

Long Sword Progression Guide



Monster Hunter Rise: Sunbreak

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Please read :

All sets except MR6+ builds are assuming no talismans and no augments. Feel free to modify/add on whatever talismans you have to the build.

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Switch skills:

Sunbreak new switch skills:

Sacred Sheathe Combo (Unlocks at MR1)

Tempered Spirit Blade (Unlocks after MR4 first urgent)

Harvest Moon (Unlocks after MR4 first urgent)

Classic/Traditional Playstyle

Red Scroll

- Drawn Double Slash
- Special Sheathe Combo
- Spirit Roundslash or Spirit Reckoning (personal preference, spirit roundslash is faster, spirit reckoning can be used to semi-reposition or chase)
- Soaring Kick
- Serene Pose

Blue Scroll

- Swap Serene Pose for Harvest Moon for set up

Elemental Build/Parry Style

Red Scroll

- Drawn Double Slash
- Sacred Sheathe Combo
- Spirit Roundslash
- Silkbind Sakura Slash
- Serene Pose

Counter/Parry Style

Red Scroll

- Drawn Double Slash
- Sacred Sheathe Combo
- Spirit Roundslash
- Tempered Spirit Blade
- Serene Pose

Blue Scroll

- Swap Serene Pose for Harvest Moon for set up

Buddies recommendations

These are some of the recommendations for Palico and Palamutes choices that help longsword gameplay along progression and endgame, the builds are not exactly endgame builds since only skill buffs and some other way of support is looked for.

Recommended buddy combo: One Palico and one Palamute.

Palicos

These are the palicos recommended for Longsword. For damage go with Fighter Palicos over the other two.

Gathering Palico is desirable for its versatility with crowd control, healing and being a wirebug spender machine , some of the recommended skills are:

- Endemic Life Barrage
- Healing Bubble
- Summeown Endemic Life
- Shock Tripper
- Pilfer

Healing bubble is especially desirable for dereliction build listed above, and also since these bubbles can be used with attacks there is no need to sheath so maintaining Harvest Moon is slightly easier.

The big bonus however is Summeown Endemic Life, which spawn a wirebug you can take which make spamming all silkbind moves much much easier and is a DPS improvement not only early but late game.

Shock Tripper is a nice bonus to get some CC from time to time.

In the case of Fighter Palico, this kind of Palico gives huge buffs that are also really desirable, being some recommended skills:

- Rousing Roar

- Whirlwind Assault/Go, Fight, Win/ Healing Bubble
- Power Drum
- Fleet-foot-Feat/Shock Tripper
- Furr-ious

The mainly recommended skills from this palico are the base skill Rousing Roar which provides 30% affinity, making Gais set and all other Maximum Might reliant set to achieve 100% affinity, much easier to use for Sacred sheath user or people who spam roll.

Power Drum provides an Attack and Defense buff to the hunter which straight up improves DPS and survivability. These 2 are the main reasons for going Fighter Palico over the other Palico types.

Equipment there is not much to see, any armor Works, only matter defense and weapon recommendations F Jelly shade X for a full support role for both Palico types.

Skill recommendations are range centric and any status attack up, other than that is free choice.

Palamutes

Palamute are more often used as a vehicle and DPS, so we will only be covering the DPS usage, raw the most recommended since it can do some decent damage without changing weapons every single hunt, making progression less problematic.

Gear recommendations are Large Shuriken and Throwarm scroll or Flurry strike scroll. Skill recommendations are Range centric plus any attack, ranged attack or affinity skill at your disposal.

Equipment recommendations for palamute are simple, any armor that provides a decent amount of defense are whatever highest attack weapon in the range section you have at your disposal regardless of element.

Since we are not minmaxing Buddies we only give recommendations instead of a must follow build.

Raw Longsword sets

MR 1-2 budget set

Hornetaur LS

Earliest natural white sharpness longsword you can get. Build does not require you to hunt any large monsters and comes with 95% affinity added on with some points of handicraft for comfortable sharpness management. Use this build if you rushed to sunbreak after HR 7.

Black Katana Mk.I	679 -7 0 -1 -2 2
Yukumo Sky Kasa	Critical Eye 7 / 7
Sheath Jewel 2	Weakness Exploit 3 / 3
Ingot Mail X	Stun Resistance 3 / 3
Handicraft Jewel 3	Quick Sheathe 3 / 3
Steadfast Jewel 1	Windproof 2 / 3
Alloy Vambraces X	Tune-Up 1 / 2
Tenderizer Jewel 2	Recovery Up 1 / 3
Steadfast Jewel 1	Handicraft 2 / 5
Hermitaur Coil	Evade Window 1 / 5
Tenderizer Jewel 2	Water Attack 1 / 5
Expert Jewel 2	Attack Boost 2 / 7
Hunter's Greaves X	
Tenderizer Jewel 2	

Mr 1-2 (requires HR Teostra materials)

Great Izuchi LS

For hunters who did High rank progression before sunbreak, You get 85% affinity and alot more raw with this build but it require HR Teostra helmet.

