

Introduction

Wilds Longsword

Version 1.2.1

By timmy and Mikalya



Header by T3h Phish

Welcome to the MH Wilds Longsword Guide! This guide will go over how to play, build progression, and endgame builds.

Please contact us with any questions, corrections, or general feedback:

@timee_ and @Mikalya in [Monster Hunter Gathering Hall](#)

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Changelog

1.0.0

- General Release

1.0.1

- Combined Weapon, Prog, and Endgame Guides into a single guide

1.02

- Removed the "Gear Requirements" from Chapter 3, Section 2.2
- Removed the "Preamble: Artian Weapons" from Chapter 3, Section 3.1
- Added "Weapon Recommendations" to Chapter 3, Section 3.1
- Added Table of Contents

1.1.0 - Title Update 1

- Updated Weapon Recommendations, Artian Infusions and Reinforcements, and sets for TU1.
- Updated Matchup Chart.
- Added Critical Draw and Evasion Mantle meme builds.
- Added Section 6 - Update Changes

1.1.1 - AT Rey Dau update

- Added sets with AT Rey armor

1.2.0 - Title Update 2

- Updated sets for TU2.
- Updated Matchup Chart.

1.2.1 - AT Uth Duna Update

- Added 3.4.1 AT Rey + Uth set.
- Added some notes on SRS in the Weapon Guide.

Weapon Guide

Part 1: Weapon Guide

By timmy and Mikalya



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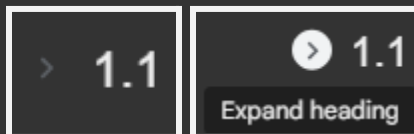


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1. About the Author

This guide was written by [timmy](#) and Mikalya.

2. Introduction to the Weapon

Longsword is a weapon with plenty of mobility, chainable counters, and quick moves that are easily cancellable into each other. While previous games focused more on the counter aspect of the weapon, Wilds Longsword currently focuses on a single, short, damage loop.

This Weapon is for you if you:

- Like using counters to deal with monsters
- Want a weapon with long reach and fluid movement
- Enjoy using the same 2 moves over and over again
- want very long sword xd

3. Inputs and Basics

The following is a list of the most commonly used moves:

Basic moves:

- Step Slash: X
- Thrust: A
- Fade Slash: X+A
- Spirit Blade I: ZR
- Crimson Slash I: X during Red Spirit
- Foresight Slash: ZR + A after any attack
- Special Sheathe: ZR + B after any attack
- Iai Slash: X from Special Sheathe
- Iai Spirit Slash: ZR from Special Sheathe
- Spirit Helmbreaker (SHB): ZR + X
- Spirit Release Slash (SRS): ZR after SHB
- Sheathe: Y
- Dodge: B
- Focus Mode: ZL
- Focus Strike (either mode): ZL+R on wound

Important Combos:

- Spirit Combo: Spirit Blade I -> Spirit Blade II -> Spirit Blade III -> Spirit Roundslash ZR -> ZR -> ZR -> ZR
- Foresight Slash -> Spirit Roundslash ZR + A -> ZR
- Special Sheathe -> Iai Spirit Slash ZR + B -> ZR
- Foresight Whirl Slash -> Spirit Roundslash -> Spinning Crimson Slash -> ZR + A -> ZR -> ZR
- Optimal Loop: Crimson Slash I -> Spirit Slash I X -> ZR
- Spirit Helmbreaker -> Spirit Release Slash ZR + X -> ZR

You will learn more about the combos in Section 5.

These are the Stats Longsword users should care about:



Fig. 3.0A - Weapon Stats

Attack: Important for all Playstyles, universal damage, usually referred to as Raw. Wilds, for the first time ever, lets us choose between Bloat and True values, the option for that is in Game Settings -> Page 3: Weapon Attack Power Display -> Display Without Coefficient. This Guide will only care about True Values.

Sharpness: Acts as a modifier for Raw and Elemental Damage. Being a High Rank Game, every set will want to have white sharpness throughout the overwhelming majority of any given hunt. Unlike other Weapon types, Longsword does not have built-in sharpness reduction modifiers, every input consumes 1 unit of Sharpness. Due to the quick sharpness consumption of the optimal combo, Longsword will use Master's Touch to maintain sharpness.

Sharpness	Raw Mod	Elemod
White	1.32	1.15
Blue	1.2	1.0625
Green	1.05	1
Yellow	1	0.75
Orange	0.75	0.5
Red	0.5	0.25

Fig 3.0B - Sharpness Table

Element: Status and Element is listed here if applicable, depending on the specific set you aim for, all of these can be important, or they can not matter.

Affinity: Every important Move in Longsword's kit is able to crit, making it the singular strongest stat in the current state of the game.

Defense Bonus: Due to the nature of the Defense stat's scaling, any additional defense is unlikely to have an impact on damage received, making it a negligible Bonus at best. Safe to ignore.

Slots: All maxed out weapons have either 3-2-1 or 3-3-1 slots. The exceptions are Artian weapons, which have 2-2-2 on the Rarity 6 and 7, and 3-3-3 on the rarity 8 Versions, always.

4. Mechanics

Longsword revolves around two main mechanics: Spirit Gauge and Spirit Levels. Using normal attacks generates Spirit Gauge, while Spirit Attacks (ZR) spend it.

Some attacks also have special interactions with Spirit Gauge. Iai Slash will generate 100% of the Spirit Gauge over 15 seconds, and Foresight Slash will consume 100% of the Spirit Gauge to counter.

However, if no gauge is present, FSS will not act as a counter and instead generate 10% gauge. More info on FSS (and other counters) later.



Fig. 4.0A - Spirit Gauge, Spirit Level (White)

Landing Spirit Roundslash, countering with Iai Spirit Slash, or breaking a wound with Focus Strike will give you a Spirit Level. The Spirit Levels go from White -> Yellow -> Red, and give 2/5/10% attack, respectively. Red Spirit will also change some attacks, making it very important to reach Red as quickly as possible. Below is the list of new moves:

- Foresight Slash -> Foresight Whirl Slash: removes return slash but hits twice while moving
- Overhead I/I/Crescent Slash -> Crimson I/II/III: Hits 2/2/3 times, also has more movement
- Spinning Crimson Slash -> only available on Red and after Roundslash
 - Spirit Roundslash on Red also moves you more than normal, so Spirit Roundslash -> Spinning Crimson Slash can be used to cover distance



Fig. 4.0B - Red Spirit

When on Red, the Spirit Gauge works differently. It will decay over 50 seconds, and most attacks will not regenerate the bar. However, there are several attacks which will affect the gauge:

- Foresight Whirl Slash: Consumes 16% gauge, recovers 4% per hit if timed successfully
- Spirit Roundslash: Halts decay for 5s if it lands (first time only), also restores 20/10/6% Spirit Gauge the first 3 times it lands. However, the regen decay is shared with Spinning Crimson Slash.
- Iai Spirit Slash: Restores 20% gauge upon successful counter if it lands (only once)

Focus Mode/Strike

Like all other weapons, we can enter Focus Mode with ZL, and press R for a small hit. If it hits a wound as shown on the left, it unleashes a strong multi-hit attack. The 2 followup hits that come after stabbing the sword can be aimed with Focus Mode to target other wounds. Each wound destroyed with Focus Strike will grant a Spirit Level. To maximize Red Gauge uptime, Focus Strike should be used right before dropping from Red to Yellow Spirit.

Fig. 4.0C - [Focus Strike](#)

Another big addition was the Corrupted Mantle, which gives some attacks a weaker secondary hit. For LS, it applies to Overhead I/II, Crescent Slash, Spirit Roundslash, Spinning Crimson Slash, Crimson Slash I/II/III.

Due to Mantle timers not resetting on either Quest End nor Quest Start, this will go largely ignored for the sake of this guide, as it is likely to be relegated to speedruns only.

Sneak Attack

While a monster has not spotted you and is not engaged in combat and grounded, you can approach it from behind and follow the button prompt (A) to use Sneak Attack, a reasonably strong attack that also grants some Spirit Gauge. The standard opener for most monsters is to Sneak Attack -> Spirit Charge -> Spirit Roundslash -> ISS roar.

Fig. 4.0D - [Sneak Attack opener](#)

5. Playstyles, Counters, and Useful Moves

Longsword has one notable playstyle:

Crimson I + Spirit I spam.

This will revolve around getting red as quickly as possible with counters, then using this loop as much as possible on the monster. Counters are still used to maintain dps. Spirit Helmbreaker (+Spirit Release Slash) is also an option, but has niche usage.

