

Monster Hunter Now — Insect Glaive Build Sheet

Season 10 · Wave 3 (Aug 17 – Sep 16, 2026) · Numbers are UN-ENHANCED BASE — Insect Glaive Style Enhancement went live 2026-08-17; the stats below are still the un-enhanced base, so add the style track on top for riftborne glaives · Attack shown as ACTUAL → MAX (actual = equip-screen; max = with Burst active, a hit-time buff) · element/status & kinsect shown separately · Verified this session vs official + gamewith/altema/etims.

Insect Glaive basics (read first): the engine is **Kinsect + Enhanced State**. Marker-shot your Kinsect to harvest extract → enter Enhanced State (raises attack, unlocks stronger aerial/ground combos). Uptime is everything — **Power Prolonger** stretches each extract to ~40s. IG is a **multi-hit** weapon, so **Burst** (consecutive-hit attack buff, +30% at Lv5) is its biggest raw multiplier and element/status stacks fast. **The Kinsect is FIXED per weapon** — you can't swap it. **Powder-type kinsects add a separate, hitzone-ignoring explosion damage stream** — a big deal on tough parts. SP = Rushing Thrust. Chips:

burst/uptime

crit

element

status

neg-crit

utility

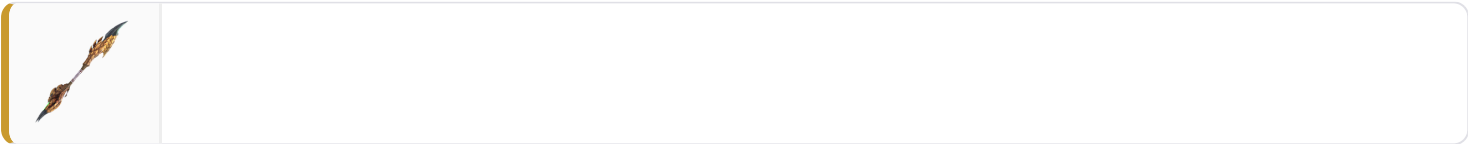
How to read the damage number (ACTUAL → MAX): ACTUAL = the number on your equip screen: weapon base + always-on flat skills (Attack Boost, Critical Strength +8/1% base affinity), lifted by Attack Efficacy. MAX = with Burst active (Burst is a hit-time buff, so it is NOT in the equip-screen number — it applies when you're chaining hits). Both are **pre-crit and pre-element**: your real on-monster damage also gets crit (×1.25, or ×1.50 with Critical Boost 5) and the element/status shown separately. **Element rides its own track** and is NOT in the attack number — an element glaive's real output is attack + element on every one of its many hits.

Styles live for Insect Glaive since 2026-08-17. IG **Style Enhancement** (the +stat track: up to +300 atk / +300 element / +30% affinity + parameter picks, plus a moveset pick — one unified system) went live 2026-08-17 (Season 10 Wave 3). The figures below are un-enhanced base stats. Only **style-eligible** glaives gain the track — **checked against the official DB on 2026-08-18**. Eligible among these picks: **Deviljho, Glavenus, Jyuratodus, Legiana, Magnamalo, Pukei-Pukei, Somnacanth, Zinogre**. Not eligible: **Chameleos, Coral Pukei-Pukei, Diablos, Mizutsune, Namielle, Seregios, Stygian Zinogre, Tigrex, Velkhana, Viper Tobī-Kadachi**. *Diablos was flagged eligible on 2026-08-17 and lost the flag within 24h, as did the Khezu, Lagombi, Rathalos and Rathian glaives — style flags are still settling, so re-check in-game before investing.*

1 · General raw / all-purpose works on everything. Ranked by real damage (attack + affinity + Burst), not tier-list vibes.

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.