You still get white sharpness after handicraft 2 but lesser than the previous build.

Use this build instead if you have the resources.

 Gale Scimitar+	 657  -4  -4  1  -3  -1
 Critical Jewel 2	Weakness Exploit 3 / 3
 Grinder Jewel 1	Quick Sheathe 3 / 3
 Kaiser Crown	Critical Boost 3 / 3
 Grinder Jewel 1	Muck Resistance 2 / 2
 Barroth Mail X	Speed Sharpening 2 / 3
 Expert Jewel 2	Tune-Up 1 / 2
 Hunter's Vambraces X	Stun Resistance 1 / 3
 Tenderizer Jewel 2	Ammo Up 1 / 3
 Hermitaur Coil	Attack Boost 4 / 7
 Tenderizer Jewel 2	Critical Eye 4 / 7
 Critical Jewel 2	Handicraft 2 / 5
 Hunter's Greaves X	Defense Boost 2 / 7
 Tenderizer Jewel 2	
 _____	

MR 3

Nargacuga LS

Nargacuga Longsword with its fat 40% affinity means we don't need much affinity to hit 100% affinity allowing for us to slot in attack boost 7 for more raw damage. MR3 also unlocks the long sword favorite monster Barioth with in-built quick sheathe and efficient slots.

 Darkest Night	 705  -5  -2  -3  6  2
 Tenderizer Jewel 2	Attack Boost 7 / 7
 Auroracanth Head	Weakness Exploit 3 / 3
 Sheath Jewel 2	Stun Resistance 3 / 3
 Tenderizer Jewel 2	Speed Sharpening 3 / 3
 Barioth Mail X	Quick Sheathe 3 / 3
 Critical Jewel 2	Critical Boost 3 / 3
 Critical Jewel 2	Maximum Might 2 / 3
 Grinder Jewel 1	Master's Touch 1 / 3
 Jaggi Gauntlets X	Agitator 2 / 5
 Grinder Jewel 1	
 Grinder Jewel 1	
 Anjanath Coil X	
 Tenderizer Jewel 2	
 Steadfast Jewel 1	
 Steadfast Jewel 1	
 Hunter's Greaves X	
 Critical Jewel 2	
	

MR4

Lunagaron LS (with exploit ramp up decoration)

Here finally appears one of the core skills of Longsword, wirebug whisperer. This skill at level 3 reduces wirebug cooldown and lets the third wirebug you grab last much longer, making spamming silkbind skills much easier than before, especially if paired with a Palico with the Summeown Endemic Life skill.

The attack boost point drops are worth it but the damage doesn't drop since we can finally use anti-species decorations in the rampage slot, just choose whatever fits the hunt and enjoy your free 5% raw.

 Frostmoon Paleblade	 737  -5  -2  -1  6  -2
 Tenderizer Jewel 2	Weakness Exploit 3 / 3
 Lunagaron Helm	Speed Sharpening 3 / 3
 Tenderizer Jewel 2	Quick Sheathe 3 / 3
 Tenderizer Jewel 2	Wirebug Whisperer 3 / 3
 Pyre-Kadaki Mail	Critical Boost 3 / 3
 Sheath Jewel 2	Windproof 3 / 3
 Critical Jewel 2	Critical Eye 6 / 7
 Grinder Jewel 1	Maximum Might 2 / 3
 Barioth Vambraces X	Stun Resistance 1 / 3
 Critical Jewel 2	Attack Boost 4 / 7
 Grinder Jewel 1	
 Rathalos Coil X	
 Sheath Jewel 2	
 Ingot Greaves X	
 Grinder Jewel 1	
 Steadfast Jewel 1	
	

MR5

Chameleos makes a return with even more violence. With the amount of slots we can easily get AB7, and it can also use anti-species rampage decoration for even more damage. 85% affinity baseline with up to 95% with Maximum Might.

 Phantom Mirage+	 744  0  -2  0  3  -2
 Critical Jewel 2	Attack Boost 7 / 7
 Tenderizer Jewel 2	Weakness Exploit 3 / 3
 Grinder Jewel 1	Speed Sharpening 3 / 3
 Lunagaron Helm	Quick Sheathe 3 / 3
 Attack Jewel 2	Wirebug Whisperer 3 / 3
 Tenderizer Jewel 2	Critical Boost 3 / 3
 Pyre-Kadaki Mail	Windproof 3 / 3
 Critical Jewel 2	Speed Eating 1 / 3
 Attack Jewel 2	Maximum Might 1 / 3
 Grinder Jewel 1	Critical Eye 4 / 7
 Lecturer Gloves	Defense Boost 1 / 7
 Attack Jewel 2	
 Rathalos Coil X	
 Sheath Jewel 2	
 Ingot Greaves X	
 Grinder Jewel 1	
 Defense Jewel 1	
 _____	

