

Monster Hunter Now — Dual Blades Build Sheet

Season 10 · Wave 3 (Aug 17 – Sep 16, 2026) · G10-Lv5 stats · official EN skill names · 11 bands from 50 dual blades

Dual Blades meta, community-sourced and DB-verified. From r/MHNowGame (threads 1vmqe1m, 1o5hdcg), primary voice a DB main who is also the author of the R6 break-part infographic this project uses. Two archetypes, both in their words: **(1) Special Partbreaker + Pursuit** — *"my preference whenever possible; with elemental DBs it's strong enough to kill many 10★ monsters, and has the benefit of lots of flinches and staggers and breaks."* **(2) Combo Master + Morph Boost** — *"when I need the extra DPS for the absolute hardest stuff... they call it critical element, but combo master and morph boost are the most salient skills."* **Regular Partbreaker is deliberately NOT built here** — *"I'd strongly recommend skipping regular PB... the SpPB-pursuit build is especially tailored to DBs, since DBs has such a helpful and impactful special that typically hits both the head and tail."* Verified against the official database: **Special Partbreaker** and **Pursuit** are both aimable, so they are bought with driftsmelt slots; **Pursuit pays +45% at Lv5 against a monster with a broken part**, which is what SpPB sets up. **Combo Master is NOT smeltable**, caps at Lv3, and has only two sources in the game — Viper Kadachi Mail (2) and Helm (1), which together reach the cap exactly. **Morph Boost** is aimable and its official scope is Charge Blade, **Dual Blades** and Switch Axe. The special attack is **Heavenly Blade Dance** — this name is **derived from** the official key SPECIAL_ATTACK_DUALBLADE_HEAVENLY_BLADE_DANCE on monsterhunternow.com/en/weapons. That key is real, but the site publishes **no localised English string** for any of its 15 special attacks, so treat the wording as a transliteration of the key rather than the game's own display name. There is **no paralysis Dual Blades** in the game — verified from element coverage across all 50, which answers the recurring community question. An earlier seeded note of mine claimed "Morph Boost is bad on DB"; that was wrong and is corrected here.

1 · General / Raw works on everything



Thanatos Mauls — DPS

COMBO MASTER / MORPH BOOST — Black Diablos · Atk 2658 · -30% aff

ARMOR — COMBO MASTER IS ARMOUR-ONLY, SO THE SET BUYS IT

head **Viper Kadachi Helm** subspecies
Advanced Burst 1 · Artful Dodger 1 · Combo Master 1 · 1◆

chest **Viper Kadachi Mail** subspecies
Combo Master 2 · 1◆

arms **Bazelgeuse Vambraces**
Critical Ferocity 2 · 1◆

waist **Rex Roar Coil** subspecies
Advanced Attack Boost 1 · Attack Boost 2 · 1◆

legs **Quematrice Greaves**
Attack Boost 3 · 1◆

Driftsmelt: 5 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Combo Master 3 · Attack Boost 5 · Critical Ferocity 2 · ~~Advanced Burst 1 INERT~~ · Artful Dodger 1

Advanced Attack Boost 1 · Morph Boost 0 → 5

Weapon skill — **Partbreaker 1** (off-thesis, not in the list above)

Style ▶ NOT ELIGIBLE — the official DB publishes no customizationSpec, so 2658 attack is final.

Smelt (5 slots) ◆x5: Morph Boost 0 → 5 ⚡. **Special Partbreaker, Pursuit and Morph Boost are all aimable**, so they are bought with driftsmelt slots. **Combo Master is armour-only** and caps at Lv3. **Regular Partbreaker is never smelted here** by design.

Combo Master + Morph Boost (max DPS) — Combo Master 3 is at its cap and can only come from Viper Kadachi Mail + Helm; Morph Boost is smelted because it is aimable. Affinity is -30%, so crit skills are devalued and the set leans on raw.

Special attack: **Heavenly Blade Dance** (name derived from the official key, not a published EN string — see header). Innate: Partbreaker 1. Struck-through skills pay nothing here: **Advanced Burst** needs Burst Lv5+ to fire; this set has Burst 0. The piece is kept anyway because it is the only source of a thesis skill — the rider is unavoidable, not a mistake.



