

Monster Hunter Freedom Unite Great Sword Guide

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Introduction

Great Swords are your typical heavy weapon. You move slowly but you hit hard, especially with the advent of the charge attack. With this, GS's were given the strongest single hit attack in the game and tactics with the great sword have changed much since previous games.

Useful Great Swords

Low Rank

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

Raw Damage

Tactical Blade

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

Strongest Great Sword at Low Rank, although some may find it difficult to make because of the Rathalos Webbing and Daora Claws needed to make it.

Sieglinde

Attack: 912
Max Sharpness: Good Green
Affinity: 0%
Slots: 2

A good alternative to Tactical Blade. Farming Rathian is easier to do than farming Rathalos, and if you do get enough Monoblos hearts to gem in Sharpness+1 in your armor set, this weapon will zoom past Tactical Blade in terms of damage. It also has an extra slot, so if your armor needs it, it is helpful that way too, although at this point that shouldn't be an issue.

Fire

Rathalos Firesword

Attack: 768
Attribute: 420
Max Sharpness: Good Green
Affinity: 0%
Slots: 1

Rathalos Firesword is the better Fire GS at Low Rank. It shares nearly identical but higher stats than Blue Wing, with the exception of affinity. Blue Wing does lead to Shiny Rathalos Sword, but by the time you are able to make S.R.S., there is a better Fire GS available.

Crimson Goat

Attack: 624
Attribute: 500
Max Sharpness: Poor Green
Affinity: 0%
Slots: 1

This and its predecessor are your choice of Fire GS until you are able to make Rathalos Firesword (unless you go to the guild and kill a 2* Rathalos. If so, then Red Wing is better than Barbaroi Blade). A temporary solution at best, since it really isn't a good GS. Don't let the 500 fire attribute fool you. GS's

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will get so few hits in that the 380 of Blue Wing is effectively just as damaging. Get it if you are collecting or if you want/need a fire GS pre-Rathalos.

Water

Plesioth Crystasword

Attack: 672
Attribute: 470
Max Sharpness: Great Green
Affinity: 0%
Slots: 0

The Plesioth GS line is literally your *only* choice of Water GS in the entire game, so there's not much to say about this weapon. It has good attribute, OK attack, and great sharpness. Probably your choice of weapon against your first Gravios.

Thunder

Kirin Thundersword

Attack: 624
Attribute: 550
Max Sharpness: Great Green
Affinity: 0%
Slots: 0

A good GS, and the start of a strong thunder GS line. It has *amazing* attribute and a massive amount of green sharpness. I would personally suggest upgrading it from Executioner since 7 Kirin Horns may be daunting for first time Kirin hunters.

Ice

==Steel Ice Blade+==

Attack: 720
Attribute: 240
Max Sharpness: Great Green
Affinity: 0%
Slots: 0

One of the stronger elemental GS's, in exchange for not being as elementally strong as the others. Still, it's your best choice for ice GS, and worth getting the ruststone for, especially if you main GS's, since it'll turn into the best Ice GS (sans Ukanlos, maybe).

Dragon

Ancient Blade

Attack: 864
Attribute: 100
Max Sharpness: Great Green
Affinity: -20%
Slots: 0

You best bet for a dragon GS at low rank. Despite the negative affinity, it is the stronger of the three dragon GS's available at this point. However, if you have gotten Steel Ice Blade, getting another ruststone may irk some, and few will have 60 Earth Crystals at this point, or may wish to spend them on other things. If those aren't problems, then by all means, get this sword.

Black Blade

Attack: 720
Attribute: 140
Max Sharpness: Small Green
Affinity: 0%
Slots: 0

The next best choice, but by far the easiest to make. It is, however, the weakest of the three, possessing a rather small Green Sharpness bar and a mediocre dragon attribute. However, for tasks like breaking a lunastra's horn, this will do the job.

Eternal Annihilator

Attack: 672
Attribute: 520
Max Sharpness: Great Green
Affinity: 0%
Slots: 0

The last choice for Dragon GS. The huge amount of dragon may make it the best choice if you want a dragon GS, but the requirements are staggeringly difficult. 5 of each Rathian and Rathalos plate is horrendously difficult. Some don't have that even when they start G-rank. If you do get blessed by the random number gods, this weapon will serve you well, and the element on later upgrades will be the highest on any weapon.

Poison

Chrome Razor

Attack: 816
Attribute: 320
Max Sharpness: Good Green
Affinity: 0%
Slots: 0

Best Poison GS in Low Rank. A tad bit difficult to make, requiring a couple of Elder Dragon Horns, but not bad as a status GS. It can rival some of the Raw GS's in terms of damage output if you are able to get poison to activate enough times.