Iai Spirit Slash

ZR after Special Sheathe will allow you to use Iai Spirit Slash, or ISS. If successful, hitting a monster will raise the Spirit Level, add an extra hit of damage, and grant short iframes -> hyper armor. You will also be able to Special Sheathe again. However, failing to counter an attack with ISS will prevent you from doing this.

Iai Slash

X after Special Sheathe will go into Iai Slash. This has hyper armor at the start and will regenerate 100% of the Spirit Gauge over 15 seconds.

Foresight Slash

ZR + A after most attacks will use the entire Spirit Gauge and some stamina to evade and counter an attack. If successful, the return slash will refill the gauge and allow you to follow up with Spirit Roundslash. Grants 30% attack and hyper armor for 1s after a successful counter.

Foresight Whirl Slash

Foresight Whirl Slash can only be used on Red, but works like Foresight Slash. However, there is no return slash, it only uses 16% of the gauge, and will attack twice during the evasion. A successful counter can be followed with Spirit Roundslash -> Spinning Crimson Slash. Also grants 30% attack and hyper armor for 1s after a successful counter.

Spirit Charge

Holding ZR after any attack will drain stamina to use Spirit Charge. Release ZR will use Spirit Blade I/II/III or Spirit Roundslash depending on how long it is held. On Red Spirit only, this move grants hyper armor right after releasing ZR.

Spirit Thrust, Spirit Helmbreaker, and Spirit Release Slash

ZR + X will use Spirit Thrust, which grants hyper armor at the start. Hitting a monster will launch you into the air, allowing you to press ZR to spend a Spirit Level for Spirit Helmbreaker. Using ZR again will go into Spirit Release Slash, which will spend a Spirit Level again. SRS has hyper armor during the entire animation. Note that SHB requires at least White Spirit to perform, and SRS needs Yellow. However, you should only ever use SHB from Red anyways.

It's worth noting that spamming SHB + SRS alone and ignoring Crimson spam is a 'viable' playstyle. While it falls significantly behind with Element, the difference is rather small when using Raw.

6. Optimal Damage Rotation

Crimson Loop

The highest sustained DPS combo in Longsword's kit.

While in Red Spirit, from pretty much anything:

Crimson Slash I -> Spirit Blade I -> repeat

The loop is 80 MV and 2.4 elemod over 1.5 seconds. (~53.3 MV and ~1.6 elemod per second, respectively). It requires being in Red Spirit, but has virtually no startup or endlag. Each loop lasts around ~1.5s, is easily cancellable, and can be chained into Special Sheathe or FWS.

Note that Crimson I moves you ever so slightly forward, so adjust accordingly. You can use the left stick to move even further with both Crimson I and Spirit I, and Focus Mode can be used to change directions mid combo.

Fig. 6.0A - Crimson Loop

SHB + SRS

Spirit Helmbreaker into Spirit Release Slash has ~~420 MV and 7.4 elemod~~ over 6 seconds (~70 MV and ~1.23 elemod per second, respectively). This means it has more burst damage than Crimson Loop in the 6 seconds it takes to use SHB + SRS. However, if you account for the time it takes to get back to red from white, Crimson Loop outperforms SHB + SRS for extended DPS windows. ~~This means this move is now niche compared to spamming Crimson Loop.~~ There are several uses for this such as:

- Using the hyper armor from Spirit Thrust to ignore an attack
- Monster is about to leave zones so you use SHB + SRS for burst
- Monster is about to die or almost within capture HP so you use SHB + SRS for burst
- Red Spirit is about to run out and wounds are to get back to red quickly

Spirit Release Slash received a ~10% raw damage buff in TU2. While this is a significant buff, it is not enough to make Crimson Combo fall out of favor. Now, the move is no longer niche and should be used quite often, depending on monster openings.

7. Advanced Player Tips

This section will be short due to how new the game is.

Focus Strike:

Focus Strike can be used to instantly gain back Red Gauge. Ideally, it is used just before dropping to yellow for minimum downtime.

Fig. 7.0A - [Timed Focus Strike](#)

Might Pill:

Might Pills now overwrite the buff but not the timer of Might Seeds, meaning that if you take a seed and then a pill, after the pills 20 seconds are over, Might Seed applies again. Useful at the start of a hunt for more Sneak Attack damage.

Counterstrike:

Countering, Hyper armoring and getting hit with knockback procs Counterstrike. At level 3, it gives 25 raw for 45 seconds. LS has several ways to reliably proc this which are:

- Using ISS to hyper armor attacks with long or multiple hitboxes
- Delaying Roundslash after FSS to hyper armor
- Eating an attack during Spirit Thrust, Spirit Release Slash, after Spirit Charge, or Focus Strike

Fig. 7.0B - [LS Hyper Armor](#)

Spirit Charge Cancels:

Spirit Charge is usually used only at the start of the quest after the Sneak Attack in order to get a Spirit Level during the flinch. However, Spirit Charge does have other uses. Before it was mentioned that a failed ISS would not allow you to Special Sheathe again, but this can be bypassed to some extent by holding Spirit Charge after the failed ISS then immediately using Special Sheathe. Foresight Slash can also be used to cancel Spirit Charge. This is very niche but allows you to chain counters in specific situations.

Fig. 7.0C - [ISS Spirit Charge Cancel](#)

Fig. 7.0D - [FSS Spirit Charge Cancel](#)

Spirit Release Slash Aiming

8. Player Skill Benchmarks

- Inexperienced: Players who barely know the weapons moveset, having very little understanding of its mechanics and intricacies, having very little or no experience playing it at all.
- Intermediate: Players who have an understanding of the weapons moveset, can hit about half of their counters, and can clear quests reliably within 8-15 minutes.
- Advanced: Players who can target and hit parts at will, formulate and change their gameplan, hit most of their counters, have good spatial awareness and usually clear without carting within 6-8 minutes.
- Expert: Players who have good understanding of the moveset, nail nearly all of their counters, have great positioning and Red Spirit upkeep and usually clear any quest within 4-6 minutes. In addition, they have a good general grasp of most monster's movesets.

9. Closing Thoughts

Longsword is just Dual Blades except one sword and its long lmao

Build Progression

Part 2: Build Progression

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1. When to Use Progression Builds

This progression Guide is aimed at players who are new to the franchise, feel overwhelmed by all the options and choices the game offers, and those who are just looking for a refresher or need some pointers for what to look out for during progression.

The Sets themselves aim to support you, from the start of the game all the way until the Endgame. From there, you should be in a great spot to follow the Endgame sets, accessible through the sidemenu or the buttons at the end of the page.

2. Story Progression Guide

Chapter 1

Monster Hunter Wilds Progression has a very short Low Rank Story, that consists of a total of 20 hunts. The only thing Longsword needs early on is Quick Sheathe. Arms and Waist dont matter, so feel free to choose whatever.

