

Monster Hunter Now — Hunting Horn Build Sheet

Season 10 · Wave 3 (Aug 17 – Sep 16, 2026) · Final-form (G10-Lv5) names & art · official skill names · G10-Lv5 stats · **Verified:** EN names, armor sums, driftsmelt, style eligibility, HP-independent element · Each section starts a new page.

Hunting Horn basics (read first): a melee weapon that plays notes as you attack, then **performs** to bank melody buffs for you and the party (Attack Up, Earplugs, Affinity Up, etc.). Damage is your swings + the performance hits. SP = **Three-Note Performance** (JP 三音演奏) (buffs allies ~20s, extends active melody effects, consumes no notes). Style (G8+, riftborne only): **Shockwave** (solo damage, adds follow-up hits; the default) or **Fleeting Melody** (co-op, attack-speed buff). Then 3 param nodes add +300 atk. Chips: crit raw/uptime element ferocity status utility . Names official (monsterhunternow.com), 2026-07-24.

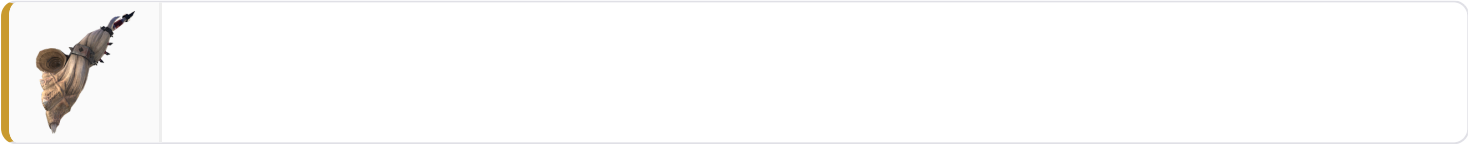
Names shown are the FINAL (G10-Lv5) form — MHN renames & re-models a weapon at grade 6+, so a maxed horn is NOT the base-craft name/look. Base name is in parens. Stats are G10-Lv5 max (list pages quote the lower G10-Lv1).

Element builds are HP-INDEPENDENT. These sheets deliberately AVOID Vital [Element] (High Charge), which scales element off your CURRENT HP (~+400 at full HP but ~+120 at 30%) and craters as you take damage. Instead we use flat **[Element] Attack** (+100..+500) + **Advanced [Element] Attack** (+200/+400 once base is Lv5 — HP-independent) and **Critical Element**. Reliable floor over a ceiling that collapses on one hit. (Critical Ferocity is fine — it's HP-independent.)

1 · General non-elemental / raw works on everything — your default. Top 3.

SEASON UPDATE — 2026-08-17: Riftborne Mizutsune & Riftborne Paolumu. The official event notice states that with the Aug 17 update, **style customization unlocks for weapons forged from Mizutsune and base Paolumu materials** (event window Aug 17 09:00 – Aug 23 23:59 local). Insect Glaive style selection unlocks in the same update. This makes every **Mizutsune water weapon** (1363 atk / 1436 water / +20% aff in all 14 weapon types) style-eligible, and on a styled-vs-styled comparison it **out-damages the water pick ranked below** — roughly 3215 vs 2980 combined raw+element with the +300-attack node track. **Not yet re-ranked in these tables. Verification status, re-checked 2026-08-18 11:17 (26h after the event went live):** the official client weapon database **still** reports customizable:false for all 14 Mizutsune and all 4 base-Paolumu weapons. This is no longer explainable as same-day propagation lag, so the style track for these weapons is **UNCONFIRMED** — it rests solely on the event notice. In the same 26h the DB *removed* customizable from 5 Insect Glaive weapons (Diablos, Khezu, Lagombi, Rathalos, Rathian), so style flags are actively changing. **Check the in-game style screen before spending any driftstones on the Mizutsune bands** — if the weapon cannot be styled, the existing water pick on this sheet remains the better choice. Nightshade Paolumu is **not** included — the notice names base Paolumu only, so subspecies statements on this sheet stand.

Blunt Force — why only some bands take it. It cannot be smelted at any level, so armour is its only source: Beotodus Mail (chest, 1, +Sluggler 2), Lunagaron Vambraces (arms, 2), Beotodus Greaves (legs, 2). The three pieces sum to exactly 5, so lv5 costs chest + arms + legs and they carry no other offensive skill. On Hunting Horn this is gated on the **Shockwave** style, and even then it only boosts **part** of the Echo sequence — players describe it as "only the explosion after the upswipe poke" / "only the big hold to swipe forward power doot", not the spin. It is a deliberate stun/shockwave archetype pick, **not** a general prerequisite. Taking it on an elemental build costs three slots of elemental core for a bonus on one move. That is why only the two Shockwave-style bands here carry it, and why skipping it elsewhere is correct rather than an oversight. Echo itself is worth having: about 170 MV in roughly 3 s (about 57 MV/s) against filler loops at 33–48 MV/s, so use it whenever you have 4 notes and the time. Orange notes are worth far more than blue into it (+62% vs +35%). *Source: In-game tutorial text as reported in r/IMHNowGame 1v42f9a; scope and value discussed in 1mpnvwu; Echo motion values from 1lfh56z.*