Deadly Serpentblade

Attack: 720
Attribute: 270
Max Sharpness: Great Green
Affinity: 0%
Slots: 2

A much easier alternative to Chrome Razor, but overall, not as good. This is mentioned because it is available at 4*. It is a good weapon choice for first time Daora hunters.

Paralyze

Cat's Curse

Attack: 624
Attribute: 360
Max Sharpness: Small Green
Affinity: 0%
Slots: 1

Here by virtue of being the only Paralyze GS. Stats are subpar, but that's common with paralysis weapons.

Sleep

None

High Rank

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

Raw Damage

Siegmund

Attack: 1056
Max Sharpness: Poor Blue (Small White)
Affinity: 15%
Slots: 1
Def +15

Undoubtedly the best Raw damage GS in High Rank. Possessing Natural affinity, a high attack stat, good sharpness, and a slot, this weapon is worth the Ruby and the heart required to make it.

Killer's Scythe

Attack: 1008
Max Sharpness: Small Blue (Small White)
Affinity: 0%
Slots: 1

A cheaper alternative for those who aren't quite lucky with rare drops. This weapon is much easier to make and has the benefit of being able to upgrade into better weapons later on. However, it is overall worse than Siegmund.

Hidden Blaze

Attack: 912
Max Sharpness: Poor White (Poor Purple)
Affinity: 40%
Slots: 1

One of the better GS's. It especially shines if you can get S+1.

Fire

King Teostra Blade

Attack: 816
Attribute: 620
Max Sharpness: Small Blue (Small White)
Affinity: 0%
Slots: 0

A great elemental GS. Massive fire attribute and usable sharpness means its feasible to use this as an elemental GS. It eventually becomes the best Fire GS, so this is a definite must get.

Shiny Rathalos Sword

Attack: 864
Attribute: 520
Max Sharpness: Poor Blue (Small White)
Affinity 0%
Slots: 2

About as good, if not better, than King Teostra Blade. However, there are a few reasons why it is not recommended over King Teostra Blade. First is that it cannot upgrade anymore, meaning its usefulness ends at High Rank. Although other weapons are like this, having a weapon so close in power such as King Teostra Blade means that skipping over this weapon won't lose you anything. It's still a great sword though (pun slightly intended) and is usable, so if you want to or can't seem to get those Ancient Flatstones to turn into Worn Great Swords, go ahead and make it.

Water

Plesioth Azureblade

Attack: 816
Attribute: 620
Max Sharpness: Poor Blue (Small White)
Affinity: 0%
Slots: 0

Continuing with this weapon line, Plesioth Azureblade is your only water GS choice. It is on par with King Teostra Blade as an elemental GS.

Thunder

Khezu Shock Blade

Attack: 960
Attribute: 250
Max Sharpness: Small Blue (Poor White)
Affinity: 0%
Slots: 0

Among the Thunder GS's, this is the Raw damage heavyweight. It is also the easiest to make, being the lowest rarity and made of the weakest monster. Its raw stat makes it a good choice even if the monster isn't particularly weak to Thunder.

King Thundersword

Attack: 816
Attribute: 610
Max Sharpness: Small Blue (Small White)
Affinity: 0%
Slots: 0

As opposed to the raw focus of Khezu Shock Blade, King Thundersword is, as its predecessor was, elementally focused. It's interesting to see that most of the really good elemental GS's have 800 attack and 600 attribute. Along with King Teostra Blade and Plesioth Azureblade, this is another good elemental GS.

Ice

Daora's Decimator

Attack: 912
Attribute: 350
Max Sharpness: Good Blue (Small White)
Affinity: 0%
Slots: 0

Continuing from Steel Ice Blade+, the latest weapon in the only good Ice GS weapon line is this. A good amount of raw is this weapon's asset.

Dragon

Blushing Dame OR Pael Keizah

Attack: 864 OR 912
Attribute: 220 OR 230
Max Sharpness: Small Blue (Small White) OR Poor Blue (Small White)
Affinity: BOTH 0%
Slots: 2 OR 1
Def +10 Or Nothing

Discussed here because these two are practically the same weapon, and they both upgrade into the same weapon. Blushing Dame is slightly sharper, has an extra slot, and a slight defense boost, while Pael Keizah is better in both offensive stats. Ultimately though, Blushing Dame is better recommended, for the simple fact that it is easier to make. Both of these become the same weapon, so making both would be redundant. Since they are so similar, choosing the slightly weaker one in exchange for an easier time getting it is the better choice in this scenario.