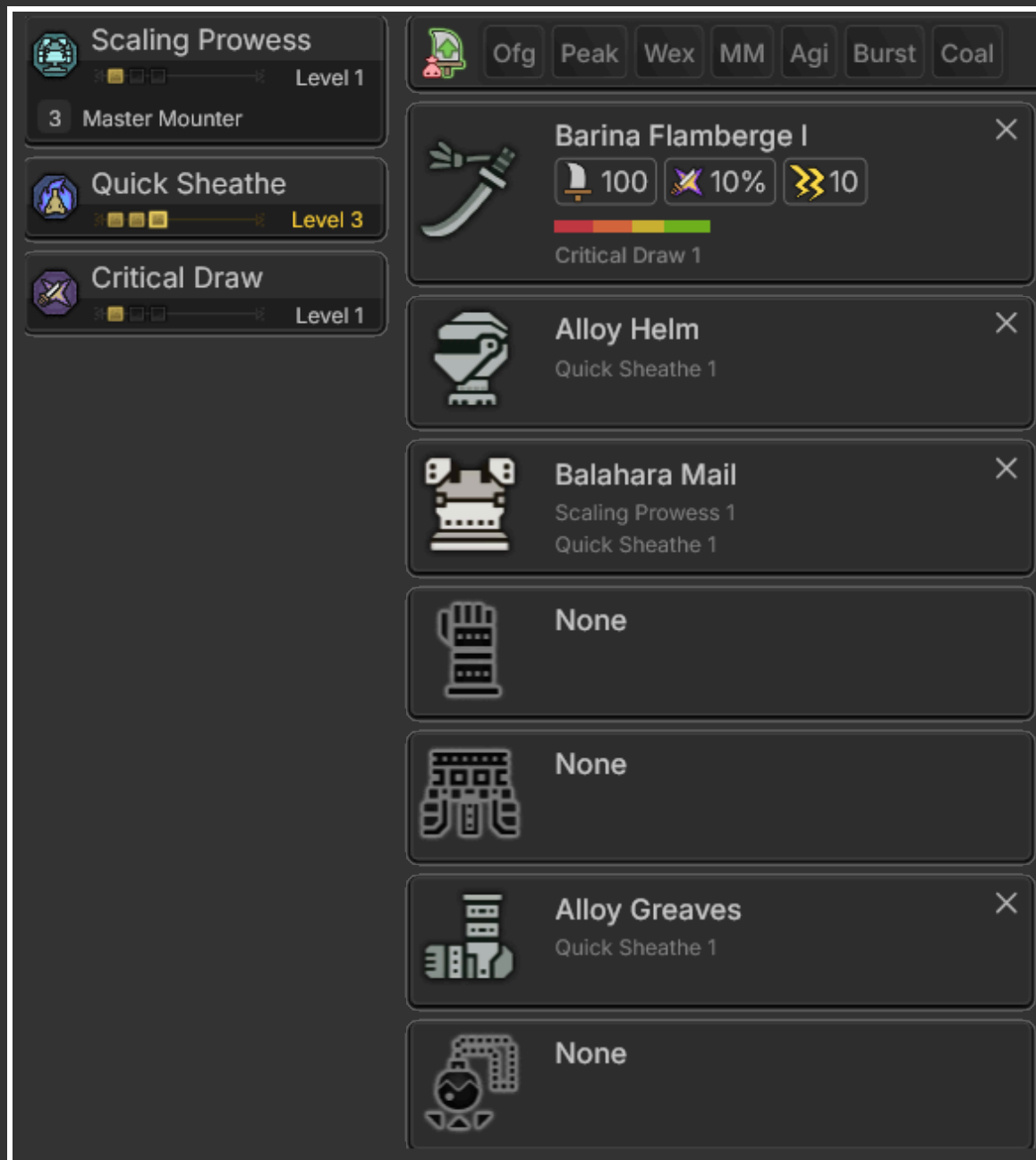


Fig. 2.1A - Chapter 1 Prog Set

Lala Barina LS is available early and comes with decent sharpness and free Paralysis.

Chapter 2

Nerscylla LS comes with Power Prolonger 2, which is nice for staying in Red Spirit. However, you can upgrade the Lala Barina LS for the paralysis,

**Scaling Prowess**
■■■■————— Level 3
3 Master Mounter

**Quick Sheathe**
■■■■————— Level 3

**Evade Window**
■■■■■■■■——— Level 3

**Power Prolonger**
■■■————— Level 2

**Ice Resistance**
■■■————— Level 2

**Recovery Speed**
■■■————— Level 1

**Blood Cry I** ×
120 10% 13
Power Prolonger 2

**Alloy Helm** ×
Quick Sheathe 1

**Hirabami Mail** ×
Scaling Prowess 1
Evade Window 1
Recovery Speed 1

**Hirabami Vambraces** ×
Scaling Prowess 1
Evade Window 1
Ice Resistance 1

**Hirabami Coil** ×
Scaling Prowess 1
Evade Window 1
Ice Resistance 1

**Alloy Greaves** ×
Quick Sheathe 1

**Sheathe Charm I** ×
Quick Sheathe 1



Fig. 3.1B - Sheathe Charm I

Chapter 3 also unlocks Guardian Ebony Odogaron which finally gives us some decent damage skills. Burst 3 with the 2 piece set bonus is a nice +15 attack.

Guardian Rathalos LS is the best option at the end of Low Rank with good raw, decent sharpness, and some base affinity. Comes with Master's Touch which doesn't do much just yet, but better than nothing.



Fig. 2.3A - Final LR Set

Sheathe Charm II



Upgrade Materials



Spotted Poison Hide+

x 4

1



Rompopolo Beak+

x 3

5



Kranodath Skull+

x 5

1



Ajarakan Marrow

x 1

0

Fig. 3.1A - Sheathe Charm II

High Rank starts with using pieces farmed from low rank Guardian Arkveld. The set bonus restores 25 HP when wounds are destroyed, making for a very comfy set. Rathian LS is used for the superior affinity and sharpness compared to the previous Longsword.



HR20

Farm the Rathalos Coil, which gives Adrenaline Rush 2. This is +15 raw upon a successful dodge, and it works with Foresight Slash. The weapon of choice is Rathalos LS, with better attack and sharpness than Rathian.



Guardian's Pulse

Level 3

3 Wylk Burst



Guardian Arkveld's Vitality

Level 2

2 Decimator I

4 Decimator II



Ebony Odogaron's Power

Level 1

2 Burst Boost I

4 Burst Boost II



Rathalos's Flare

Level 1

2 Scorcher I


4 Scorcher II



Scaling Prowess

Level 1

3 Master Mounter




Critical Boost

Level 3




Quick Sheathe

Level 3



Flayer

Level 2



Adrenaline Rush

Level 2



Blight Resistance

Level 1



Burst

Level 1



Evade Window

Level 1



Flinch Free

Level 1



Ofg

Peak

Wex

MM

Agi

Burst


Coal



Wyvern Blade "Blood" I



180



10%



29

Critical Boost 3



G. Arkveld Helm

Guardian Arkveld's Vitality 1

Guardian's Pulse 1

Flayer 1



G. Arkveld Mail

Guardian Arkveld's Vitality 1

Guardian's Pulse 1

Flayer 1

Blight Resistance 1



G. Ebony Braces

Ebony Odogaron's Power 1

Guardian's Pulse 1

Burst 1



Rathalos Coil α

Rathalos's Flare 1

Scaling Prowess 1

Adrenaline Rush 2

Evade Window 1



Alloy Greaves α

Quick Sheathe 1

Flinch Free 1



Sheathe Charm II

Quick Sheathe 2

Fig. 3.2B - HR 20 Prog Set

Also farm the Weakness Exploit charm, as it will be used later.



Fig. 3.2C - Exploiter Charm I

From this point onward, the recommended way to progress is doing Side Quests. They unlock the “farms”, some new systems like random villagers inviting you to dinner, the Power and Armor charm for some free Raw, as well as some decoration melding options.

After doing them, you should be well on your way to Hunter Rank 40, which is the current final monster unlock of the game.

4. Late Post-Game Progression Guide

HR30:

Gore Magala unlocks after hunting Jin Dhaad and the other Apexes, and its set bonus with Antivirus 3 gives a nice 25% affinity. Only a single Quick Sheathe decoration is considered for now, but slot any decent decorations you have. If you still don't have a QS deco yet for some reason, swap Ebony Helm for Alloy.

Lala Barina LS is used here for the good raw, sharpness, and Paralysis.