🔥 Duo Rioluto (base: Duo Horn) #1 RAW CRIT STYLE ✓ — Diablos · Earplugs melody · Atk 2371 →2875 styled 0% aff weapon skill Heroics

Armor — Blunt Force set

- head Pukei Lagoon Hat Weakness Exploit 2 · Lock On 1 · 1◆
- chest Beotodus Mail Blunt Force 1 · Sluggler 2 · 1◆
- arms Lunagaron Vambraces Blunt Force 2 · 1◆
- waist Astalos Coil Advanced Thunder Attack 1 · Critical Element 1 · Critical Eye 1 · 1◆
- legs Beotodus Greaves Blunt Force 2 · 1◆

Skills — now → after driftsmelt Lock On 1 Weakness Exploit 2 Critical Element 1 Critical Eye 1→4 Blunt Force 5 Sluggler 2 Heroics 1

Advanced Thunder Attack 1 INERT: needs Thunder Attack Lv5 Stunning Impact 0→2

Weapon skill — Heroics 1 (already counted above)

Style ▶ SHOCKWAVE (solo default) · 3 params → +300 atk · swap to Fleeting Melody in co-op

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into **attack** — this weapon has no element, so an element node does nothing at all. **Never take an affinity node** — at +30% base affinity a node converts to only a few percent, well under what an attack node adds, so one costs about 2% and all three about 5%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) ◆x3: Critical Eye 1→4 ◆x2: Stunning Impact 0→2

#1: TOP RAW, EARPLUGS MELODY IS FREE QOL, NON-ELEMENTAL CLEARS EVERYTHING. Damage index 100 base / 121 style-max. Innate weapon skill Heroics Lv1 (low-HP boost, ride-along).



🎵 Vadya Muse+ (base: Vadya Muse) #2 CRIT NO STYLE — Seregios · Affinity-Up[L] melody · Atk 2335 +30% aff weapon skill Attack Efficacy

Armor — Attack Efficacy set

- head Regios Helm Attack Efficacy 1 · Critical Strength 1 · 1◆
- chest Viper Kadachi Mail Combo Master 2 · 1◆
- arms Regios Vambraces Attack Efficacy 1 · Attack Boost 2 · 1◆
- waist Death Garon Coil Critical Boost 2 · Evasive Concentration 1 · 1◆
- legs Regios Greaves Attack Efficacy 1 · Lock On 1 · Offensive Guard 1 · 1◆

Skills — now → after driftsmelt Attack Efficacy 3 Combo Master 2 Attack Boost 2 Critical Boost 2 Critical Strength 1 Evasive Concentration 1 Lock On 1 Offensive Guard 1

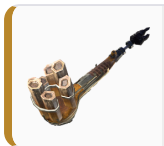
Weakness Exploit 0→5

Weapon skill — Attack Efficacy 1 (already counted above)

Style ▶ CAN'T BE STYLED — Seregios has no riftborne form, so it can't be style-enhanced

Smelt (5 slots) ◆x5: Weakness Exploit 0→5

the waist was **Tigrex Coil** (Critical Ferocity 2). This horn has **+30% affinity** and the build smelts Weakness Exploit and Critical Eye on top — but Critical Ferocity *reduces* affinity and only pays out on negative-affinity hits, so the two halves were fighting each other. Replaced with **Death Garon Coil** (Critical Boost 2), which multiplies the crits this build actually lands. **BUILT-IN CRIT.** Critical Strength converts the horn's +30% base affinity → ~+240 atk. Critical Eye/WEx still help (raise total crit rate) — they just don't feed Critical Strength (base-affinity only, Niantic-confirmed).



🏹 Sandcrier (base: Sandpipe) #3 RAW STYLE ✓ — Barroth · Attack-Up[L] melody · Atk **2103** →2607 styled 0% aff weapon skill Defense Lv2

Armor — Burst set

head **Wroggi Helm**
Power Prolonger 2 · 2♦

chest **Regios Mail**
Attack Efficacy 1 · Burst 1 · 1◆

arms **Rimeguard Vambraces**
Velkhana Aegis 1 · Lock On 1 · Meditation 1 · 1◆

waist **Viper Kadachi Coil**
Advanced Burst 1 · Burst 2 · 1◆

legs **Glavenus Greaves**
Burst 2 · Artful Dodger 1 · 1♦

Skills — now → **after driftsmelt** Burst 5 Advanced Burst 1 Attack Efficacy 1 Lock On 1 Defense Boost 2 Power Prolonger 2 Artful Dodger 1 Meditation 1 Velkhana Aegis 1