MR6 non-dereliction (Kushala Soul ramp-up)

 Abyssal Flicker	 757  -6  1  -3  8  -6
 Lunagaron Helm	Weakness Exploit 3 / 3
 Attack Jewel 2	Quick Sheathe 3 / 3
 Attack Jewel 2	Wirebug Whisperer 3 / 3
 Pyre-Kadaki Mail	Critical Boost 3 / 3
 Critical Jewel 2	Windproof 3 / 3
 Attack Jewel 2	Speed Sharpening 2 / 3
 Grinder Jewel 1	Maximum Might 2 / 3
 Barioth Vambraces X	Attack Boost 5 / 7
 Tenderizer Jewel 2	Razor Sharp 1 / 3
 Grinder Jewel 1	Spare Shot 1 / 3
 Rathalos Coil X	Bloodlust 1 / 3
 Sheath Jewel 2	Critical Eye 4 / 7
 Storge Greaves	
 Tenderizer Jewel 2	
 Critical Jewel 2	
 _____	
 Sheath Jewel 2	
 Tenderizer Jewel 2	

ALL HAIL OUR LORD AND SAVIOR KUSHALA SOUL.

Even with the huge white AND purple sharpness of Abyssal Flicker, the -25% affinity is way too painful to deal with. Luckily the rampage slot is a 3 slot, which means kushala soul can save our ass with this build.

Going from -25% affinity to 25% thanks to WEX 3, to 45% with CE4, had to play bloodlust which is frenzy virus to get extra 20% after getting cure getting 65% affinity, if he have maximum might on now we are at 85%, but not 100% affinity with a -25% is cringe, so there comes Kushala Soul, giving us 5% affinity first hit and 15% after 5, going up to 100% with everything.

ALL HAIL KUSHALA SOUL.

Also if you use a fighter palico with rousing roar, you have the option to change kushala soul decoration for anti-species for more dmg, but keep in mind the buff is from time to time so you will have less average dmg the entire hunt. Thats also an option if you are a sacred sheath player so you dont need maximum might to hit 100% affinity.

MR 6 dereliction (Kushala Soul ramp-up)

Abyssal Flicker	771 -6 8 -4 8 -17
Malzeno Helm	Weakness Exploit 3/3
Expert Jewel 2	Quick Sheathe 3/3
Attack Jewel 2	Wirebug Whisperer 3/3
Arc Mail	Critical Boost 3/3
Attack Jewel 2	Windproof 3/3
Barioth Vambraces X	Resuscitate 2/3
Tenderizer Jewel 2	Dereliction 1/3
Grinder Jewel 1	Critical Element 1/3
Rathalos Coil X	Bloodlust 1/3
Sheath Jewel 2	Speed Sharpening 1/3
Archfiend Armor Sceros	Maximum Might 1/3
Critical Jewel 2	Attack Boost 4/7
Critical Jewel 2	Critical Eye 3/7
Tenderizer Jewel 2	Resentment 1/5

Sheath Jewel 2	
Wirebug Jewel 2	

Dereliction finally appears, giving a huge damage buff with the plus of resentment. High risk high reward build! Bloodlust is not only an affinity buff but also a healing skill since it will heal the red health dereliction generates with draining. Use Healing Palico if you struggle with the drain.

Longsword prefers blue scroll as main damage scroll and red scroll only for setup, so make sure to swap all scroll setup listed at the beginning, red to blue and blue to red when using dereliction.

MR10 (pre Chaotic Gore Magala)

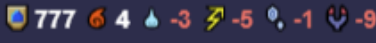
Pure Sword Ichimonji	745 3 -5 -4 2 0
Tenderizer Jewel 2	Attack Boost 7 / 7
Tenderizer Jewel 2	Critical Eye 7 / 7
Attack Jewel 2	Weakness Exploit 3 / 3
Lunagaron Helm	Speed Sharpening 3 / 3
Tenderizer Jewel 2	Quick Sheathe 3 / 3
Sheath Jewel 2	Wirebug Whisperer 3 / 3
Pyre-Kadaki Mail	Critical Boost 3 / 3
Expert Jewel 2	Windproof 3 / 3
Expert Jewel 2	Peak Performance 1 / 3
Quickload Jewel 1	Maximum Might 1 / 3
Golden Lunebraces	Reload Speed 1 / 3
Sheath Jewel+ 4	Burst 1 / 3
Expert Jewel 2	
Grinder Jewel 1	
Rathalos Coil X	
Attack Jewel 2	
Ingot Greaves X	
Grinder Jewel 1	
Grinder Jewel 1	

Critical Jewel 2	
Attack Jewel 2	

This set assumes you have a talismans with any skill and 2-2 slots.