Thanatos Mauls — Break

SPECIAL PARTBREAKER / PURSUIT — Black Diablos · Atk 2658 · -30% aff

ARMOR — SLOTS GO TO SPECIAL PARTBREAKER, THEN PURSUIT

head **Golm Helm**
Critical Ferocity 2 · 1◆

chest **Lagombi Mail**
Attack Boost 3 · 1◆

arms **Rathalos Vambraces**
Fire Resistance 1 · Attack Boost 2 · 2◆

waist **Tigrex Coil**
Critical Ferocity 2 · 1◆

legs **Arzueros Greaves**
Critical Ferocity 1 · Special Boost 1 · 1◆

Driftsmelt: 6 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Critical Ferocity 5 · Attack Boost 5 · Fire Resistance 1 · Special Boost 1 · Special Partbreaker 0 → 5

Pursuit 0 → 1

Weapon skill — **Partbreaker 1** (off-thesis, not in the list above)

Style ▶ NOT ELIGIBLE — the official DB publishes no customizationSpec, so 2658 attack is final.

Smelt (6 slots) ◆x5: Special Partbreaker 0 → 5 ◆x1: Pursuit 0 → 1 ⚡. **Special Partbreaker, Pursuit and Morph Boost are all aimable**, so they are bought with driftsmelt slots. **Combo Master is armour-only** and caps at Lv3. **Regular Partbreaker is never smelted here** by design.

Special Partbreaker + Pursuit (break / all-round) — Special Partbreaker sets up the breaks and **Pursuit pays +45% at Lv5 against a broken part**. Regular Partbreaker is left out on purpose — this weapon's special hits head and tail, so it is redundant. Affinity is -30%, so crit skills are devalued and the set leans on raw. Special attack: **Heavenly Blade Dance** (name derived from the official key, not a published EN string — see header). Innate: Partbreaker 1.



Accursed Chain

COMBO MASTER / MORPH BOOST — Brute Tigrex · Atk 2633 · -10% aff

ARMOR — COMBO MASTER IS ARMOUR-ONLY, SO THE SET BUYS IT

head **Viper Kadachi Helm** subspecies
Advanced Burst 1 · Artful Dodger 1 · Combo Master 1 · 1◆

chest **Viper Kadachi Mail** subspecies
Combo Master 2 · 1◆

arms **Volvidon Vambraces**
Morph Boost 2 · 1◆

waist **Rex Roar Coil** subspecies
Advanced Attack Boost 1 · Attack Boost 2 · 1◆

legs **Quematrice Greaves**
Attack Boost 3 · 1◆

Driftsmelt: 5 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Combo Master 3 · Morph Boost 2 → 5 · Attack Boost 5 · ~~Advanced Burst 1 INERT~~ · Artful Dodger 1

Advanced Attack Boost 1 · Raw Power 0 → 2

Weapon skill — **Power Prolonger 3** (off-thesis, not in the list above)

Style ▶ NOT ELIGIBLE — the official DB publishes no customizationSpec, so 2633 attack is final.

Smelt (5 slots) ◆x3: Morph Boost 2 → 5 ◆x2: Raw Power 0 → 2 ⚡. **Special Partbreaker, Pursuit and Morph Boost are all aimable**, so they are bought with driftsmelt slots. **Combo Master is armour-only** and caps at Lv3. **Regular Partbreaker is never smelted here** by design.

Combo Master + Morph Boost (max DPS) — Combo Master 3 is at its cap and can only come from Viper Kadachi Mail + Helm; Morph Boost is smelted because it is aimable. Affinity is -10%, so crit skills are devalued and the set leans on raw.

Special attack: **Heavenly Blade Dance** (name derived from the official key, not a published EN string — see header). Innate: Power Prolonger 3. Struck-through skills pay nothing here: **Advanced Burst** needs Burst Lv5+ to fire; this set has Burst 0. The piece is kept anyway because it is the only source of a thesis skill — the rider is unavoidable, not a mistake.

2 · Fire fire element



Daybreak Daggers (base: Schirmscorn)

FIRE SPECIAL PARTBREAKER / PURSUIT — Aknosom · Atk 1903 · Fire 785 · +0% aff

ARMOR — SLOTS GO TO SPECIAL PARTBREAKER, THEN PURSUIT

head **Rathalos Helm**
Attack Boost 2 · Fire Attack 1 · 1◆

chest **Nargacuga Mail**
Critical Boost 2 · Lock On 1 · 1◆

arms **Rathalos Vambraces**
Fire Resistance 1 · Attack Boost 2 · 2◆

waist **Basarios Coil**
Fire Attack 2 · 1◆

legs **Aknosom Greaves**
Fire Attack 2 · 1◆

Driftsmelt: 6 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Fire Attack 5 · Attack Boost 4 · Critical Boost 2 · Lock On 1 · Fire Resistance 1 · Special Partbreaker 0 → 5

Pursuit 0 → 1

Weapon skill — **Lock On 1** (already counted above)

Style ▶ NOT ELIGIBLE — the official DB publishes no customizationSpec, so 1903 attack is final.