Attack Boost 0→2

Weapon skill — **Defense Boost 2** (already counted above)

Raw Power 0 → 4

Style ▶ **SHOCKWAVE** (solo default) · params → +300 atk · Fleeting Melody for co-op

Style nodes — **Lv10** attack · **Lv15** attack · **Lv20** attack — all 3 into **attack** — this weapon has no element, so an element node does nothing at all. **Never take an affinity node** — this build's net affinity is negative, so one costs about 1% and all three about 3%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (6 slots) **◆x4: Raw Power** 0→4 (+400 atk, -20% aff) **◆x2: Attack Boost** (filler — Attack Boost only unlocks **Advanced Attack Boost** (+150/+350) at Lv5, and no piece in this set grants it;

Advanced Attack Boost is not smeltable, only Brute Tigrex "Rex Roar" armour has it) (no targeted gem — random within the Crimson/Azure pool) 0–2 (+100 atk) ⚔️. **Raw Power** has a targeted Driftgem so you can aim at it: **Attack Boost** is colour-pool only and gives less per slot — so Raw Power leads and Attack Boost is filler.

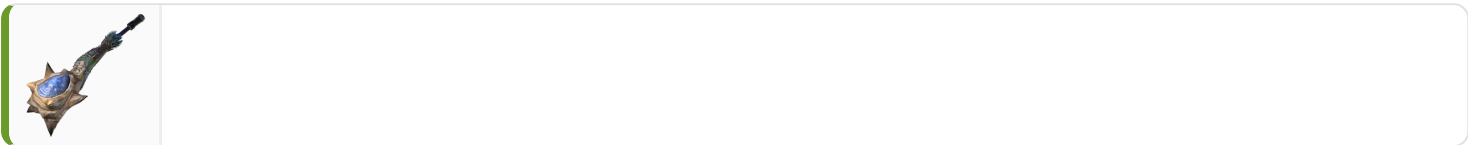
0% RAW ALL-ROUNDER. Burst 5 (attack up on chained hits) stays up in aggressive play; no crit skills to waste at 0%.

2 · Status

works on all monsters

poison / sleep / blast / paralysis — 1 per type. Build RAW; status is a free bonus (except paralysis).

Why poison/sleep just use the raw set: HH's status buildup multiplier is low (1.1x) and hunts are ~75s, so you land 1–3 procs. JP guides give them no dedicated armor — run the raw set, take status free. Only paralysis (crowd-control) stacks status.



Datura Horn (base: Blooming Horn) **POISON** **RAW SET** **STYLE** ✓ — Pukei-Pukei · **Atk 1912** →~2312 styled **Poison 417** innate Sneak Attack Lv1

Armor (raw set)

- head **Wroggi Helm**
Power Prolonger 2 · 2 ◆
- chest **Regios Mail**
Attack Efficacy 1 · Burst 1 · 1 ◆
- arms **Rimeguard Vambraces**
Velkhana Aegis 1 · Lock On 1 · Meditation 1 · 1 ◆
- waist **Viper Kadachi Coil**
Advanced Burst 1 · Burst 2 · 1 ◆
- legs **Glavenus Greaves**
Burst 2 · Artful Dodger 1 · 1 ◆

Skills — now → after driftsmelt **Burst 5** **Advanced Burst 1** **Attack Efficacy 1** **Lock On 1** **Sneak Attack 1** **Power Prolonger 2** **Artful Dodger 1** **Meditation 1** **Velkhana Aegis 1**

Raw Power 0→1

Weapon skill — **Sneak Attack 1** (already counted above)

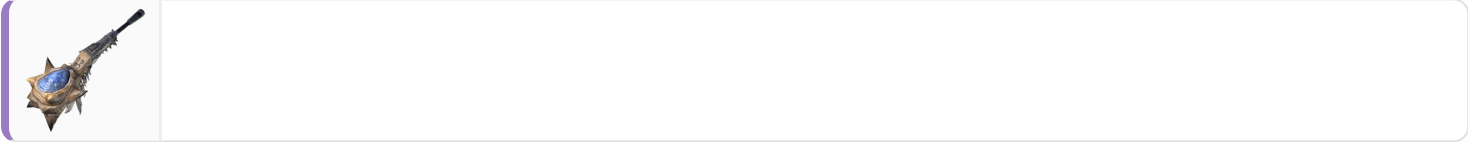
Poison Attack 0→5

Style ▶ **SHOCKWAVE** (solo) · params → +300 atk or +150 poison

Style nodes — **Lv10** attack · **Lv15** attack · **Lv20** attack — all 3 into **attack** for damage. This is a poison weapon: its 567 is status BUILDUP, not elemental damage, so an element node buys faster poison 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 1% and all three about 4%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (6 slots) ◆x5: **Poison Attack** (no targeted gem — random within the Azure pool) 0→5 (+500 element) ◆x1: **Raw Power** 0→1 (+100 atk, −5% aff) ⚡ **Raw Power** has a targeted Driftgem so you can aim at it; **Attack Boost** is colour-pool only and gives less per slot — so Raw Power leads and Attack Boost is filler.