This weapon only has a slot 1 rampage slot so use the Spiritbird/Chameleos Soul/Buddy Rally (if double dog) rampage decorations.

MR10 (Chaotic Gore Magala)

 Chaos/Loi  Challenger Jewel 2  Grinder Jewel 1	 777 4 -3 -5 -1 -9
	Attack Boost 7 / 7
	Weakness Exploit 3 / 3
 Malzeno Helm  Wirebug Jewel 2  Critical Jewel 2	Speed Sharpening 3 / 3
	Quick Sheathe 3 / 3
	Wirebug Whisperer 3 / 3
 Flaming Espinas Muscle  Attack Jewel 2  Attack Jewel 2	Critical Boost 3 / 3
	Agitator 4 / 5
	Marathon Runner 2 / 3
 Golden Lunebraces  Sheath Jewel+ 4  Sheath Jewel 2  Grinder Jewel 1	Razor Sharp 1 / 3
	Embolden 1 / 3
	Adrenaline Rush 1 / 3
	Spare Shot 1 / 3
 Onmyo Ateobi  Attack Jewel 2  Attack Jewel 2  Grinder Jewel 1	Peak Performance 1 / 3
	Bloodlust 1 / 3
	Charge Master 1 / 3
	Burst 1 / 3
 Arc Greaves  Tenderizer Jewel 2  Tenderizer Jewel 2	
 _____  Critical Jewel 2  Attack Jewel 2	

With the appearance of C.Gore we get Chaos/Loi. All C.Gore weapons have a funny mechanic where they have divided affinity. The C.Gore LS has -30% affinity until Bloodlust is cured, giving it 30% affinity. This allows us to reach 100% affinity easily with wex, allowing more room for other damage skills.

Bloodlust has an innate draining mechanic so is not recommended in severe cases of *skill issue* but the damage output is higher than the Violet Mizu LS build. Also not recommended if you're against using Harvest Moon. (skill issue)

Also, slot 2 rampage for anti-species deco, so even more damage output.

Chaos/Loi is love, Chaos/Loi is life.

MR10 (QS2 2-2 charm)

Same sets the previous MR10 sets but slightly more damage due to extra raw skills.

 Pure Sword Ichimonji	 747  -5  4  0  5  -10
 Tenderizer Jewel 2	Attack Boost 7 / 7
 Attack Jewel 2	Critical Eye 7 / 7
 Critical Jewel 2	Weakness Exploit 3 / 3
 Malzeno Helm	Speed Sharpening 3 / 3
 Expert Jewel 2	Quick Sheathe 3 / 3
 Critical Jewel 2	Wirebug Whisperer 3 / 3
 Archfiend Armor Baulo	Critical Boost 3 / 3
 Attack Jewel 2	Maximum Might 1 / 3
 Attack Jewel 2	Burst 1 / 3
 Barioth Vambraces X	Agitator 2 / 5
 Attack Jewel 2	Resentment 1 / 5
 Grinder Jewel 1	
 Utsushi True Tassets (H)	
 Expert Jewel 2	
 Ingot Greaves X	
 Grinder Jewel 1	
 Grinder Jewel 1	
 Quick Sheathe Lv2	
 Critical Jewel 2	
 Expert Jewel 2	