Kinsect types (official fields): Powder lays a cloud that detonates on your hits — the explosion **ignores hitzones** (treats the part as 130% weak) and **cannot crit**, so affinity skills do nothing for it. **Flight** = aerial follow-ups, **Assist** = ground combo hits. Bonus tiers: **Stamina Bonus < Mighty Powder** (130 MV vs 46) < **Cluster Powder** (43 MV ×3, and each explosion carries the full status modifier). **Only Hazy Caster has Cluster Powder** — 1 of 51 glaives — which is why the community ranks it #1 overall; the four **Mighty Powder** glaives (Despot's Twinbolt, Stygian Oblivia, Laguna Glaive, Wise Fylos) are the next tier. Because powder cannot crit, a powder build wants attack/element skills, not Weakness Exploit or Critical Boost.



Altair+ (base: Altair) #1 BY NUMBERS — Seregios · Atk 2335 +30% aff best clean crit glaive · weapon skill Attack Efficacy · not styleable

Armor — Burst / crit set

- head

Regios Helm

Attack Efficacy 1 · Critical Strength 1 · 1
- chest

Nargacuga Mail

Critical Boost 2 · Lock On 1 · 1
- arms

Kirin Longarms

Kirin Flashstorm 1 · Critical Boost 1 · Weakness Exploit 1 · 1
- waist

Viper Kadachi Coil

Advanced Burst 1 · Burst 2 · 1
- legs

Glavenus Greaves

Burst 2 · Artful Dodger 1 · 1

Kinsect: Flight · Severing · Lv1 power · Rapid performance — aerial follow-up attacks; bonus: **faster extract harvesting** — on Rapid performance **62.4% of your damage is the glaive and 37.6% is the kinsect**. **Skyward Striker does not affect kinsect damage at all**, so Skyward Striker is worth **one point** here (~9.4%), and it should never go to Lv5. (Tested: lescarnetsdelawycademie.fr/weapon-mechanics-now)

Skills — now → after driftsmelt

Burst 4 → 5

Attack Efficacy 2

Advanced Burst 1

Lock On 1

Critical Boost 3 → 4

Critical Strength 1

Weakness Exploit 1 → 3

Artful Dodger 1

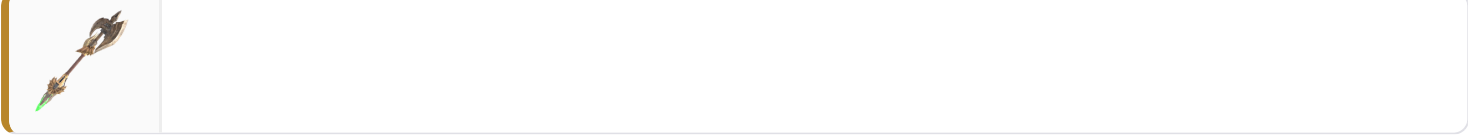
Kirin Flashstorm 1

Critical Eye 0 → 1

Weapon skill — **Attack Efficacy 1** (already counted above)
Style • NEVER — Seregios is not riftborne, so this glaive has **no Style Enhancement track at all** (official data: *no customizationSpec published*). Its stats are final — there is nothing to take. Insect Glaive style selection went live with the 2026-08-17 update, but it only applies to riftborne-monster glaives — not this one.

Smelt (5 slots) ♦×1: Burst (→Lv5) ♦×2: Weakness Exploit ♦×1: Critical Boost ♦×1: Critical Eye

Highest real damage of the clean picks. +30% native affinity makes every crit skill pay off harder than on a 0% glaive — no conditions, no status tax. The straight-DPS default. **Can't be styled** (Seregios not riftborne), so it won't gain the P3 +stat track — but its lead is large enough that it stays #1 in P2.



Tyrannis Glaive (base: Diablos Rod) #2 · MOST VERSATILE — Diablos · Atk 2371 0% aff tier-list #1 for farmability · weapon skill Heroics · styleable in P3

Armor — Burst / crit set

- head

Regios Helm

Attack Efficacy 1 · Critical Strength 1 · 1
- chest

Nargacuga Mail

Critical Boost 2 · Lock On 1 · 1
- arms

Kirin Longarms

Kirin Flashstorm 1 · Critical Boost 1 · Weakness Exploit 1 · 1
- waist

Viper Kadachi Coil

Advanced Burst 1 · Burst 2 · 1
- legs

Glavenus Greaves

Burst 2 · Artful Dodger 1 · 1

Kinsect: Flight · Blunt · Lv1 power · Stamina performance — aerial follow-up attacks; bonus: **Follow-Up Bonus** — on Stamina performance **54.3% of your damage is the glaive and 45.7% is the kinsect**. **Skyward Striker does not affect kinsect damage at all**, so Skyward Striker pays only 8.1% for one point — low priority, and it should never go to Lv5. (Tested: lescarnetsdelawycademie.fr/weapon-mechanics-now)