Smelt (6 slots) ◆x5: Special Partbreaker 0 → 5 ◆x1: Pursuit 0 → 1 ⚡. **Special Partbreaker, Pursuit and Morph Boost are all aimable**, so they are bought with driftsmelt slots. **Combo Master is armour-only** and caps at Lv3. **Regular Partbreaker is never smelted here** by design.

Special Partbreaker + Pursuit (break / all-round) — Special Partbreaker sets up the breaks and **Pursuit pays +45% at Lv5 against a broken part**. Regular Partbreaker is left out on purpose — this weapon's special hits head and tail, so it is redundant. Affinity is +0%, so crit pays here. Special attack: **Heavenly Blade Dance** (name derived from the official key, not a published EN string — see header). Innate: Lock On 1.

3 · Water water element



Bladed Edges+ (base: Bladed Edges)

WATER

SPECIAL PARTBREAKER / PURSUIT

— Shogun Ceanataur ·

Atk 2015

Water 752

+0% aff

ARMOR — SLOTS GO TO SPECIAL PARTBREAKER, THEN PURSUIT

head

Mizutsune Helm

Water Attack 2 · 1 ◆

chest

Almudron Mail

Advanced Water Attack 1 · Water Attack 2 · 1 ◆

arms

Ceanataur Vambraces

Advanced Water Attack 1 · Lock On 1 · Water Attack 1 · 1 ◆

waist

Rex Roar Coil subspecies

Advanced Attack Boost 1 · Attack Boost 2 · 1 ◆

legs

Quematrice Greaves

Attack Boost 3 · 1 ◆

Driftsmelt: 5 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Water Attack 5

Advanced Water Attack 2

Attack Boost 5

Lock On 1

Advanced Attack Boost 1

Special Partbreaker 0 → 5

Weapon skill — Pursuit 1 (off-thesis, not in the list above)

Style ▶ NOT ELIGIBLE — the official DB publishes no customizationSpec, so 2015 attack is final.

Smelt (5 slots) ◆×5: Special Partbreaker 0→5 ⚡. Special Partbreaker, Pursuit and Morph Boost are all aimable, so they are bought with driftsmelt slots. Combo Master is armour-only and caps at Lv3. Regular Partbreaker is never smelted here by design.

Special Partbreaker + Pursuit (break / all-round) — Special Partbreaker sets up the breaks and Pursuit pays +45% at Lv5 against a broken part. Regular Partbreaker is left out on purpose — this weapon's special hits head and tail, so it is redundant. Affinity is +0%, so crit pays here. Special attack: Heavenly Blade Dance (name derived from the official key, not a published EN string — see header). Innate: Pursuit 1.

4 • Thunder thunder element



Dual Destroyers (base: Luminous Daggers)

THUNDER

SPECIAL PARTBREAKER / PURSUIT

— Tzitzi-Ya-Ku ·

Atk 1903

Thunder 785

+0% aff

ARMOR — SLOTS GO TO SPECIAL PARTBREAKER, THEN PURSUIT

head

Astalos Helm

Advanced Thunder Attack 1 · Reload Speed 1 · Thunder Attack 1 · 1 ◆

chest

Lagombi Mail

Attack Boost 3 · 1 ◆

arms

Rathalos Vambraces

Fire Resistance 1 · Attack Boost 2 · 2 ◆

waist

Kadachi Coil

Thunder Attack 2 · 1 ◆

legs

Astalos Greaves

Advanced Thunder Attack 1 · Thunder Attack 2 · 1 ◆

Driftsmelt: 6 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Thunder Attack 5

Advanced Thunder Attack 2

Attack Boost 5

Reload Speed 1 ~~INERT~~

Fire Resistance 1

Special Partbreaker 0 → 5

Pursuit 0 → 1

Weapon skill — Lock On 1 (off-thesis, not in the list above)

Style ▶ NOT ELIGIBLE — the official DB publishes no customizationSpec, so 1903 attack is final.

Smelt (6 slots) ◆×5: Special Partbreaker 0→5 ◆×1: Pursuit 0→1 ⚡. Special Partbreaker, Pursuit and Morph Boost are all aimable, so they are bought with driftsmelt slots. Combo Master is armour-only and caps at Lv3. Regular Partbreaker is never smelted here by design.