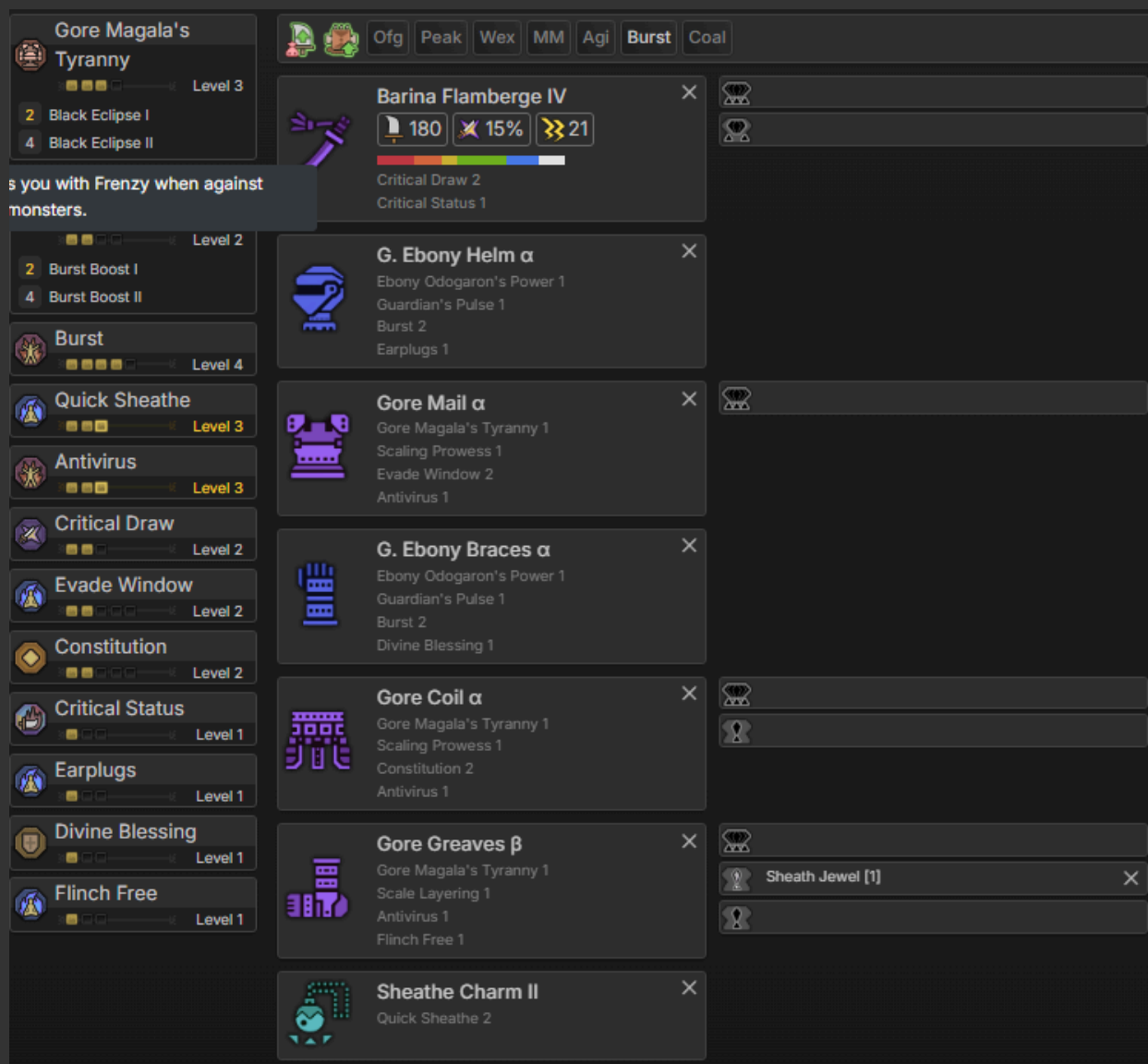


Fig. 4.1A - HR 30 Prog Set

HR40:

Upgrade your Weakness Exploit Charm, Hunter Symbol III needs Tier 3 Tempered Investigations.



Fig 4.2A - Exploiter Charm II

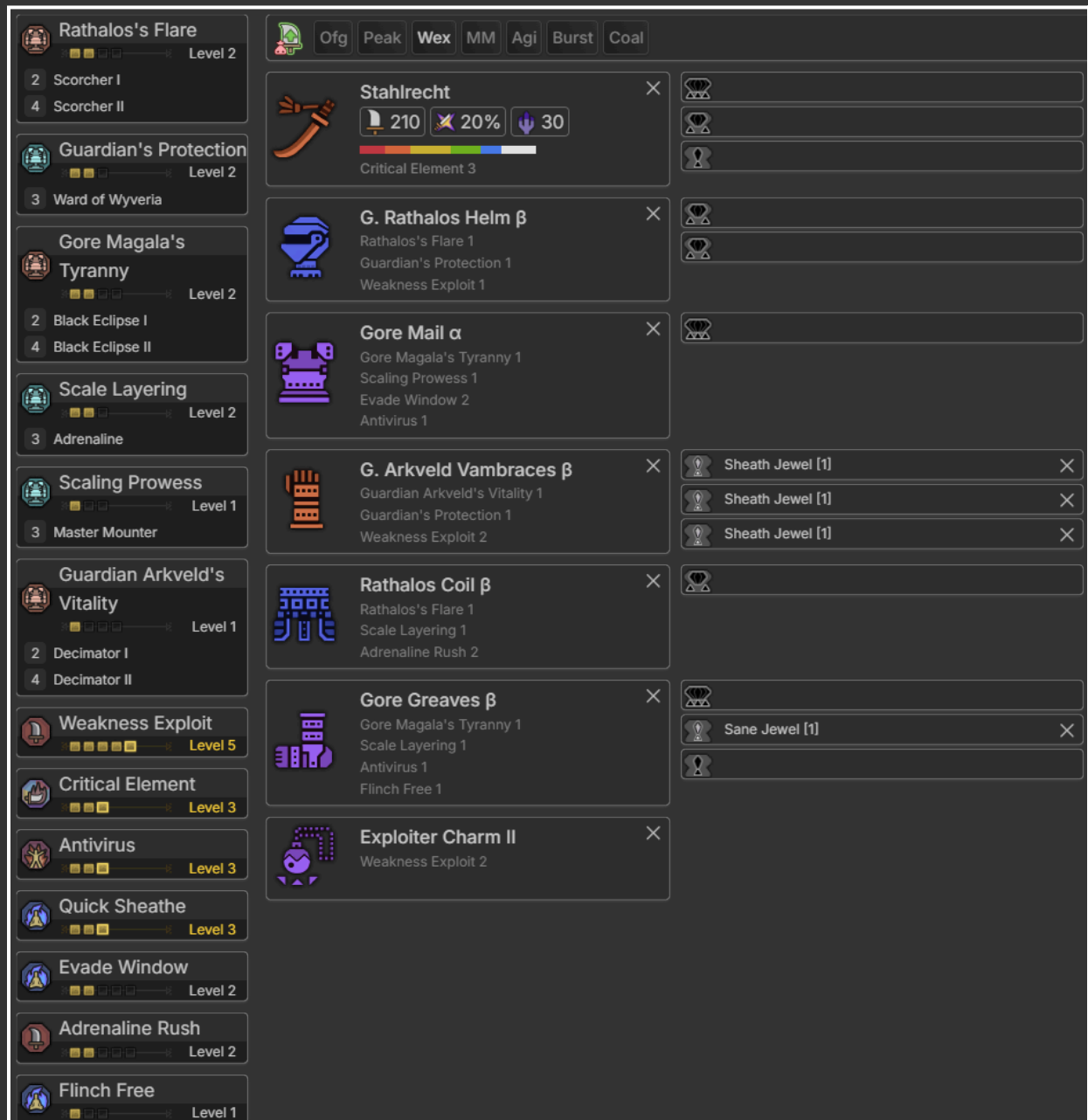


Fig. 4.2B - Final HR Prog Set

Barebones set to start farming endgame investigations. Slot any good decorations you have, Quick Sheathe is the only mandatory one, Mighty decorations are recommended to slot if possible. From here, move onto the [Endgame Build Guide](#).

Endgame Build Guide

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1. A Preface by the Author

Wilds Longsword is so fun and cool and exciting in this perfect game with no flaws and we love pressing the same 2 button combo the entire hunt

2. Build Guide Assumptions

2.1 Skill Priority

Armor Skill Priority

1	Weakness Exploit	All these Skills share two crucial things in common: They give affinity and they are on Armor. Crit is very important for Longsword for not only damage but also Sharpness maintenance via Master's Touch.
1	Maximum Might	
1	2 Piece Gore + Antivirus 3	
1	Agitator	Less affinity than Wex, but also gives raw.
1	Quick Sheathe 3	Massively speeds up Special Sheathe with the speed being somewhere between Iceborne and Sunbreak, allowing you to go for ISS much more easily.
1	Counterstrike	+10-25 Raw for 30-45 seconds after getting hit with an attack that would knock you back. Hyper armor counts. Also can be refreshed during its duration, making it easy to maintain.
1	Burst 1	+8/6 Raw/Ele for 3 seconds after hitting a monster 5 times. Very efficient 1 point skill.
2	Adrenaline Rush	Foresight Slash activates Adrenaline Rush which is a 10-30 Raw boost for 30 seconds. Does not refresh until the duration is over, so less reliable than Counterstrike.
2	Coalescence	5-15% Element increase after curing a status.
2	Burst 2-5	Adds 2/2/3/3 raw for lvl 2-5 and 2 ele per level, only worth for full element sets.

Fig. 2.1A - Offensive Armor Skill Priority

Weapon Skill Priority

1	Critical Boost 5	The strongest skill in the game for raw sets.
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1	Master's Touch	Extremely important sharpness management tool due to LS's current optimal combo.
2	Ele Attack 3	For Elemental sets only.
2	Critical Elemental 3	+15% Elemental damage on critical hits. Only used for Full Elemental set.

Fig. 2.1B - Weapon Skill Priority

2.2 Other Considerations

Food Skills:

First Slot: Meat as a base for food grants +2 Raw.

Second Slot: Caprice Meal (Hi) (Airy Egg) gives +15 Raw in random intervals during its duration, which lasts for 10 seconds each. Black Belt (Hi) (Droolshroom) reduces the stamina consumption of Foresight Slash. Paired with Constitution 3, this helps maintain Maximum Might.