BUILD RAW. Poison procs on its own (~459 buildup/hit) as free DPS.



Baan Horn (base: Spiked Horn) **SLEEP** **RAW SET** **STYLE** ✓ — Radobaan · **Atk 1912** →~2312 styled **Sleep 417** weapon skill Defense Boost Lv2

Armor (same raw set)

- head **Wroggi Helm**
Power Prolonger 2 · 2 ◆
- chest **Regios Mail**
Attack Efficacy 1 · Burst 1 · 1 ◆
- arms **Rimeguard Vambraces**
Velkhana Aegis 1 · Lock On 1 · Meditation 1 · 1 ◆
- waist **Viper Kadachi Coil**
Advanced Burst 1 · Burst 2 · 1 ◆
- legs **Glavenus Greaves**
Burst 2 · Artful Dodger 1 · 1 ◆

Skills — now → after driftsmelt **Burst 5** **Advanced Burst 1** **Attack Efficacy 1** **Lock On 1** **Defense Boost 2** **Power Prolonger 2** **Artful Dodger 1** **Meditation 1** **Velkhana Aegis 1**

Raw Power 0→1

Weapon skill — **Defense Boost 2** (already counted above)

Sleep Attack 0→5

Style ▶ **SHOCKWAVE** (solo) · params → +300 atk

Style nodes — **Lv10** attack · **Lv15** attack · **Lv20** attack — all 3 into **attack** for damage. This is a sleep weapon: its 567 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 1% and all three about 4%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (6 slots) ◆x5: **Sleep Attack** (no targeted gem — random within the Cyan pool) 0→5 (+500 element) ◆x1: **Raw Power** 0→1 (+100 atk, −5% aff) ⚡ **Raw Power** has a targeted Driftgem so you can aim at it; **Attack Boost** is colour-pool only and gives less per slot — so Raw Power leads and Attack Boost is filler.

BUILD RAW, NOT SLEEP. Sleep resist rises x3/proc → ~1 sleep/hunt. Land it, then charged wake-up hit.



Bazelreid Rookslayer (base: Rookslayer Drum) **BLAST** **CRIT-CORRECT** **STYLE** ✓ — Bazelgeuse · strongest status horn · **Atk 2327** →2727 styled **Blast 309** **−30%** weapon skill Partbreaker

Armor — Blunt Force set

- head **Pukei Lagoon Hat**
Weakness Exploit 2 · Lock On 1 · 1 ◆
- chest **Beotodus Mail**
Blunt Force 1 · Slugger 2 · 1 ◆
- arms **Lunagaron Vambraces**
Blunt Force 2 · 1 ◆
- waist **Astalos Coil**
Advanced Thunder Attack 1 · Critical Element 1 · Critical Eye 1 · 1 ◆
- legs **Beotodus Greaves**
Blunt Force 2 · 1 ◆

Skills — now → after driftsmelt **Lock On 1** **Weakness Exploit 2**→5 **Critical Element 1** **Critical Eye 1** **Blunt Force 5** **Slugger 2** **Partbreaker 1**

Advanced Thunder Attack 1 **INERT: needs Thunder Attack Lv5** **Stunning Impact 0**→2

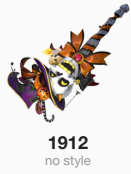
Weapon skill — **Partbreaker 1** (already counted above)

Style ▶ **SHOCKWAVE** (solo) · params → +300 ATK (beats +30% aff by ~5%, verified)

Style nodes — **Lv10** attack · **Lv15** attack · **Lv20** attack — all 3 into **attack** for damage. This is a blast weapon: its 309 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** — at -20% base affinity a node converts to only a few percent, well under what an attack node adds, so one costs about 1% and all three about 3%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) **◆x3: Weakness Exploit** 2→5 **◆x2: Stunning Impact** 0→2

BLAST RE-PROCS EASIEST (x1.3). Armor WEx+Crit Eye reach ~0% net; smelt WEx to go net-positive. Or embrace **-30%** → run it like the CF Fire/Dragon horns.