Eternal Eradicator

Attack: 720
Attribute: 840
Max Sharpness: Poor Blue (Small White)
Affinity: 0%
Slots: 1

After getting the 10 plates for Annihilator, fighting Fatalis for this weapon will be a piece of cake. This is a must have for any GS user. It's dragon attribute is simply obscene, 2nd only to its upgrade.

Fatalis Ancestor

Attack: 960
Attribute: 360
Max Sharpness: Small Blue (Small White)
Affinity: 0%
Slots: 0

Great Attack, good dragon attribute, and good sharpness make this a very good weapon. However, the best dragon GS at high rank comes with a great price. In addition to being relatively expensive, it requires White Fatalis parts and 3 Fire Dragon Jewels. However, should you choose to make it, then you will have a great dragon weapon at your disposal.

Poison

Slaughter

Attack: 816
Attribute: 420
Max Sharpness: Poor Blue (Small White)
Affinity: 15%
Slots: 0

The other choice, Poison Serpentblade, has a similar amount of Attribute, one level higher of attack, and 2 slots. Slaughter, however, is the start of a weapon line, and boasts a bit of affinity to make up for the slightly lower attack. This weapon turns into a good weapon later on, so getting this now will serve you well.

Paralyze

Cat's King

Attack: 720
Attribute: 450
Max Sharpness: Great Green (Small Blue)
Affinity: 0%
Slots: 1

The latest in the Paralysis GS line. This one has quite a large attribute level, enough to make it quite useful if using the combo tactic with the GS. Stats are still not quite up to par with other GS's, but it's more usable in this upgrade.

Sleep

Pickaxe Blade

Attack: 672
Attribute: 150
Max Sharpness: Awesome Green (Good Blue)
Affinity: 0%
Slots: 0

The very first sleep GS. It's natural green sharpness is good enough that you wouldn't need to sharpen in a whole quest. Unfortunately, its overall stats are not very good, but considering the potential of a sleep GS, that is understandable. It's not quite useful though, but can be fun to use.

G Rank

G Rank (G 1*-3*)

Raw Damage

King Atillart Sword

Attack: 1488
Max Sharpness: Good White (Good Purple)
Affinity: -15%
Slots: 0

The best GS if you're going for the charge tactic (making it, in most people's opinion, THE best GS). Highest attack besides the Akantor and Ukanlos GS, and a good amount of purple sharpness to boost attack. The negative affinity is remedied by Art of Unsheathing, a must get skill for charge GS-ing.

Gaoren Cleaver

Attack: 1440
Max Sharpness: Small White (Small Purple)
Affinity: 0%
Slots: 0
Def +30

A good runner-up for best Raw GS. Although it is slightly worse than King Atillart in all areas except Affinity, its neutral affinity means that a) it will be much more consistent than King Atillart in doing damage and b) even if you do get RA+, it will still be stronger, so if you are not using AoU, this weapon will, over time, do more damage. It also has one quality that makes it worth using: when you charge it up, it glows red with each charge level. You will notice that it will change to the darkest red slightly before the flash marking the last charge level. Letting it go at this moment will still count as a lv. 3 charge, so it's good practice for getting lv. 3 charges in quicker.

==Akantor Broadsword+==

Attack: 1584
Max Sharpness: Good Green (Great Green)
Affinity: 50%
Slots: 0

Best Raw GS without S+1. However, even taking into account S+1, its sharpness bar is so long that other weapons will have sharpened at least twice in the time it takes this weapon to go down one sharpness level. In that respect, it is the most consistent GS in terms of damage.

Fire

Teostra del Sol

Attack: 1248
Attribute: 650
Max Sharpness: Good White (Good Purple)
Affinity: 0%
Slots: 0

You see that element? only 3 weapons have higher attribute than that. One is a joke weapon, 2 are from the same tree, and all three have inferior attack. Of the two best fire GS's, this one is obviously more suited for comboing. Facing enemies weak to fire like Khezu and Narga, this will certainly be a useful weapon.

Igneous Sword

Attack: 1344
Attribute: 220
Max Sharpness: Poor White (Good Purple)

Affinity: 20%
Slots: 1

The other good Fire GS. This one is more raw oriented, having higher attack and affinity, while only having a third of the attribute of Teostra del Sol. By the time you have this weapon, you should know what to use it on, so there isn't much else to say.