Special Partbreaker + Pursuit (break / all-round) — Special Partbreaker sets up the breaks and Pursuit pays +45% at Lv5 against a broken part. Regular Partbreaker is left out on purpose — this weapon's special hits head and tail, so it is redundant. Affinity is +0%, so crit pays here. Special attack: Heavenly Blade Dance (name derived from the official key, not a published EN string — see header). Innate: Lock On 1. Struck-through skills pay nothing here: Reload Speed works only on Light Bowgun, Heavy Bowgun - no effect on dual blades. The piece is kept anyway because it is the only source of a thesis skill — the rider is unavoidable, not a mistake.

5 • Ice ice element



Snow Sisters (base: Snow Slicers)

ICE

SPECIAL PARTBREAKER / PURSUIT

— Lagombi ·

Atk 1903

Ice 785

+0% aff

ARMOR — SLOTS GO TO SPECIAL PARTBREAKER, THEN PURSUIT

head

Legiana Helm

Divine Blessing 2 · Ice Attack 1 · 1 ◆

chest

Goss Harag Mail

Advanced Ice Attack 1 · Ice Attack 2 · 1 ◆

arms

Rathalos Vambraces

Fire Resistance 1 · Attack Boost 2 · 2 ◆

waist

Legiana Coil

Ice Attack 2 · Windproof 1 · 1 ◆

legs

Quematrice Greaves

Attack Boost 3 · 1 ◆

Driftsmelt: 6 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Ice Attack 5

Advanced Ice Attack 1

Attack Boost 5

Divine Blessing 2

Fire Resistance 1

Windproof 1

Special Partbreaker 0 → 5

Pursuit 0 → 1

Weapon skill — Lock On 1 (off-thesis, not in the list above)

Style ▶ ELIGIBLE — Lagombi is riftborne, so these dual blades take the full +300 track.

Style at Lv5 — take Feral Demon Mode — more damage than vanilla and safer, because demon mode does not lock you into a long animation. Take Spiral Slash instead when you need reach — wings, or a high head like Lagombi. Neither clearly beats no-style, so this is preference. Style names are not published in the game data; community-reported (r/MHNowGame 1pcnkph, 1vgi56r). Styles are reversible.

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into attack as the safe default — or element if you are specifically hunting monsters weak to this element · the two are exactly equal at a 1.0x element multiplier; element wins only above that, and raw applies everywhere, so attack is the lower-variance pick. Never take an affinity node — at +0% base affinity a node converts to only a few percent, well under what an attack node adds, so one costs about 0% and all three about 1%. Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (6 slots) ◆×5: Special Partbreaker 0→5 ◆×1: Pursuit 0→1 ⚡. Special Partbreaker, Pursuit and Morph Boost are all aimable, so they are bought with driftsmelt slots. Combo Master is armour-only and caps at Lv3. Regular Partbreaker is never smelted here by design.

Special Partbreaker + Pursuit (break / all-round) — Special Partbreaker sets up the breaks and Pursuit pays +45% at Lv5 against a broken part. Regular Partbreaker is left out on purpose — this weapon's special hits head and tail, so it is redundant. Affinity is +0%, so crit pays here. Special attack: Heavenly Blade Dance (name derived from the official key, not a published EN string — see header). Innate: Lock On 1.

6 • Dragon dragon element



Wrathful Predation (base: Wrath & Rancor)

DRAGON

SPECIAL PARTBREAKER / PURSUIT

— Deviljho ·

Atk 1579

Dragon 1568

-30% aff

ARMOR — SLOTS GO TO SPECIAL PARTBREAKER, THEN PURSUIT

head

Stygian Helm subspecies

Advanced Dragon Attack 1 · Dragon Attack 2 · 1 ◆

chest

Lagombi Mail

Attack Boost 3 · 1 ◆

arms

Stygian Vambraces subspecies

Advanced Dragon Attack 1 · Lock On 1 · Dragon Attack 1 · 1 ◆

waist

Rex Roar Coil subspecies

Advanced Attack Boost 1 · Attack Boost 2 · 1 ◆

legs

Death Garon Greaves subspecies

Dragon Attack 2 · Evade Extender 1 · 1 ◆

Driftsmelt: 5 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Dragon Attack 5

Advanced Dragon Attack 2

Attack Boost 5

Lock On 1

Advanced Attack Boost 1

Evade Extender 1

Special Partbreaker 0 → 5

Weapon skill — Burst 2 (off-thesis, not in the list above)

Style ▶ ELIGIBLE — Deviljho is riftborne, so these dual blades take the full +300 track.