1912
no style

Skull Whistle

PARALYSIS**STATUS-STACK****NO STYLE****EVENT**

— event horn (Halloween '25); the ONLY paralysis Hunting Horn · **Atk / paralysis NOT PUBLISHED** — the **1912** and **417** shown here before are **unverified**: 1912 equals Bone Hunting Horn's published attack and 417 a Gold Rathian horn's element value, so the stats join is ambiguous. Read them in game. · no style (event weapon)

ARMOR (PARA SET)

head	Bishaten Helm Paralysis Exploit 2 · 1◆
chest	Tzitzil Mail Status Sneak Attack 1 · Artful Dodger 1 · 1◆
arms	Tzitzil Vambraces Status Sneak Attack 2 · 1◆
waist	Bishaten Coil Paralysis Exploit 1 · Shared Sword 2 · 1◆
legs	Somnacanth Greaves Status Sneak Attack 2 · 1◆

SKILLS — **NOW** → **AFTER DRIFTSMELT**

Shared Sword 2**Status Sneak Attack 5****Artful Dodger 1****Paralysis Exploit 3****Attack Boost 0→1**

Weapon skill — not published in the game data for this weapon

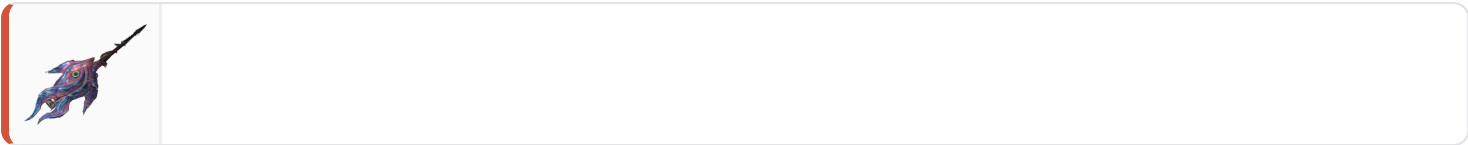
Raw Power 0→4

Style ▶ CAN'T BE STYLED — event horn, no riftborne source

Smelt (5 slots) **◆x4: Raw Power** 0→4 (+400 atk, -20% aff) **◆x1: Attack Boost** (filler — Attack Boost only unlocks **Advanced Attack Boost** (+150/+350) at Lv5, and no piece in this set grants it; Advanced Attack Boost is not smeltable, only Brute Tigrex "Rex Roar" armour has it) (no targeted gem — random within the Crimson/Azure pool) 0→1 (+50 atk) **Raw Power** has a targeted Driftgem so you can aim at it; **Attack Boost** is colour-pool only and gives less per slot — so Raw Power leads and Attack Boost is filler.

LOCK, THEN CASH IN. Paralysis Exploit = +50→160% on a paralyzed target. Status Sneak Attack caps Lv4 effective.

3 · Elemental only vs weak monsters match the horn to the weakness. 1 per element. Off-weakness, bring a General horn.



Hell Horn+ (base: Hell Horn) FIRE CRITICAL FEROCITY STYLE ✓ — Glavenus · Atk 1579 →~1979 styled Fire 1568 −30% innate Critical Ferocity

Armor — Critical Ferocity (HP-independent)

- head **Anja Helm**
Fire Attack 2 · Fire Resistance 1 · 1◆
- chest **Glavenus Mail**
Lock On 1 · Raw Power 2 · 1◆
- arms **Bazelgeuse Vambraces**
Critical Ferocity 2 · 1◆
- waist **Tigrex Coil**
Critical Ferocity 2 · 1◆
- legs **Arzuos Greaves**
Critical Ferocity 1 · Special Boost 1 · 1◆

Skills — now → after driftsmelt Fire Attack 2→5 Raw Power 2 Lock On 1 Critical Ferocity 5 Fire Resistance 1 Special Boost 1 Fighting Spirit 0→2

Weapon skill — Critical Ferocity 1 (already counted above)

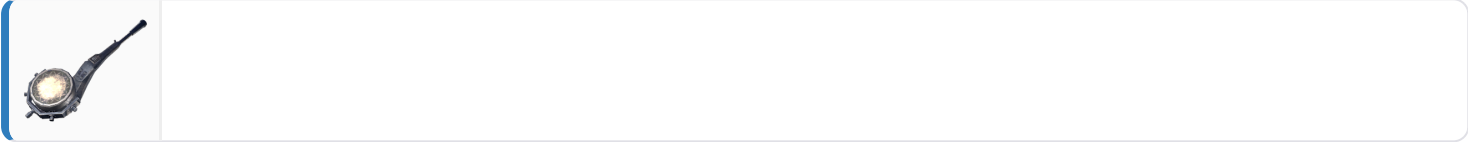
Style ▶ SHOCKWAVE (solo) · params → +300 atk / fire

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** — 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) ◆x3: Fire Attack (2→5, +500 flat) ◆x2: Fighting Spirit

DROPPED VITAL FIRE (it scaled with HP and cratered under damage) — this build is fully HP-independent: flat **FIRE ATTACK 5 (+500)** is the floor.

−30% IS THE POINT: Critical Ferocity flips neg-crits to x2.5; Raw Power deepens it. **NEVER ADD CRIT SKILLS.** (Fire has no Advanced tier.)