Water

Plesioth Waveblade

Attack: 1296
Attribute: 470
Max Sharpness: Good White (Poor Purple)
Affinity: 0%
Slots: 1

Anything I said about the previous Plesioth GS's are applicable to this one. Of note though is that is probably the most balanced elemental GS's (it has to be, its the only water one).

Thunder

Great Demon Hot Rod

Attack: 1248
Attribute: 400
Max Sharpness: Good White (Good Purple)
Affinity: 25%
Slots: 0

The most raw-oriented of the 3 G-rank Thunder GS's, and frankly the best as well. Despite being better in raw, it has a sizable thunder attribute as well, meaning it gets a decent boost from monster's thunder weakness. It will almost always beat out the other two, so it is very much worth getting.

Imperial Thundersword

Attack: 1152
Attribute: 640
Max Sharpness: Good White (Good Purple)
Affinity: 0%
Slots: 0

2nd best, despite its massive Thunder attribute. What keeps it from being the best is its lackluster Raw attack (the same as Darkness Darkblade, which has natural Purple Sharpness and affinity anyway). Although since Kirin is, in most people's opinion, much easier to kill than Rajang, you might get this one first, and it's good anyway.

==Khezu Shock Full+==

Attack: 1200
Attribute: 350
Max Sharpness: Poor White (Poor Purple)
Affinity: 0%
Slots: 2

This is basically poor man's Hot Rod. It is weaker in all aspects, but is easier to get and is available much earlier as well. What it has going for it over the other 2 is that it has 2 slots, so there are some armor combinations that go better with this weapon. Not many, but it can make a difference.

Ice

Daora's Tughril Beg

Attack: 1296
Attribute: 450
Max Sharpness: Good White (Poor Purple)
Affinity: 0%
Slots: 0

The best Ice GS. It surpasses Ukanlos Destroyer in most cases. A good GS in its own right, you won't be disappointed when using this.

Ukanlos Destroyer

Attack: 1680
Attribute: 120
Max Sharpness: Poor Blue (Poor White)
Affinity: -30%
Slots: 0

Although this is under Ice GS's, it should not really be treated as such. Ukanlos weapons have the highest Raw attack of any weapon in the game, despite their bad affinity and sharpness that leaves something to be desired. In general, this is an ideal weapon to use AoU with. Without S+1, it is the best, and with S+1, it is second only to King Atillart.

Dragon

Brunhild

Attack: 1296
Attribute: 250
Max Sharpness: Good White (Good Purple)
Affinity: 0%
Slots: 2
Def+10

A fine specimen of a GS, and a monster against Elder Dragons, since many of the regular Elder Dragons tend to leave openings for lv.3 charges. This would be the best weapon to use in those cases. Good stats all around, it is a very good GS to use.

Eternal Destroyer

Attack: 1008
Attribute: 860
Max Sharpness: Good White (Poor Purple)
Affinity: 0%
Slots: 1

Do not adjust your screen, that is not a typo. The single highest elemental attribute in the game (this and Eternal Eradicator can even reach 1000 with EAU) and its even dragon element. It's a very strong GS, although its attack is quite bad. What that makes this weapon, basically, is a fatalis killer. any hit this weapon does to a fatalis, especially its face, will hurt. a LOT. the only way to do more damage is by equipping AoU and having most of your hits be unsheathe charge hits (not quite as difficult as it sounds, but still). This is a very powerful and very fun weapon to use.

Poison

Poison King

Attack: 1296
Attribute: 470
Max Sharpness: Poor White (Good Purple)
Affinity: 20%
Slots: 0

Quite a good GS in its own right. It's poison attribute is enough that it might actually poison a monster more than once, and its offensive stats are quite good as well, possessing above average attack as well as natural affinity. Can be quite deadly against monsters susceptible to poison.

Paralyze

Cat of Gold

Attack: 1008

Attribute: 460
Max Sharpness: Good Blue (Good White)
Affinity: 0%
Slots: 1

It's its predecessor but with about 300 more attack and higher sharpness, which attempts to bring it to G-rank level, and like its predecessor, it still isn't quite strong enough. Again, it can be fun to use in a party setting, but don't rely on it too much.

Sleep

Sleep Sword Zantoma

Attack: 1056
Attribute: 220
Max Sharpness: Good White (Poor Purple)
Affinity: 0%
Slots: 2

Anything I said about Pickaxe Blade+ applies to this weapon as well, since its in the same situation in G-rank as well.

Contributors

Mx4_1204: Started the thing, Introduction, Weapon recommendations

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