Style at Lv5 — take Feral Demon Mode — more damage than vanilla and safer, because demon mode does not lock you into a long animation. Take Spiral Slash instead when you need reach — wings, or a high head like Lagombi. Neither clearly beats no-style, so this is preference. Style names are not published in the game data; community-reported (r/MHNowGame 1pcnkph, 1vgi56r). Styles are reversible.

Style nodes — Lv10 affinity · Lv15 affinity · Lv20 element — 2 affinity then the rest into element. Positive affinity plus crit skills here, so affinity nodes pay; the margin over pure element is small (~0.8%). Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (5 slots) ◆×5: Special Partbreaker 0→5 ⚡. Special Partbreaker, Pursuit and Morph Boost are all aimable, so they are bought with driftsmelt slots. Combo Master is armour-only and caps at Lv3. Regular Partbreaker is never smelted here by design.

Special Partbreaker + Pursuit (break / all-round) — Special Partbreaker sets up the breaks and Pursuit pays +45% at Lv5 against a broken part. Regular Partbreaker is left out on purpose — this weapon's special hits head and tail, so it is redundant. Affinity is -30%, so crit skills are devalued and the set leans on raw. Special attack: Heavenly Blade Dance (name derived from the official key, not a published EN string — see header). Innate: Burst 2.

7 • Poison poison element



Crimson Viperclaws

POISON

SPECIAL PARTBREAKER / PURSUIT

— Viper Tobi-Kadachi ·

Atk 2127

Poison 364

+10% aff

ARMOR — SLOTS GO TO SPECIAL PARTBREAKER, THEN PURSUIT

head

Pukei Lagoon Hat

subspecies

Weakness Exploit 2 · Lock On 1 · 1

chest

Rathian Mail

Poison Attack 2 · 1

arms

Rathalos Vambraces

Fire Resistance 1 · Attack Boost 2 · 2

waist

Pukei Coil

Poison Attack 2 · 1

legs

Quematrice Greaves

Attack Boost 3 · 1

Driftsmelt: 6 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Attack Boost 5

Poison Attack 4

Weakness Exploit 2

Lock On 1

Fire Resistance 1

Special Partbreaker 0 → 5

Pursuit 0 → 1

Weapon skill — Advanced Burst 1 (off-thesis, not in the list above) · Burst 1 (off-thesis, not in the list above)

Style ▶ NOT ELIGIBLE — the official DB publishes no customizationSpec, so 2127 attack is final.

Smelt (6 slots) ♦x5: Special Partbreaker 0→5 ♦x1: Pursuit 0→1 ⚡. Special Partbreaker, Pursuit and Morph Boost are all aimable, so they are bought with driftsmelt slots. Combo Master is armour-only and caps at Lv3. Regular Partbreaker is never smelted here by design.

Special Partbreaker + Pursuit (break / all-round) — Special Partbreaker sets up the breaks and Pursuit pays +45% at Lv5 against a broken part. Regular Partbreaker is left out on purpose — this weapon's special hits head and tail, so it is redundant. Affinity is +10%, so crit pays here. Special attack: Heavenly Blade Dance (name derived from the official key, not a published EN string — see header). Innate: Burst 1, Advanced Burst 1.

9 · Sleep sleep element



Illusory Frilled Claw

(base: Frilled Claw)

SLEEP

SPECIAL PARTBREAKER / PURSUIT

— Somnacanth ·

Atk 1878

Sleep 516

-15% aff

ARMOR — SLOTS GO TO SPECIAL PARTBREAKER, THEN PURSUIT

head

Fulgur Helm

subspecies

Special Partbreaker 2 · Special Boost 1 · 1

chest

Glavenus Mail

Lock On 1 · Raw Power 2 · 1

arms

Rathalos Vambraces

Fire Resistance 1 · Attack Boost 2 · 2

waist

Baan Coil

Sleep Attack 2 · 1

legs

Quematrice Greaves

Attack Boost 3 · 1

Driftsmelt: 6 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Special Partbreaker 2 → 5

Attack Boost 5

Raw Power 2

Sleep Attack 2

Special Boost 1

Lock On 1

Fire Resistance 1

Pursuit 0 → 3

Weapon skill — Evade Extender 1 (off-thesis, not in the list above)

Style ▶ ELIGIBLE — Somnacanth is riftborne, so these dual blades take the full +300 track.