Alternatively, Tumbler Meal (Mud and Turbid Shrimp) grant additional iframes on dodges.

Lastly, Moxie Meal (Specialty/Slid Garlic) can prevent one cart.

Third Slot depends on Set and Location.

Ultimately, there is no stand-out absolute banger meal that will make a ginormous impact, so eating whatever is available or cooked by villagers or even just Meat is good enough.

Cat:

Just use Lala Barina weapon and cripple monsters lmao

Cat unlocks extra abilities by doing its Side Quests, namely:

- Revive on cart with half health (once/quest)
- Spawn Vigor Wasps
- Steal materials

Cats max out at level 30.

3. Meta Build Guide

3.1 Weapon Recommendations

Element Artian with Raw focused sets are currently the best option for Longsword. Status Artians can be used for general use, but keep in mind element adds around 5-10% damage depending on matchup.

While worse than Element, Status Artians are good for general use. Prioritize **Paralysis** and **Blast**, the other two statuses have little value. Craftables will be included as alternative, weaker options (provided they are competitive with Artian).

Element	Weapons
Fire	Best: Dimensius Craftable: Wyvern Blade "Lily"
Water	Best: Dimensius Craftable: Tamonowo
Thunder	Best: Dimensius Craftable: None
Ice	Best: Dimensius Craftable: None
Dragon	Dimensius Craftable: Blazing Rafel
Paralysis	Best: Dimensius Craftable: Lala Ornithocton
Blast	Best: Dimensius Craftable: None

Fig. 3.1A - Weapon Recommendations

3.2 Infusions and Reinforcements

3.2.1 Status and Element

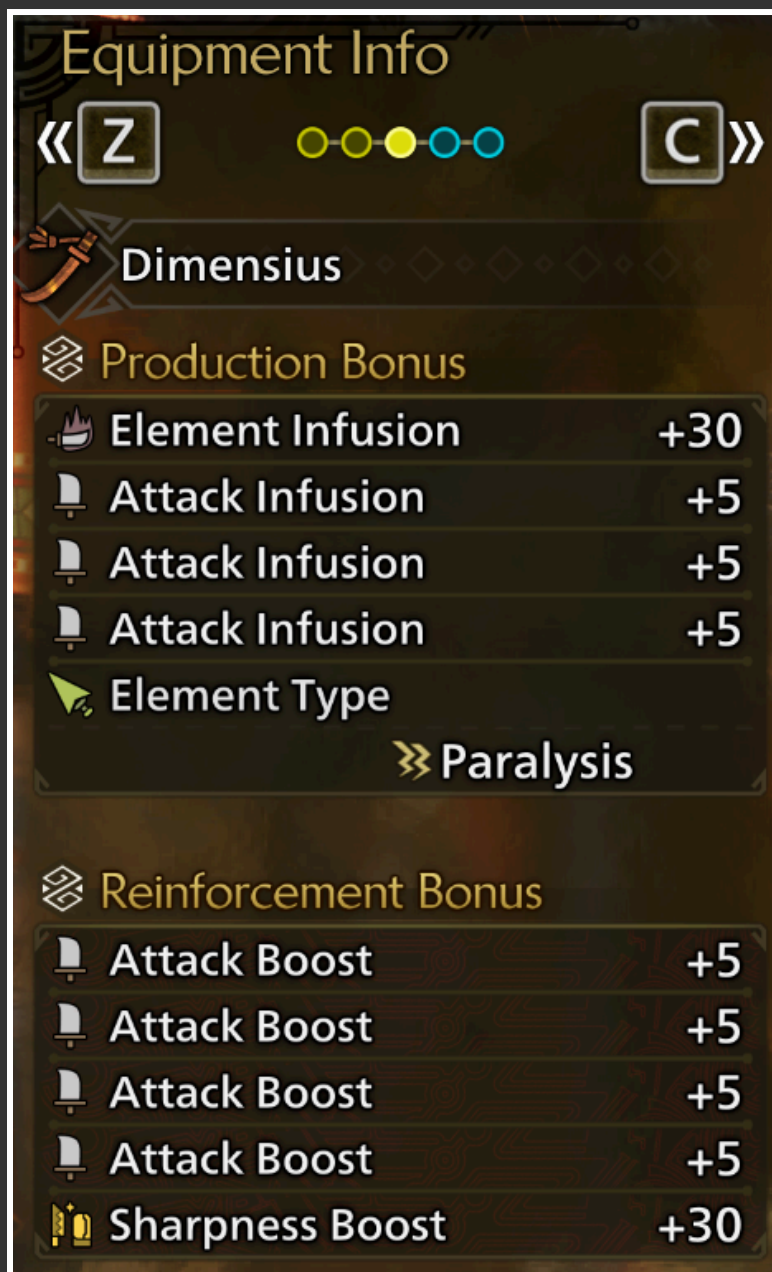


Fig 3.2A - Status/Element Infusions and Reinforcements

While 7 attack is optimal, it's worth noting that having 1-3 affinity in place of attack is fine - the damage difference is fairly small. What matters is having 1 Sharpness and no Element.