Water Tamtam (base: Aqua Bagpipe) WATER ELEMENT + CRIT STYLE ✓ — Jyuratodus · Atk 1549 →~1949 styled Water 1131 0% aff weapon skill Last Stand

Armor — Water Attack set

- head **Pukei Hood**
Focus 1 · Health Boost 2 · 1◆
- chest **Tentacle Cloak**
Namielle Electrowave 1 · Latent Power 1 · Critical Boost 1 · 1◆
- arms **Tentacle Gloves**
Namielle Electrowave 1 · Critical Eye 1 · Weakness Exploit 1 · 1◆
- waist **Tentacle Coil**
Namielle Electrowave 1 · Water Attack 2 · 1◆
- legs **Silver Solgreaves**
Critical Element 1 · Weakness Exploit 1 · 1◆

Skills — now → after driftsmelt Focus 1 Latent Power 1 Weakness Exploit 2→4 Critical Boost 1 Critical Element 1 Critical Eye 1 Namielle Electrowave 3 Health Boost 2

Water Attack 2→5

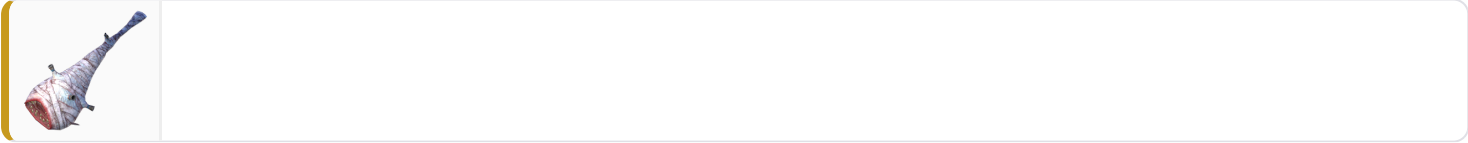
Weapon skill — Last Stand 1 (off-thesis, not in the list above)

Style ▶ SHOCKWAVE (solo) · params → +300 water

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 +10% 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 (5 slots) ◆x3: Water Attack (2→5) ◆x2: Weakness Exploit

0% HORN, HP-INDEPENDENT: WEx feeds crits, Critical Element adds +30% water on weak-point crits, Water Attack 5 is the flat floor.



Khezu Flute (base: Khezu Horn) THUNDER ELEMENT + CRIT STYLE ✓ — Khezu · Atk 1429 →~1829 styled Thunder 1134 +20% aff innate Peak Performance ◇HP (only

fires at max HP — ride-along)

Armor — HP-independent element

- head **Kirin Horn**
Kirin Flashstorm 1 · Lock On 1 · Fighting Spirit 1 · 1◆
- chest **Fulgur Mail**
Vital Thunder 1 · Health Boost 1 · 1◆
- arms **Fulgur Vambraces**
Vital Thunder 2 · 1◆
- waist **Astalos Coil**
Advanced Thunder Attack 1 · Critical Element 1 · Critical Eye 1 · 1◆
- legs **Astalos Greaves**
Advanced Thunder Attack 1 · Thunder Attack 2 · 1◆

Skills — now → after driftsmelt Advanced Thunder Attack 2 Thunder Attack 2→5 Lock On 1 Peak Performance 1 Critical Element 1 Critical Eye 1 Vital Thunder 3 Fighting Spirit 1

Health Boost 1 Kirin Flashstorm 1 Critical Boost 0→2

Weapon skill — Peak Performance 1 (already counted above)

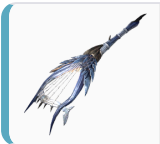
Style ▶ SHOCKWAVE (solo) · params → +300 thunder

Style nodes — Lv10 affinity · Lv15 element · Lv20 element — **1 affinity** then the rest into **element**. Positive affinity plus crit skills here, so affinity nodes pay; the margin over pure element is small (~0.3%). *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) ◆x3: Thunder Attack (2→5, wakes Advanced) ◆x2: Critical Boost

DROPPED VITAL THUNDER → flat **THUNDER ATTACK 5 (+500) + ADVANCED THUNDER ATTACK 2 (+400) = +900 GUARANTEED**, HP-independent.

+20% AFF (Zinogre horn is the −30% raw alt). Advanced Thunder dormant until base Thunder Attack hits Lv5. Use Fulgur Anjanath, not regular Anjanath.



