Law
- Flicker Blizzard Slash
- Screamscythe

7. What about Status Trigger / Adrenaline Rush and Bladescale Hone?

These skills are actually quite good with Sacred Sheathe playstyles. However, it can be awkward to play around dodging and requires relatively high curio/charm investments. Feel free to use these skills if you'd like.

8. Which Switch Skills should I use?

Maybe read up?

9. Should I still use status Longswords in multiplayer?

Multiplayer really doesn't change much. Most of the additional damage from status weapons comes from Buildup Boost procs rather than damage from poison or blast, and multiplayer does not affect the number BuB procs.

10. Which Dango should I eat?

Booster is always a good option for free damage, and Fighter is good when using Maximum Might. Bird Caller 4 paired with Spiritbird's Call and Chameleos Blessing 1 is a super comfortable combination. Medic, Defender Hi, and Moxie all help you survive. Weaker is also an option, as long as you are the quest host for single monster hunts.

11. Which Petalace should I use?

Absolute Petalace for general use, Demon Petalace for damage.

12. Why should I play Longsword?

Why are you here?

Resources

[TU3 LS Builds](#)

by Ralph/DreamingSunTide

[MR1-110 Progression Guide](#)

by Whynot, Mikalya, Timmy, and Grimm Karasu

[Base Rise LS Builds](#)

by T3h Phish

[Buddy Guide](#)

by T3h Phish

[Sacred Sheathe Guide](#)

by Mikalya

[Max Charm Skill & Slot](#)

by dtInor

[Max Possible Qurio Augs](#)

by dtInor

[Weapon Attack Tables](#)

by dtInor

[Qurios Armor Simulator](#)

by InfexiousBand (not updated for TU4)

[Dango Info](#)

by Miyage

[Risebreak Deco Unlocks](#)

by Zazzaboo

[Rise Armor Set Search](#)

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[Monster Hunter Gathering Hall](#)