 Chaos/Loi

 Attack Jewel 2

 Grinder Jewel 1

 Malzeno Helm

 Grinder Jewel 1

 Critical Jewel 2

 Archfiend Armor Baulo

 Attack Jewel 2

 Attack Jewel 2

 Onmyo Tekkou

 Tenderizer Jewel 2

 Sheath Jewel 2

 Critical Jewel 2

 Onmyo Ateobi

 Attack Jewel 2

 Attack Jewel 2

 Grinder Jewel 1

 Arc Greaves

 Attack Jewel 2

 Wirebug Jewel 2

 Quick Sheathe Lv2

 Critical Jewel 2

 Attack Jewel 2

 781  0  7  -3  -2  -12

Attack Boost 7 / 7

Agitator 5 / 5

Weakness Exploit 3 / 3

Speed Sharpening 3 / 3

Quick Sheathe 3 / 3

Wirebug Whisperer 3 / 3

Critical Boost 3 / 3

Embolden 2 / 3

Razor Sharp 1 / 3

Adrenaline Rush 1 / 3

Spare Shot 1 / 3

Bloodlust 1 / 3

Stamina Surge 1 / 3

Burst 1 / 3

Resentment 1 / 5

Chaos/Loi Tenderizer Jewel 2 Grinder Jewel 1 Malzeno Helm Chain Jewel 2 Critical Jewel 2 Arc Mail Critical Jewel 2 Utsushi True Braces (H) Attack Jewel 2 Goss Harag Coil X Attack Jewel 2 Grinder Jewel 1 Grinder Jewel 1 Archfiend Armor Sceros Attack Jewel 2 Attack Jewel 2 Tenderizer Jewel 2 Quick Sheathe Lv2 Critical Jewel 2 Attack Jewel 2	765 -5 8 -2 8 -14 Attack Boost 7 / 7 Weakness Exploit 3 / 3 Speed Sharpening 3 / 3 Quick Sheathe 3 / 3 Wirebug Whisperer 3 / 3 Critical Boost 3 / 3 Resuscitate 2 / 3 Resentment 3 / 5 Dereliction 1 / 3 Critical Element 1 / 3 Punishing Draw 1 / 3 Bloodlust 1 / 3 Burst 1 / 3 Evade Window 1 / 5
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In this iteration of our beloved Chaos/Loi, just like Gais LS set, the draining gets real with both Dereliction and Bloodlust together. (get good)

Chaos/Loi is love, Chaos/Loi is life.

MR10 (AB3 2-2 charm)

Ominous Spring		882 0 2 -2 3 -10	
Lunagaron Helm			
Critical Eye Lv2	Wirebug Whisperer Lv1	Expert Jewel 2 (Critical Eye Lv1)	Attack Boost 7 / 7
		Expert Jewel 2 (Critical Eye Lv1)	Weakness Exploit 3 / 3
			Maximum Might 3 / 3
Pyre-Kadaki Mail			
Maximum Might Lv1	Wirebug Whisperer Lv2	Expert Jewel 2 (Critical Eye Lv1)	Quick Sheathe 3 / 3
		Expert Jewel 2 (Critical Eye Lv1)	Wirebug Whisperer 3 / 3
		Grinder Jewel 1 (Speed Sharpening Lv1)	Critical Boost 3 / 3
			Windproof 3 / 3
Buff Arms			
Attack Boost Lv2	Heroics Lv3	Chain Jewel 2 (Burst Lv1)	Critical Eye 6 / 7
		Sheath Jewel 2 (Quick Sheathe Lv1)	Speed Sharpening 2 / 3
		Grinder Jewel 1 (Speed Sharpening Lv1)	Heroics 3 / 5
			Heaven-Sent 1 / 3
			Burst 1 / 3
Rathalos Coil X			
Attack Boost Lv2	Windproof Lv3	Tenderizer Jewel 2 (Weakness Exploit Lv1)	
Critical Boost Lv1			
Tempest Hakama			
Heaven-Sent Lv1	Critical Boost Lv2	Sheath Jewel+ 4 (Quick Sheathe Lv2)	
		Mighty Jewel+ 4 (Maximum Might Lv2)	
Attack Boost Lv3			
Tenderizer Jewel 2 (Weakness Exploit Lv1)	Tenderizer Jewel 2 (Weakness Exploit Lv1)		
GameCat Armorset Builder			
gamecat.fun/e			

If you get a better charm aiming for the endgame charms after the QS2 2-2 one, you can start building the beloved and broken Amatsu LS. After the shadow buff from a bug fix that capcom never said anything about it, now this weapon is beyond broken for LS and its literally the best option until endgame where you can start building elemental sets.

Use this set with Kushala Bless soul just like with Gais LS since it also have -25% affinity so that thing make this weapon bearable this early.

ALL HAIL KUSHALA SOUL

MR10/100 (AB3 2-2 charm) V2/ “FUCK YOU GIT GUD”

Ominous Spring

Storge Helm

BloodlustLv1

CoalescenceLv2

Chain Jewel2 (BurstLv1)

Sinister Grudge Garb

Mail of Hellfire Lv1

Wirebug Whisperer Lv2

Attack Jewel2 (Attack BoostLv1)

Grinder Jewel1 (Speed SharpeningLv1)

Barioth Vambraces X

Quick Sheathe Lv1

Maximum Might Lv1

Wirebug Jewel2 (Wirebug WhispererLv1)

Grinder Jewel1 (Speed SharpeningLv1)

Critical Eye Lv2

Rathalos Coil X

Attack Boost Lv2

Windproof Lv3

Tenderizer Jewel2 (WeaknessExploit Lv1)

Critical Boost Lv1

Tempest Hakama

Heaven-Sent Lv1

Critical Boost Lv2

Sheath Jewel+ 4 (Quick Sheathe Lv2)

Mighty Jewel+ 4 (Maximum Might Lv2)

Attack Boost Lv3

Tenderizer Jewel2 (WeaknessExploit Lv1)

Tenderizer Jewel2 (WeaknessExploit Lv1)

882

-6

7

-4

4

-11

Weakness Exploit

3 / 3

Maximum Might

3 / 3

Quick Sheathe

3 / 3

Wirebug Whisperer

3 / 3

Critical Boost

3 / 3

Windproof

3 / 3

Attack Boost

6 / 7

Coalescence

2 / 3

Speed Sharpening

2 / 3

Mail of Hellfire

1 / 3

Heaven-Sent

1 / 3

Bloodlust

1 / 3

Burst

1 / 3

Critical Eye

2 / 7

GameCat Armorset Builder
gamecat.fun

Okay so, Scorned Magnamalos event is a thing, if you want even slightly more damage this is the set, literally no point in using anything else until MR100 where you gonna use this since is when you unlock the Scorned Magnamalos. Still using Daora Soul Rampage deco until MR140 sadly, but this still hit harder. This set is the best even vs the BuB variations at MR110 so you can safely use it until MR120.