Skills — now → after driftsmelt

Burst 4 → 5

Advanced Burst 1

Attack Efficacy 1

Lock On 1

Critical Boost 3 → 4

Critical Strength 1

Weakness Exploit 1 → 3

Artful Dodger 1

Heroics 1

Kirin Flashstorm 1

Critical Eye 0 → 1

Weapon skill — **Heroics 1** (already counted above)
Style • ELIGIBLE — the official DB lists **customizable: true** for this glaive as of 2026-08-19, so it does take the +300 track, and the note below about it being the long-term raw pick applies now rather than later. The flag is volatile: true on 2026-08-17, false on 2026-08-18, true again on 2026-08-19. Re-check before committing driftstones. Note also that all 16 customizable Insect Glaives carry **styleSelectable: false** while every other weapon class is true, so stat enhancement and style *selection* may not be the same thing here.

Style at Lv5 — take **Kinsect Slash** — "a direct upgrade" and hard to get wrong — higher accuracy, faster movement, good damage and evasion. **Awakened Kinsect** is situational. *Style names are not published in the game data; community-reported (r/MHNowGame 1vxt27b (posted after IG styles went live 2026-08-17)). Styles are reversible.*

Style nodes — **Lv10** element · **Lv15** element · **Lv20** element — all 3 into **element** — this build's element is high enough that it beats an attack node outright, not just against monsters weak to it. An affinity node is close behind here (positive affinity), within 0.1% — either is defensible. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) **◆x1: Burst** (→Lv5) **◆x2: Weakness Exploit** **◆x1: Critical Boost** **◆x1: Critical Eye**

The safe default. Slightly lower real damage than Seregios (0% vs +30% base) but cheap to craft, piece kinsect, and handles everything. **Becomes the long-term #1 in P3** — it's riftborne, so it gains the +300 style track then, while Seregios can't. If you can't reliably hit weak points, Diablos's flat raw is the steadier choice.



◆ Kadachi Vipertail — raw / Burst build **PARALYSIS** **#3 · CO-OP / UTILITY** — Viper Tobī-Kadachi · **Atk 2127** **+10% aff** **Para 364** innate Burst + Advanced Burst · *not styleable*

Armor — Burst / crit set

- head **Pukei Lagoon Hat**
Weakness Exploit 2 · Lock On 1 · 1◆
- chest **Bazelgeuse Mail**
Valor 3 · 1◆
- arms **Rathalos Vambraces**
Fire Resistance 1 · Attack Boost 2 · 2◆
- waist **Viper Kadachi Coil**
Advanced Burst 1 · Burst 2 · 1◆
- legs **Glavenus Greaves**
Burst 2 · Artful Dodger 1 · 1◆

Kinsect: Flight · Severing · Lv1 power · Stamina performance — aerial follow-up attacks; bonus: **Follow-Up Bonus** — on Stamina performance **54.3% of your damage is the glaive and 45.7% is the kinsect. Skyward Striker does not affect kinsect damage at all**, so Skyward Striker pays only 8.1% for one point — low priority, and it should never go to Lv5. (Tested: lescarnetsdelawycademie.fr/weapon-mechanics-now)

Skills — now → after driftsmelt **Burst 5** **Attack Boost 2** **Advanced Burst 2** **Lock On 1** **Weakness Exploit 2 → 5** **Valor 3** **Artful Dodger 1** **Fire Resistance 1** **Critical Eye 0 → 2**

Earplugs 0 → 1

Weapon skill — **Advanced Burst 1 · Burst 1** (already counted above)

Heroes 3 (◆→29% LHP)

Style • NEVER — Viper Tobī-Kadachi is not riftborne, so this glaive has **no Style Enhancement track at all** (official data: *no customizationSpec published*). Its stats are final — there is nothing to take. Insect Glaive style selection went live with the 2026-08-17 update, but it only applies to riftborne-monster glaives — not this one.