Style at Lv5 — take Feral Demon Mode — more damage than vanilla and safer, because demon mode does not lock you into a long animation. Take Spiral Slash instead when you need reach — wings, or a high head like Lagombi. Neither clearly beats no-style, so this is preference. Style names are not published in the game data; community-reported (r/MHNowGame 1pcnkph, 1vgi56r). Styles are reversible.

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into attack for damage. This is a sleep weapon: its 591 is status BUILDUP, not elemental damage, so an element node buys faster sleep procs instead of a bigger hit — take element nodes only if you are building for the status · the two are exactly equal at a 1.0x element multiplier; element wins only above that, and raw applies everywhere, so attack is the lower-variance pick. Never take an affinity node — this build's net affinity is negative, so one costs about 0% and all three about 2%. Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (6 slots) ♦x3: Special Partbreaker 2→5 ♦x3: Pursuit 0→3 ⚡. Special Partbreaker, Pursuit and Morph Boost are all aimable, so they are bought with driftsmelt slots. Combo Master is armour-only and caps at Lv3. Regular Partbreaker is never smelted here by design.

Special Partbreaker + Pursuit (break / all-round) — Special Partbreaker sets up the breaks and Pursuit pays +45% at Lv5 against a broken part. Regular Partbreaker is left out on purpose — this weapon's special hits head and tail, so it is redundant. Affinity is -15%, so crit skills are devalued and the set leans on raw. Special attack: Heavenly Blade Dance (name derived from the official key, not a published EN string — see header). Innate: Evade Extender 1.

10 · Blast blast element



Bazelhawk Rookslayer

(base: Rookslayer Handaxes)

SPECIAL PARTBREAKER / PURSUIT

— Bazelgeuse ·

Atk 2327

Blast 309

ARMOR — SLOTS GO TO SPECIAL PARTBREAKER, THEN PURSUIT

head

Golm Helm

Critical Ferocity 2 · 1

chest

Lagombi Mail

Attack Boost 3 · 1

arms

Sinister Gauntlets

Blast Attack 2 · 1

waist

Rex Roar Coil

subspecies

Advanced Attack Boost 1 · Attack Boost 2 · 1

legs

Arzueros Greaves

Critical Ferocity 1 · Special Boost 1 · 1

Driftsmelt: 5 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Attack Boost 5

Critical Ferocity 4

Blast Attack 2

Advanced Attack Boost 1

Special Boost 1

Special Partbreaker 0 → 5

Weapon skill — Critical Ferocity 1 (already counted above)

Style ▶ ELIGIBLE — Bazelgeuse is riftborne, so these dual blades take the full +300 track.

Style at Lv5 — take Feral Demon Mode — more damage than vanilla and safer, because demon mode does not lock you into a long animation. Take Spiral Slash instead when you need reach — wings, or a high head like Lagombi. Neither clearly beats no-style, so this is preference. Style names are not published in the game data; community-reported (r/MHNowGame 1pcnkph, 1vgi56r). Styles are reversible.

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into attack for damage. This is a blast weapon: its 384 is status BUILDUP, not elemental damage, so an element node buys faster blast procs instead of a bigger hit — take element nodes only if you are building for the status · the two are exactly equal at a 1.0x element multiplier; element wins only above that, and raw applies everywhere, so attack is the lower-variance pick. Never take an affinity node — this build runs negative affinity on purpose, so one costs about 5% and all three about 14%. Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (5 slots) ♦x5: Special Partbreaker 0→5 ⚡. Special Partbreaker, Pursuit and Morph Boost are all aimable, so they are bought with driftsmelt slots. Combo Master is armour-only and caps at Lv3. Regular Partbreaker is never smelted here by design.

Special Partbreaker + Pursuit (break / all-round) — Special Partbreaker sets up the breaks and Pursuit pays +45% at Lv5 against a broken part. Regular Partbreaker is left out on purpose — this weapon's special hits head and tail, so it is redundant. Affinity is -30%, so crit skills are devalued and the set leans on raw. Special attack: Heavenly Blade Dance (name derived from the official key, not a published EN string — see header). Innate: Critical Ferocity 1.

Confidence note. Weapon names, armour pieces, skills, effect values, driftsmelt legality and all G10-Lv5 stats come from the **official Monster Hunter Now client database** and are machine-checked. The two skill *priorities* (Special Partbreaker + Pursuit, and Combo Master + Morph Boost) are community-sourced from r/MHNowGame and verified for mechanical consistency against the DB, not published officially. Dual Blades style names are not published anywhere and are not used here.