MIR120

Ominous Spring

Risen Kushala Glare

Wind Mantle Lv1

Wirebug Whisperer Lv3

Critical Jewel 2 (Critical Boost Lv1)

Critical Jewel 2 (Critical Boost Lv1)

Steadfast Jewel 1 (Stun Resistance Lv1)

Tempest Robe

Heaven-Sent Lv1

Critical Boost Lv1

Sheath Jewel+ 4 (Quick Sheathe Lv2)

Attack Jewel 2 (Attack Boost Lv1)

Grinder Jewel 1 (Speed Sharpening Lv1)

Barioth Vambraces X

Quick Sheathe Lv1

Maximum Might Lv1

Critical Eye Lv2

Attack Jewel 2 (Attack Boost Lv1)

Grinder Jewel 1 (Speed Sharpening Lv1)

Sinister Grudge Tassets

Mail of Hellfire Lv1

Coalescence Lv1

Mighty Jewel+ 4 (Maximum Might Lv2)

Tenderizer Jewel 2 (Weakness Exploit Lv1)

Grinder Jewel 1 (Speed Sharpening Lv1)

Storge Greaves

Bloodlust Lv1

Razor Sharp Lv1

Spare Shot Lv1

Tenderizer Jewel 2 (Weakness Exploit Lv1)

Tenderizer Jewel 2 (Weakness Exploit Lv1)

Attack Boost Lv3

Attack Jewel 2 (Attack Boost Lv1)

Attack Jewel 2 (Attack Boost Lv1)

888

-8

5

-6

9

-11

Attack Boost

7 / 7

Weakness Exploit

3 / 3

Speed Sharpening

3 / 3

Maximum Might

3 / 3

Quick Sheathe

3 / 3

Wirebug Whisperer

3 / 3

Critical Boost

3 / 3

Mail of Hellfire

1 / 3

Razor Sharp

1 / 3

Coalescence

1 / 3

Heaven-Sent

1 / 3

Spare Shot

1 / 3

Stun Resistance

1 / 3

Bloodlust

1 / 3

Wind Mantle

1 / 3

Critical Eye

2 / 7

GameCat Armorsset Builder

gamecat.fun

Same old broken ammy LS, we finally get Wind mantle so time to change a bit the set going for Tempest robe and changing our Scorned Chest to waist, still using Daora Soul rampage decoration because we want the 100% affinity, still outperforms BuB version.

MR140

Ominous Spring

Risen Kushala Glare

Wind Mantle Lv1

Wirebug Whisperer Lv3

Attack Jewel 2 (Attack Boost Lv1)

Expert Jewel 2 (Critical Eye Lv1)

Grinder Jewel 1 (Speed Sharpening Lv1)

Risen Kaiser Mail

Powder Mantle Lv1

Weakness Exploit Lv1

Critical Eye Lv3

Tenderizer Jewel 2 (Weakness Exploit Lv1)

Tenderizer Jewel 2 (Weakness Exploit Lv1)

Chaotic Vambraces

Berserk Lv1

Bloodlust Lv1

Resentment Lv3

Mighty Jewel 2 (Maximum Might Lv1)

Sinister Grudge Tassets

Mail of Hellfire Lv1

Coalescence Lv1

Sheath Jewel+ 4 (Quick Sheathe Lv2)

Critical Jewel 2 (Critical Boost Lv1)

Grinder Jewel 1 (Speed Sharpening Lv1)

Tempest Hakama

Heaven-Sent Lv1

Critical Boost Lv2

Mighty Jewel+ 4 (Maximum Might Lv2)

Expert Jewel 2 (Critical Eye Lv1)

Attack Boost Lv3

Sheath Jewel 2 (Quick Sheathe Lv1)

Attack Jewel 2 (Attack Boost Lv1)

896 -1 2

-5 5 -14

Weakness Exploit 3 / 3

Maximum Might 3 / 3

Quick Sheathe 3 / 3

Wirebug Whisperer 3 / 3

Critical Boost 3 / 3

Speed Sharpening 2 / 3

Berserk 1 / 2

Attack Boost 5 / 7

Critical Eye 5 / 7

Resentment 3 / 5

Mail of Hellfire 1 / 3

Coalescence 1 / 3

Heaven-Sent 1 / 3

Bloodlust 1 / 3

Powder Mantle 1 / 3

Wind Mantle 1 / 3

GameCat Armorset Builder
gamecat.fun

We finally get Risen Teostra armor pieces which finally let us stop using Daora Soul, thanks to that we can use racist decorations (anti-species) and get an extra multiplier in our damage. Its Highly recommended to use Skill+, Slot+ or anything that can remove a skill in the gauntlets to delete Berserk and be even more comfortable with the Scroll switch, you arent looking for any skill to get, just remove Berserk with those augments options and you are good to go.