3.2.2 Full Element

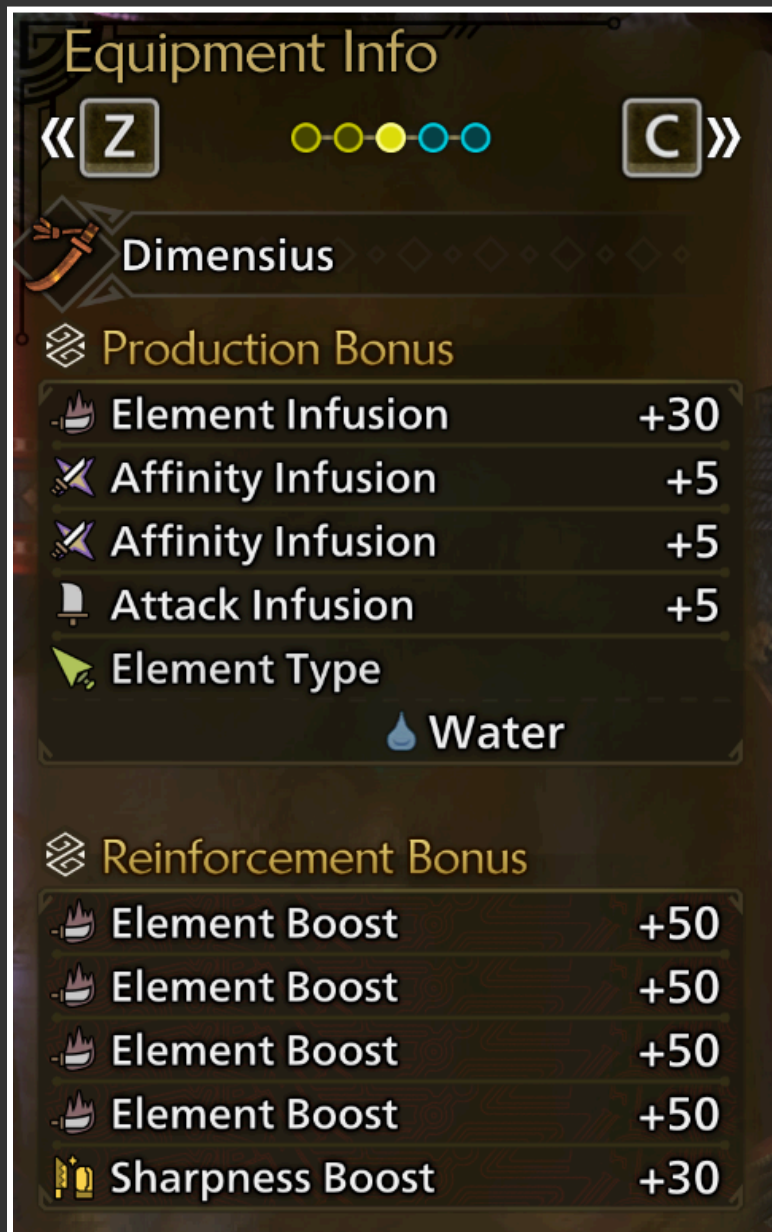


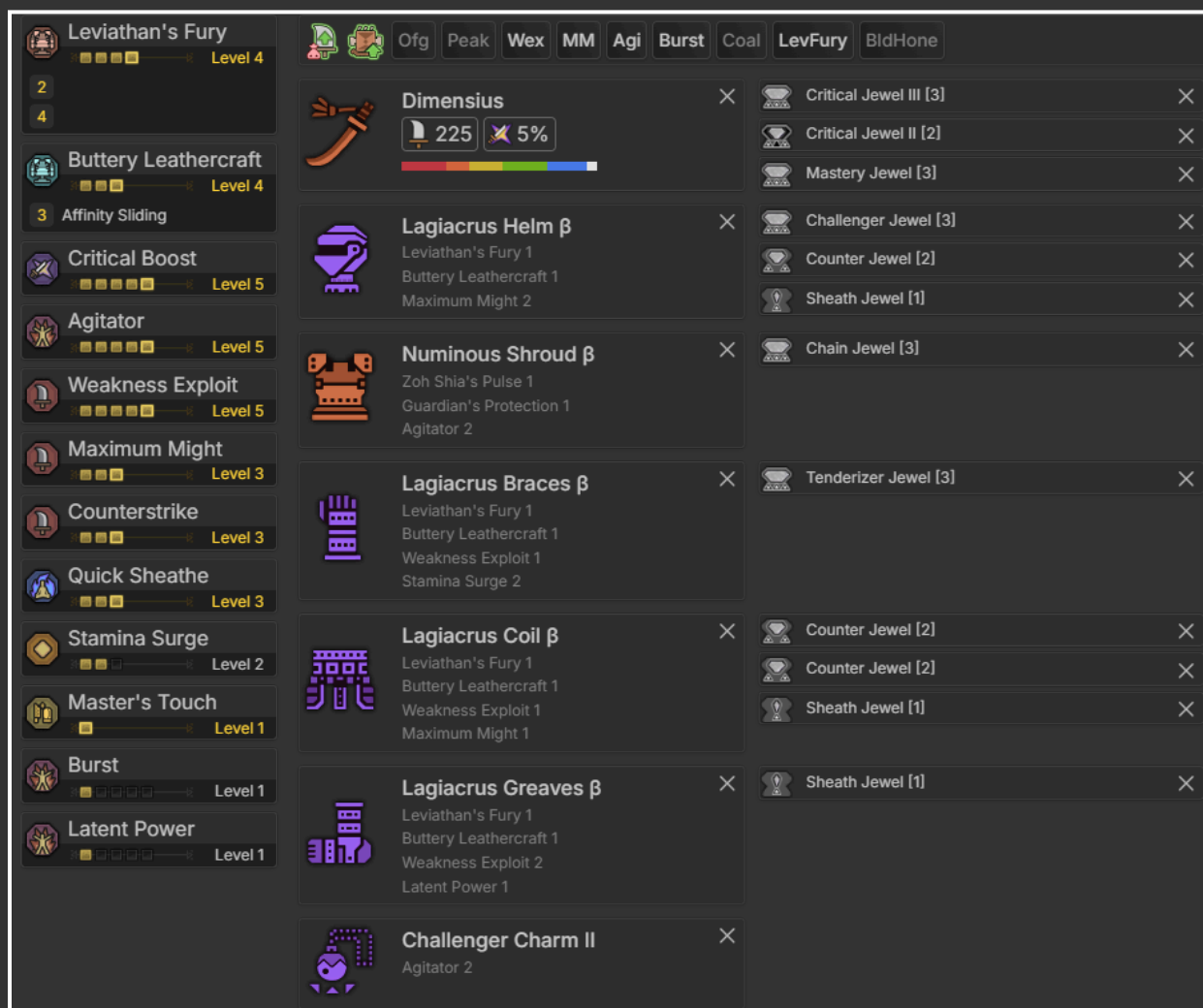
Fig 3.2B - Full Element Infusions and Reinforcements

Only Water is worth using for full Element due to the only 2 favorable matchups being Water.

3.3 Raw but it's actually Element flavored

Because Element comes at no cost on Artian, it is optimal to go for raw sets while matching element.

3.3.1 4P Lagi



Standard set with Agitator 5 and Wex 5. Also has Counterstrike 3, which is good if you're able to maintain the buff through hyper armor (After ISS, Spirit Thrust, Spirit Release Slash, Iai Slash, end of FSS, after Spirit Charge on Red, Focus Strike).

3.3.2 Adrenaline Rush

Leviathan's Fury Level 2 2 4	Dimensius 225 5% 	Critical Jewel III [3] Critical Jewel II [2] Mastery Jewel [3] Tenderizer Jewel [3] Counter Jewel [2] Counter Jewel [2] Counter Jewel [2] Sheath Jewel [1] Sheath Jewel [1] Sheath Jewel [1] Tenderizer Jewel [3] Mighty Jewel [2] Chain Jewel [3] Sane Jewel [1] Sane Jewel [1]
Gore Magala's Tyranny Level 2 2 Black Eclipse I 4 Black Eclipse II	Lagiacrux Helm β Leviathan's Fury 1 Buttery Leathercraft 1 Maximum Might 2	
Critical Boost Level 5	Lagiacrux Mail β Leviathan's Fury 1 Buttery Leathercraft 1 Weakness Exploit 1 Stamina Surge 1	
Weakness Exploit Level 5		
Adrenaline Rush Level 3	G. Arkveld Vambraces β Guardian Arkveld's Vitality 1 Guardian's Protection 1 Weakness Exploit 2	
Maximum Might Level 3	Gore Coil β Gore Magala's Tyranny 1 Scale Layering 1 Constitution 2	
Counterstrike Level 3	Gore Greaves β Gore Magala's Tyranny 1 Scale Layering 1 Antivirus 1 Flinch Free 1	
Quick Sheathe Level 3	Counterattack Charm III Adrenaline Rush 3	
Antivirus Level 3		
Constitution Level 2		
Master's Touch Level 1		
Stamina Surge Level 1		
Flinch Free Level 1		
Burst Level 1		

Variation with Adrenaline Rush 3 and 2P Gore instead of Agitator. Always better against Guardians (since Agi is bad on them). and better than the previous set with ~50% Adrenaline Rush uptime.

3.3.3 Zoh Shia LS

Guardian's Protection
Level 3

Ward of Wyveria

Zoh Shia's Pulse
Level 2

2

4

Gore Magala's
Tyranny
Level 2

2 Black Eclipse I

4 Black Eclipse II

Agitator
Level 5

Critical Boost
Level 3

Counterstrike
Level 3

Maximum Might
Level 3

Constitution
Level 3

Quick Sheathe
Level 3

Antivirus
Level 3

Weakness Exploit
Level 2

Whiteflame Torrent
Level 1

Master's Touch
Level 1

Recovery Speed
Level 1

Flinch Free
Level 1

Burst
Level 1

Ofg Peak Wex MM Agi Frenzy Burst Coal

Blazing Rafel

220 5% 20

Whiteflame Torrent 1

Numinous Crown β

Zoh Shia's Pulse 1
Guardian's Protection 1
Agitator 1
Recovery Speed 1

Numinous Shroud β

Zoh Shia's Pulse 1
Guardian's Protection 1
Agitator 2

G. Arkveld Vambraces β

Guardian Arkveld's Vitality 1
Guardian's Protection 1
Weakness Exploit 2

Gore Coil β

Gore Magala's Tyranny 1
Scale Layering 1
Constitution 2

Gore Greaves β

Gore Magala's Tyranny 1
Scale Layering 1
Antivirus 1
Flinch Free 1

Counter Charm III

Counterstrike 3

Mastery Jewel [3]

Critical Jewel II [2]

Critical Jewel [1]

Challenger Jewel [3]

Mighty Jewel [2]

Physique Jewel [1]

Challenger Jewel [3]

Sheath Jewel [1]

Sheath Jewel [1]

Sheath Jewel [1]

Mighty Jewel [2]

Mighty Jewel [2]

Chain Jewel [3]

Sane Jewel [1]

Sane Jewel [1]

Currently the best craftable LS. Will lose to Element Artian (even against dragon), but slightly outdamages Status Artian. Use this if you don't want to use Artian. Other non-Artian Longswords will also work with this build, so use whichever one you prefer (for the drip).

3.4 Lord's Soul

With the addition of AT Rey Dau, we got the Lord's Soul group skill. This gives 5% base raw + Guts (protection from a single cart), and the raw bonus lasts until Guts is used up. Moxie Food skill can be used as an extra safeguard, allowing you to survive two carts and keep the raw bonus for one.

It is important to note that these sets will partially rely on Latent Power for affinity. Due to this, these sets will only be worthwhile when you can easily proc the skill. This will be on matchups that do significant damage that you can hyper armor through, such as Zoh Shia or Arkveld.

Latent Power is activated when you take 130 total damage. Hyper armor counts toward this, so LS has a relatively easy way of tanking damage for LP. Once the skill is active, it lasts for 2 mins (2.5 mins with 2P Rey, 3.5 mins with 4P). The cooldown cannot be refreshed once it is active.