Sectored (base: Glacial Bagpipe)
 ICE
 ELEMENT + CRIT
 STYLE ✓
 — Legiana ·
 Atk 1463
 →~1863 styled
 Ice 1420
 0% aff
 weapon skill Divine Blessing Lv2

Armor — Ice Attack + WEX set

head
 Pukei Hood
 Focus 1 · Health Boost 2 · 1

chest
 Goss Harag Mail
 Advanced Ice Attack 1 · Ice Attack 2 · 1

arms
 Goss Harag Braces
 Advanced Ice Attack 1 · Divine Blessing 1 · 2

waist
 Kushala Cocoon
 Kushala Frostwind 1 · Weakness Exploit 2 · Windproof 1 · 1

legs
 Silver Solgreaves
 Critical Element 1 · Weakness Exploit 1 · 1

Skills — now → after driftsmelt
 Advanced Ice Attack 2
 Ice Attack 2→5
 Focus 1
 Weakness Exploit 3→5
 Critical Element 1
 Divine Blessing 3
 Health Boost 2
 Kushala Frostwind 1
 Windproof 1
 Critical Eye 0→1

Weapon skill — Divine Blessing 2 (already counted above)

Style ▸ SHOCKWAVE (solo) · params → +300 ice

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 +10% 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) ◆x3: Ice Attack 2→5 (+400 element) ◆x2: Weakness Exploit 3→5 ◆x1: Critical Eye 0→1

0% HORN, HP-INDEPENDENT: WEx is the only affinity → Critical Element on weak-point crits; Ice Attack 5 + Advanced Ice Attack = the flat floor. Ice Attack + Critical Boost share one stone color.



Deep Vero (base: Devil's Maestro)
 DRAGON
 CRITICAL FEROCITY
 STYLE ✓
 — Deviljho · great on 1.5× element stages ·
 Atk 1579
 →~1979 styled
 Dragon 1568
 -30%

weapon skill Effect Duration

Armor — Critical Ferocity (HP-independent)

head
 Stygian Helm
 Advanced Dragon Attack 1 · Dragon Attack 2 · 1

chest
 Glavenus Mail
 Lock On 1 · Raw Power 2 · 1

arms
 Bazelgeuse Vambraces
 Critical Ferocity 2 · 1

waist
 Tigrex Coil
 Critical Ferocity 2 · 1

legs
 Death Garon Greaves
 Dragon Attack 2 · Evade Extender 1 · 1

Skills — now → after driftsmelt
 Raw Power 2
 Lock On 1
 Critical Ferocity 4
 Evade Extender 1
 Dragon Attack 4→5
 Advanced Dragon Attack 1
 Fighting Spirit 0→4

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

Style ▸ SHOCKWAVE (solo) · params → +300 dragon

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** — this build runs negative affinity on purpose, so one costs about 4% and all three about 12%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) ◆x1: Dragon Attack (4→5, wakes Advanced) ◆x4: Fighting Spirit

DROPPED VITAL DRAGON → flat DRAGON ATTACK 5 + ADVANCED DRAGON ATTACK = +900 GUARANTEED, HP-independent (Stygian Zinogre + Ebony Odogaron supply it).

-30% IS THE POINT: Critical Ferocity flips neg-crits to x2.5. Great on 1.5× element stages. NEVER ADD CRIT SKILLS.

Final-form (G10-Lv5) name key — MHN renames at grade 6+. **RENAMED:** Duo Horn→Duo Risoluto · Vadya Muse→Vadya Muse+ · Sandpipe→Sandcrier · Blooming Horn→Datura Horn · Spiked Horn→Baan Horn · Rookslayer Drum→Bazelreid Rookslayer · Hell Horn→Hell Horn+ · Aqua Bagpipe→Water Tamtam · Khezu Horn→Khezu Flute · Glacial Bagpipe→Sectored · Devil's Maestro→Deep Vero. **Also renames:** Vadya Muse→Vadya Muse+ (Seregios, not styleable). **KEEP name:** Skull Whistle (event).

HP-independent element (user preference — no Vital): Vital/High Charge [Element] scales off CURRENT HP (2×/4×/8× HP), so it swings from ~+400 at full HP to ~+120 at 30% and craters as you take damage. These builds use flat **[Element] Attack** (+100/+200/+300/+400/+500) + **Advanced [Element] Attack** (+200/+400, HP-independent, needs base at Lv5; exists for Water/Thunder/Ice/Dragon, NOT Fire) + **Critical Element** (+30..80% element on crit). Reliable floor over a ceiling that collapses on one hit. Critical Ferocity is HP-independent, so it stays on the ~30% Fire/Dragon horns.

Style Selection & Enhancement (G8+): pick ONE at Lv5. **Shockwave** — solo/damage default ★★☆☆, adds follow-up hits (more DPS via hit-count), no flat multiplier; use on every damage build here. **Fleeting Melody** — co-op ★★☆☆, party attack-speed buff. Only riftborne (★8) weapons qualify — Seregios & Skull Whistle can't (marked "no style"); the other 10 can. **Enhancement:** style selection at style Lv5 (Grade 8 is the weapon prerequisite), then **parameter nodes** at Lv10/15/20, each +100 atk / +100 element / +10% aff (**status** weapons get +50 element, not +100). The flat add on unlock is **not a constant** — Scopely confirmed it differs by weapon deliberately; measured totals cluster near 504 and 652, so check your own weapon in-game.