MR180

Ominous Spring			898 4 6 -3 6 -19
Risen Kushala Glare			Attack Boost 7 / 7 Weakness Exploit 3 / 3 Quick Sheathe 3 / 3 Wirebug Whisperer 3 / 3
Wind Mantle Lv1	Wirebug Whisperer Lv3	Expert Jewel 2 (Critical Eye Lv1) Attack Jewel 2 (Attack Boost Lv1) Steadfast Jewel 1 (Stun Resistance Lv1)	
Risen Kaiser Mail			Critical Boost 3 / 3 Critical Eye 6 / 7 Stun Resistance 2 / 3 Frenzied Bloodlust 2 / 3
Powder Mantle Lv1	Weakness Exploit Lv1	Expert Jewel 2 (Critical Eye Lv1) Sheath Jewel 2 (Quick Sheathe Lv1)	
Critical Eye Lv3			
Prudence Braces			Bloodlust 2 / 3 Maximum Might 2 / 3 Heaven-Sent 1 / 3
Frenzied Bloodlust Lv1	Bloodlust Lv1	Handicraft Jewel 3 (Handicraft Lv1) Steadfast Jewel 1 (Stun Resistance Lv1)	
Attack Boost Lv3			
Prudence Coil			Powder Mantle 1 / 3 Burst 1 / 3 Wind Mantle 1 / 3 Handicraft 2 / 5
Frenzied Bloodlust Lv1	Bloodlust Lv1	Sheath Jewel+ 4 (Quick Sheathe Lv2) Chain Jewel 2 (Burst Lv1)	
Weakness Exploit Lv2			
Tempest Hakama			
Heaven-Sent Lv1	Critical Boost Lv2	Mighty Jewel+ 4 (Maximum Might Lv2) Handicraft Jewel 3 (Handicraft Lv1)	
Attack Boost Lv3			
Critical Jewel 2 (Critical Boost Lv1)	Expert Jewel 2 (Critical Eye Lv1)		
GameCat Armorset Builder gamecat.fun			

Last set before working on endgame stuff. The template is exactly the same as the endgame meta sets since these pieces are broken for LS and pretty much is hard to swap any of them for ISS playstyle. It is barely to pretty much not at all behind raw than the mr140 set thanks to having Ab7, and is finally time for Frenzied Bloodlust, a skill insanely good for LS. Having an extra bug and being able to hit up to 4 bugs total let you spam Serene pose, enabling the ISS SP spam cycle making the dps so much higher than before. Handicraft for even more purple high also let us take even longer to reach white sharpness or not having to spam that often scroll swap to resharpen with heaven-Sent.

This set takes into account no Anomaly Rank at all, so if you have access to decorations like Handicraft Jewel 4 or whatever else, it is easily upgradeable. Since these pieces are the base template for the endgame sets, you can start augmenting them with no problem.

Elemental LS sets (MR 50-70)

OUTDATED AFTER AMATSU LS BUFF, USE
AMATSU LS INSTEAD

Fire: Magmadron LS

 Volcanic Apocalypse	 771  -1  -3  -10  6  0
 Tenderizer Jewel 2	Fire Attack 5 / 5
 Lunagaron Helm	Critical Element 3 / 3
 Attack Jewel 2	Weakness Exploit 3 / 3
 Attack Jewel 2	Maximum Might 3 / 3
 Silver Solmail	Quick Sheathe 3 / 3
 Crit Element Jewel+ 4	Wirebug Whisperer 3 / 3
 Tenderizer Jewel 2	Critical Boost 3 / 3
 Blaze Jewel 1	Burst 2 / 3
 Barioth Vambraces X	Redirection 1 / 2
 Attack Jewel 2	Attack Boost 5 / 7
 Blaze Jewel 1	Element Exploit 1 / 3
 Archfiend Armor Ura	Critical Eye 4 / 7
 Wirebug Jewel+ 4	
 Silver Solgreaves	
 Attack Jewel 2	
 Attack Jewel 2	
 _____	
 Quick Sheathe Lv2	
 Critical Jewel 2	
 Critical Jewel 2	