When Latent Power is up, these sets will outperform the standard sets by around 3-4%. When LP is down, they lose by around 2%.

3.4.1 AT Rey + Uth

Rey Dau's Voltage Level 3
2 Thunderous Roar I
4 Thunderous Roar II

Lord's Soul Level 3
3

Critical Boost Level 5

Agitator Level 5

Latent Power Level 4

Razor Sharp Level 3

Counterstrike Level 3

Maximum Might Level 3

Quick Sheathe Level 3

Handicraft Level 1

Weakness Exploit Level 1

Stamina Surge Level 1

Adrenaline Rush Level 1

Burst Level 1

Dimensius 225 5%

Rey Sandhelm γ
Rey Dau's Voltage 1
Lord's Soul 1
Weakness Exploit 1
Maximum Might 1
Stamina Surge 1

Numinous Shroud β
Zoh Shia's Pulse 1
Guardian's Protection 1
Agitator 2

Rey Sandbraces β
Rey Dau's Voltage 1
Lord's Fury 1
Latent Power 2

Rey Sandcoil γ
Rey Dau's Voltage 1
Lord's Soul 1
Latent Power 2
Maximum Might 2

Duna Wildgreaves γ
Uth Duna's Cover 1
Lord's Soul 1
Quick Sheathe 3
Agitator 1

Counter Charm III
Counterstrike 3

Jewel Slots:
Critical Jewel III [3]
Critical Jewel II [2]
Rzr Sharp/Handicraft Jwl [3]
Challenger Jewel [3]
Challenger Jewel [3]
Counterattack Jewel [3]
Chain Jewel [3]

The addition of AT Uth Duna gave us a decent legpiece, which allows for a minor upgrade from 3P AT Rey.

3.4.2 3P Wex

	Rey Dau's Voltage	Dimensius	Rey Sandhelm γ	Numinous Shroud β	G. Arkveld Vambraces β	Rey Sandcoil γ	Rey Sandgreaves γ	Counter Charm III
	Level 3 Thunderous Roar I Thunderous Roar II	 225 / 5%	 Rey Dau's Voltage 1 Lord's Soul 1 Weakness Exploit 1 Maximum Might 1 Stamina Surge 1	 Zoh Shia's Pulse 1 Guardian's Protection 1 Agitator 2	 Guardian Arkveld's Vitality 1 Guardian's Protection 1 Weakness Exploit 2	 Rey Dau's Voltage 1 Lord's Soul 1 Latent Power 2 Maximum Might 2	 Rey Dau's Voltage 1 Lord's Soul 1 Stamina Surge 2 Stun Resistance 3	 Counterstrike 3
	Level 3							
	Level 5							
	Level 5							
	Level 3							
	Level 3							
	Level 3							
	Level 3							
	Level 3							
	Level 3							
	Level 2							
	Level 2							
	Level 1							
	Level 1							
		Critical Jewel III [3] Critical Jewel II [2] Rzr Sharp/Handicraft Jwl [3] Tenderizer Jewel [3]	Tenderizer Jewel [3]	Sheath Jewel [1] Sheath Jewel [1] Sheath Jewel [1]	Chain Jewel [3]			

Variation using Wex 5 for Guardians.

3.5 FULL ELEMENT

3.5.1 Odogaron

Gore Magala's Tyranny Level 2
2 Black Eclipse I
4 Black Eclipse II

Weakness Exploit Level 5

Burst Level 5

Water Attack Level 3

Critical Element Level 3

Maximum Might Level 3

Quick Sheathe Level 3

Antivirus Level 3

Handicraft Level 2

Constitution Level 2

Master's Touch Level 1

Flinch Free Level 1

Dimensius
195 15% 50

G. Ebony Helm β
Ebony Odogaron's Power 1
Guardian's Protection 1
Burst 2

Arkvulcan Mail β
Arkveld's Hunger 1
Alluring Pelt 1
Weakness Exploit 1

G. Arkveld Vambraces β
Guardian Arkveld's Vitality 1
Guardian's Protection 1
Weakness Exploit 2

Gore Coil β
Gore Magala's Tyranny 1
Scale Layering 1
Constitution 2

Gore Greaves β
Gore Magala's Tyranny 1
Scale Layering 1
Antivirus 1
Flinch Free 1

Exploiter Charm II
Weakness Exploit 2

Stream/Handicraft Jwl [3]
Crit Elem/Handicraft Jwl [3]
Mastery Jewel [3]
Mighty Jewel [2]
Chain Jewel [3]
Mighty Jewel [2]
Sheath Jewel [1]
Sheath Jewel [1]
Sheath Jewel [1]
Chain Jewel [3]
Mighty Jewel [2]
Chain Jewel [3]
Sane Jewel [1]
Sane Jewel [1]

Anti-Odogaron set. Odo is super weak to water, so investing in Element Attack/Critical Element will be more damage. Counterstrike is omitted due to many of its attacks giving Dragonblight - tanking them with hyper armor will remove all your element damage. Wex is used over Agi since Odo is a Guardian.

3.5.2 Gravios

Skills	Build	Equipment
Guardian's Protection Level 3 3 Ward of Wyveria	Dimensius 195 15% 50	Stream/Handicraft Jwl [3] Critical Jewel III [3] Mastery Jewel [3]
Zoh Shia's Pulse Level 2 2 4	Numinous Crown β Zoh Shia's Pulse 1 Guardian's Protection 1 Agitator 1 Recovery Speed 1	Challenger Jewel [3] Mighty Jewel [2] Physique Jewel [1]
Gore Magala's Tyranny Level 2 2 Black Eclipse I 4 Black Eclipse II	Numinous Shroud β Zoh Shia's Pulse 1 Guardian's Protection 1 Agitator 2	Challenger Jewel [3]
Agitator Level 5	G. Arkveld Vambraces β Guardian Arkveld's Vitality 1 Guardian's Protection 1 Weakness Exploit 2	Sheath Jewel [1] Sheath Jewel [1] Sheath Jewel [1]
Water Attack Level 3	Gore Coil β Gore Magala's Tyranny 1 Scale Layering 1 Constitution 2	Mighty Jewel [2] Mighty Jewel [2]
Critical Boost Level 3	Gore Greaves β Gore Magala's Tyranny 1 Scale Layering 1 Antivirus 1 Flinch Free 1	Chain Jewel [3] Sane Jewel [1] Sane Jewel [1]
Counterstrike Level 3	Counter Charm III Counterstrike 3	
Maximum Might Level 3		
Constitution Level 3		
Quick Sheathe Level 3		
Antivirus Level 3		
Weakness Exploit Level 2		
Handicraft Level 1		
Master's Touch Level 1		
Recovery Speed Level 1		
Flinch Free Level 1		
Burst Level 1		

Gravios' Belly has a terrible raw but high water hitzone until it's broken, then it becomes high raw and even higher water. This means that it's worth investing into both element and raw, so a full water Artian LS with the standard raw Agi set will be used.

4. Meta Matchups

The main target hitzone will be the head unless noted otherwise.























Wilds Long Sword Matchup Sheet															
Ice			Thunder			Fire									
							Petal/Head 								
Wings 															
Para/Blast or Zoh(Chains)															
															