Element skill (per level)	1	2	3	4	5
[Element] Attack (flat)	+100	+200	+300	+400	+500
Advanced [Element] (base Lv5)	+200	+400	—	—	—
Critical Element (on crit)	30%	40%	50%	60%	80%

"Advanced" trap: Advanced [Element] Attack does nothing until its base [Element] Attack is Lv5 — armor gives base ~Lv2, so smelt +3 to Lv5 to switch it on. Fire & Dragon are Critical Ferocity builds (Advanced Fire Attack doesn't exist). **Status buildup:** hit adds status×1.1 to a meter; resist rises per proc (Poison/Para ×2, Sleep ×3, Blast ×1.3) — Blast re-procs best, sleep ~1/hunt.

Driftsmelt: armor-only; 1–2 slots/piece (1st unlocks G5 or G8, 2nd always G8 — most pieces cap at 1 slot, so ~3 slots at G5–G7 and 5 at G8+); each smelt **rolls a whole level for that slot** (one Lv5 smelt = Lv5; a 2-slot piece can hold up to ~4 levels); the assigned skill is random (re-roll to target one). **NOT smeltable** (gear only): Critical Ferocity, Critical Element, Lock On, weapon-core skills. Element-attack + Fighting Spirit are pure-stone-tier smelts.

Confidence note — two tiers of data. Weapon names, armour piece names, skills, skill effect values, driftsmelt legality and all G10-Lv5 stats are read from the **official Monster Hunter Now client database** (monsterhunternow.com/en/weapons, /armor, /skills) and are machine-checked against it. **Move names and style names are NOT in that database** — the site publishes no styles or moves endpoint (verified: /styles, /moves, /weapon-styles all return 404). Names like True Charged Slash, Sacred Sheathe Combo, Stepping Shot or Amped Element Discharge come from in-game text, Helpshift articles and community guides, so treat them as **community-sourced**, not DB-verified.

Summoning Bell (Mizutsune)

WATER

NEW 2026-08-17 · NOW STYLEABLE

— Mizutsune ·

Atk 1363

Water 1436

+20% aff

ARMOR — FARMABLE WATER SET (WATER 5 WAKES ADVANCED WATER)

head **Almudron Helm**

Advanced Water Attack 1 · Water Attack 1 · Sneak Attack 1 · 1◆

chest **Almudron Mail**

Advanced Water Attack 1 · Water Attack 2 · 1◆

arms **Jyura Vambraces**

Water Attack 2 · 1◆

waist **Death Garon Coil**

Critical Boost 2 · Evasive Concentration 1 · 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 3

Critical Boost 2

Sneak Attack 1

Evasive Concentration 1

Weakness Exploit 0 → 5

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

Style ▶ NOT YET — Riftborne Mizutsune is live: the official monsters data lists driftParts and a drift tracking cost for it. But the weapons data publishes **no customizationSpec** at all for any of Mizutsune's 14 weapons, so there is no +300 style track to take yet (re-checked 2026-08-19). Being riftborne is necessary but not sufficient — **10 of the 32 riftborne monsters** have zero customizable weapons, because the game enables weapon customization per monster, base forms before subspecies. Re-check before spending driftstones.

Style nodes — **Lv10** affinity · **Lv15** affinity · **Lv20** affinity — all 3 into **affinity**: it is the biggest single node on this build — element only overtakes it against a monster that takes clearly more than 1.0x of this element, and attack only against one that resists it. An affinity node is exactly tied with this here (positive affinity), so either is fine. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) ◆×5: **Weakness Exploit** 0→5 🦂. Water Attack is already Lv5 from the armour, which keeps **Advanced Water Attack 2 (+400 atk)** active — so the slots go to aimable crit instead.

#1 water on a styled-vs-styled comparison. Highest innate water value in the game at **1436** with **+20% native affinity**, and as of 2026-08-17 it gets the same style track as every other pick here — roughly **3215** combined raw+element against ~2980 for the previous water pick on this sheet (~3037 for the capped elder-dragon options). Same 1363/1436/+20% statline in all 14 weapon types. Caveat: the official client weapon database still reports customizable:false for Mizutsune as of 2026-08-17, so this rests on the event notice — re-check the in-game style screen before committing driftstones.

Data 2026-07-24 (official monsterhunternow.com EN skills + riftborne roster + weapon names, gamewith final-form art + style tables, etims.info, alterna.jp). Weapon art = FINAL-form (G10-Lv5); renaming horns use gamewith final-tier art; Vadya Muse (Seregios) becomes Vadya Muse+ by G10; Skull Whistle keeps base=final. Stats G10-Lv5 → style-max where riftborne. Style enhancement = flat add before crit; Fleeting Melody ~1.2× is community-derived. Critical Strength = base-affinity-only (Niantic-confirmed). Element builds are HP-independent (no Vital) per user preference. Skull Whistle art from community screenshot; event-locked. Sprites © Capcom.