Water: Almudron LS

 Abyss Bringer Blade	 757  -3  1  -6  0  -10
 Tenderizer Jewel 2	Water Attack 5 / 5
 Stream Jewel 1	Critical Element 3 / 3
 Nephilim Helm	Weakness Exploit 3 / 3
 Crit Element Jewel+ 4	Maximum Might 3 / 3
 Chain Jewel 2	Quick Sheathe 3 / 3
 Nephilim Mail	Wirebug Whisperer 3 / 3
 Tenderizer Jewel 2	Critical Boost 3 / 3
 Stream Jewel 1	Strife 2 / 3
 Malzeno Braces	Redirection 1 / 2
 Wirebug Jewel+ 4	Attack Boost 5 / 7
 Anjanath Coil X	Blight Resistance 1 / 3
 Tenderizer Jewel 2	Element Exploit 1 / 3
 Stream Jewel 1	Burst 1 / 3
 Stream Jewel 1	Critical Eye 4 / 7
 Silver Solgreaves	
 Crit Element Jewel 2	
 Mighty Jewel 2	
 Stream Jewel 1	
 Quick Sheathe Lv2	
 Sheath Jewel 2	
 Attack Jewel 2	

Thunder: Zinogre LS

Oppressor's Abyss	765 -3 5 -4 0 -10
Bolt Jewel 1	Thunder Attack 5 / 5
Bolt Jewel 1	Protective Polish 3 / 3
Nephilim Helm	Weakness Exploit 3 / 3
Sharp Jewel+ 4	Maximum Might 3 / 3
Chain Jewel 2	Quick Sheathe 3 / 3
Chaotic Mail	Wirebug Whisperer 3 / 3
Tenderizer Jewel 2	Critical Boost 3 / 3
Bolt Jewel 1	Strife 2 / 3
Malzeno Braces	Redirection 1 / 2
Wirebug Jewel+ 4	Critical Element 1 / 3
Death Stench Bowels X	Blight Resistance 1 / 3
Crit Element Jewel 2	Element Exploit 1 / 3
Bolt Jewel 1	Burst 1 / 3
Silver Solgreaves	Attack Boost 4 / 7
Sheath Jewel 2	Critical Eye 4 / 7
Attack Jewel 2	
Bolt Jewel 1	
Quick Sheathe Lv2	
Tenderizer Jewel 2	
Tenderizer Jewel 2	

Swap the PP+ deco for Handi+ deco if you don't like PP (we know you do though)

Ice: Auroracanth LS

 Flicker Blizzard Slash	 771  -1  -3  -10  6  0
 Frost Jewel 1	Ice Attack 5 / 5
 Frost Jewel 1	Critical Element 3 / 3
 Lunaron Helm	Weakness Exploit 3 / 3
 Attack Jewel 2	Maximum Might 3 / 3
 Attack Jewel 2	Quick Sheathe 3 / 3
 Silver Solmail	Wirebug Whisperer 3 / 3
 Crit Element Jewel+ 4	Critical Boost 3 / 3
 Tenderizer Jewel 2	Burst 2 / 3
 Frost Jewel 1	Redirection 1 / 2
 Barioth Vambraces X	Fire Attack 3 / 5
 Attack Jewel 2	Element Exploit 1 / 3
 Frost Jewel 1	Attack Boost 4 / 7
 Archfiend Armor Ura	Critical Eye 4 / 7
 Wirebug Jewel+ 4	
 Silver Solgreaves	
 Attack Jewel 2	
 Critical Jewel 2	
 Frost Jewel 1	
 Quick Sheathe Lv2	
 Critical Jewel 2	
 Tenderizer Jewel 2	

Dragon: Valstrax LS

 Red Flash	 751  2  -9  -9  2  5
 Tenderizer Jewel 2	Dragon Attack 5 / 5
 Lunagaron Helm	Critical Element 3 / 3
 Chain Jewel 2	Weakness Exploit 3 / 3
 Attack Jewel 2	Maximum Might 3 / 3
 Silver Solmail	Quick Sheathe 3 / 3
 Crit Element Jewel+ 4	Wirebug Whisperer 3 / 3
 Tenderizer Jewel 2	Critical Boost 3 / 3
 Dragon Jewel 1	Redirection 1 / 2
 Barioth Vambraces X	Attack Boost 5 / 7
 Attack Jewel 2	Fire Attack 3 / 5
 Dragon Jewel 1	Element Exploit 1 / 3
 Anjanath Coil X	Burst 1 / 3
 Wirebug Jewel+ 4	Critical Eye 4 / 7
 Dragon Jewel 1	
 Dragon Jewel 1	
 Silver Solgreaves	
 Attack Jewel 2	
 Critical Jewel 2	
 Dragon Jewel 1	
 Quick Sheathe Lv2	
 Critical Jewel 2	
 Tenderizer Jewel 2	