Dragon					Water										
Arms 						Full Ele water 	Tail 	Arms 							
															

Fig. 4.0A - Meta matchup table

5. Meme Builds

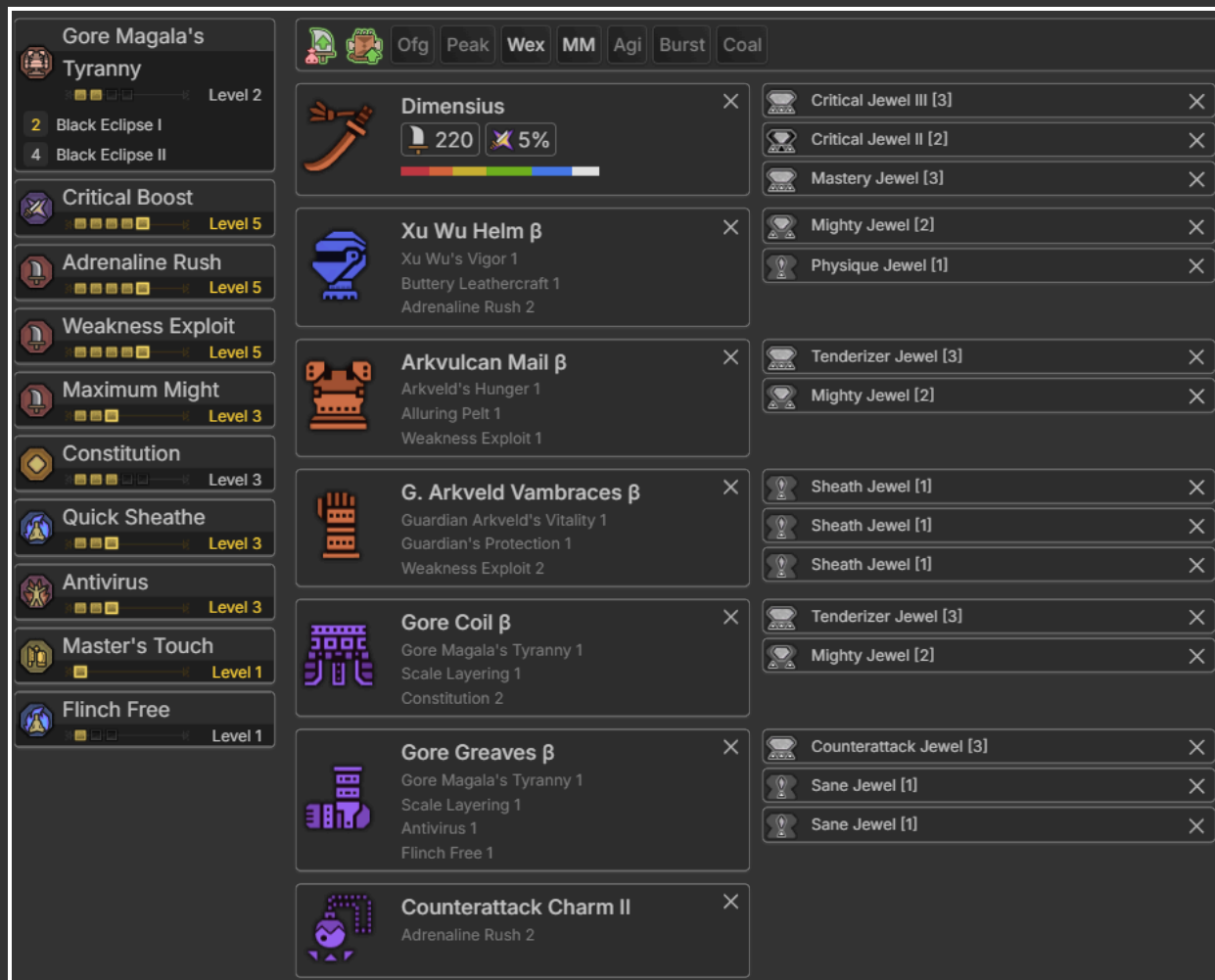
5.1 Critical Draw

The screenshot displays a game build interface for 'Gore Magala's Tyranny'. The interface is divided into several sections:

- Left Sidebar:** A vertical list of skills and their levels. Skills include Gore Magala's Tyranny (Level 4), Agitator (Level 5), Critical Boost (Level 3), Razor Sharp (Level 3), Critical Draw (Level 3), Counterstrike (Level 3), Evade Window (Level 3), Antivirus (Level 3), Constitution (Level 3), Quick Sheathe (Level 3), Handicraft (Level 1), Recovery Speed (Level 1), Adrenaline Rush (Level 1), Flinch Free (Level 1), and Burst (Level 1).
- Top Bar:** A row of icons and labels: Ofg, Peak, Wex, MM, Agi, Burst, and Coal.
- Central Area:** A grid of skill cards. Each card shows a skill name, its icon, and a list of associated skills. Skills include Dimensius (220, 5%), Numinous Crown β, Gore Mail α, Gore Vambraces β, Gore Coil α, Gore Greaves β, and Challenger Charm II.
- Right Sidebar:** A vertical list of items and their levels. Items include Critical Jewel III [3], RZR Sharp/Handicraft Jwl [3], Draw Jewel III [3], Challenger Jewel [3], Counter Jewel [2], Challenger Jewel [3], Counter Jewel [2], Counter Jewel [2], Counterattack Jewel [3], Sheath Jewel [1], Chain Jewel [3], Sheath Jewel [1], and Sheath Jewel [1].

Crit Draw is actually decent in Wilds, giving 100% affinity for 3s after a draw attack. Of course, this works on both ISS and Iai Slash, and you can even fit one Crimson Combo after ISS with full crit. Unfortunately, this set falls off hard for both extended Crimson Combos and SHB SRS as crit draw will not apply to those. Use this set if you like spamming ISS.

5.2 Evasion Mantle



With the buff to both Evasion Mantle and Max Might, this set is actually pretty decent. Foresight Slash works with Evasion Mantle and Adrenaline Rush for a large damage boost (50% attack for 3s, +30 for 30s). Unfortunately, Evasion Mantle only lasts 105s, after which this set falls off hard.

6. Update Changes

TU1 added Zoh Shia and Mizutsune.

- Zoh LS is the new best craftable, and is also competitive with Status Artian.
- Zoh Helm and Chest are efficient Agi pieces so they are used.
- Mizutsune LS is now the best water craftable. Still loses to Artian.

AT Rey update added new armor.

- 3P AT rey set bonus gives Lord's Soul which is 5% raw bonus and Guts (prevents one cart), making it a strong option. However, the raw bonus is lost after Guts is activated.
- While the Latent Power that comes with AT Rey armor is less consistent affinity compared to 2P Gore, the raw bonus from Lord's Soul can make up for it.

TU2 added Lagiocrus and Seregios.

- Both Longswords are nothing special, Artian and Zoh are still best.
- Lagiocrus has some good armor pieces, but Seregios armor isn't useful.
- Also added Adrenaline Rush 3 charm which allows for slightly more damage.
- Spirit Release Slash, among other things, received a buff, while Crimson I received a slight nerf.

AT Uth update added new armor.

- Only the legs are useful for LS.

7. FAQs

Q: Why no Focus or Power Prolonger?

A: LS has enough tools (Spirit Charge, FSS, ISS, Focus Strike) to reach and maintain Red Spirit without them.

Q: Why is Quick Sheathe 3 so important?

A: The best way to gain Spirit Gauge is through Special Sheathe -> ISS. Quick Sheathe speeds up the sheathing animation for Special Sheathe, making it very good for LS.

Q: How does Flayer work?

A: It makes wounds appear faster. Also builds up like a status, then does damage as a small explosion. Does not work for most relevant LS attacks, so not worth using.

Q: How does Whiteflame Torrent work?

A: Has a small chance to deal 50 flat damage on certain attacks, but has a 3s cooldown. Will proc every ~7-8s or so.

Q: Why do the builds have no mantles?

A: Because they don't reset on Quest Start/End. You're free to use whichever you like.

Q: Why not Partbreaker, it says it increases Focus Strike damage?

A: It does currently not increase Focus Strike damage. It does, however, increase damage wounds deal when they are broken, by the specified amount in the skills description.

Q: Why do the sets overcap affinity? Frenzy gives 15% and Antivirus 3 gives 15%!

A: Frenzy gives 15% when cured. Antivirus only gives 10%. The english description is wrong.

Q: Why do the decorations in my set not save properly?

A: That feature is currently bugged, we don't know why.

Q: How much does Power Charm add?

A: Power Charm grants +6 Raw.

Q: How long do Might Seed, Demon Powder, and Demondrug last?

A: Seed and Powder last 3 minutes each, drug lasts 30 minutes. The timer does not tick down in Base Camp.

Q: How does Self Improvement work?

A: Every 5 minutes, you gain +5 Raw, until the cap at 30 Raw after 30 Minutes.

Q: Why do I randomly get disconnected from MP? Why am I still in the hunt/group/lobby after disconnecting? Why do monsters teleport?

A: Multiplayer is currently bugged.

Q: I cut off a monster's tail, why did it become a different monster's material?

A: Cutting off and carving tails does not currently function as intended.

Q: Why can't I talk to certain NPCs?

A: NPC interaction detection currently isn't working properly. If you're too close to an NPC, you cannot talk to them.

Q: Why do the sets have Constitution 3?

A: Foresight Slash uses stamina, and Maximum Might requires stamina to function. Constitution 3 + Black Belt (Hi) meal allows for more Maximum Might uptime with FSS.

Q: Should I play Longsword?

A: Why are you here?

8. Resources

1. [Wilds Ass](#)
2. [Collection of datamines](#)
3. [Wilds Builder](#)
4. [Kiranico Wilds Database](#)

9. Acknowledgements

I'd like to thank:

- Sasch, Kat, and Upgreid for heading the Wiggler Project

- Zero, who helped format this guide
- jerrynt, who turned the matchup table into an actual chart
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- the rest of the Wiggler Team

10. Final words



- Zero