Smelt (6 slots) **◆x3: Weakness Exploit** 2→5 **◆x2: Critical Eye** 0→2 **◆x1: Earplugs** (no targeted gem — random within the Cyan pool) 0→1

A paralysis glaive that doubles as a top all-rounder. Lower raw than #1/#2, but sustained Burst uptime + the 364 paralysis is a free lock (~1~2x/hunt) with no para skills needed. **Burst Lv4 misses the Lv5 threshold Advanced Burst needs — the +1 smelt is mandatory.** Also the Paralysis pick (§3).



Rex Rod **CRITICAL FEROCITY** **HIGHEST CEILING · CONDITIONAL** — Tigrex · **Atk 2633** **−40% aff** innate Critical Ferocity · *not styleable*

Armor — Critical-Ferocity set

- head **Glavenus Helm**
Raw Power 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 **Glavenus Greaves**
Burst 2 · Artful Dodger 1 · 1◆

Kinsect: Assist · Blunt · Lv1 power · Stamina performance — ground combo assist attacks; bonus: **Stun Bonus** — on Stamina performance **54.3% of your damage is the glaive and 45.7% is the kinsect. Skyward Striker does not affect kinsect damage at all**, so Skyward Striker pays only 8.1% for one point — low priority, and it should never go to Lv5. (Tested: lescarnetsdelawycademie.fr/weapon-mechanics-now)

Skills — now → after driftsmelt **Raw Power 4 → 5** **Burst 2 → 5** **Lock On 1** **Critical Ferocity 5** **Artful Dodger 1** **Pursuit 0 → 1**

Weapon skill — **Critical Ferocity 1** (already counted above)

Style • NEVER — Tigrex is not riftborne, so this glaive has **no Style Enhancement track at all** (official data: *no customizationSpec published*). Its stats are final — there is nothing to take. Insect Glaive style selection went live with the 2026-08-17 update, but it only applies to riftborne-monster glaives — not this one.

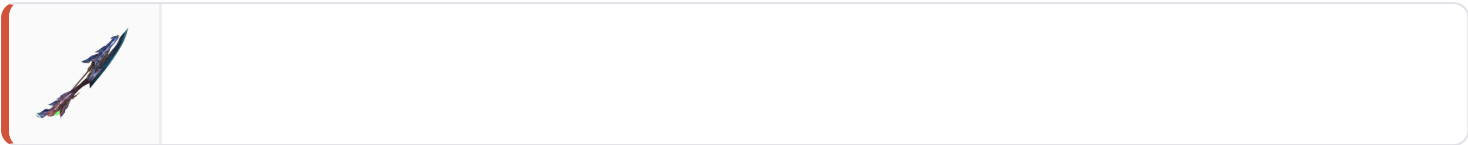
Smelt (5 slots) **◆x1: Raw Power** 4→5 (+100 atk, −10% aff, pushing affinity further negative for Critical Ferocity) **◆x3: Burst** 2→5 (+30% attack on consecutive hits) **◆x1: Pursuit** 0→1 (+10% vs a monster with a broken part)

⚠ **Conditional pick — read this.** The ~3686 max assumes Critical Ferocity procs on ~30% of negative crits — a number **no source confirms** (official says only "rarely"). Break-even vs a 0% glaive is a ~14% proc; vs Seregios ~29%. If the proc is lower, or you're not fully committed to CF Lv5 + −100% aff, the −40% is a dead penalty and Seregios/Diablos beat it. **Never add WEX / Critical Eye / Critical Boost.**

2 · Elemental

only vs weak monsters

IG lands element on every one of its many hits — element glaives are strong. Element value shown separately from attack. One per element.



Flaming Teuza+ (base: Flaming Teuza) **FIRE** **CF** — Glavenus · **Atk 1579** **Fire 1568** **−30% aff** #1 Fire · styleable in P3

Armor — Critical-Ferocity set

- headGlavenus Helm
Raw Power 2 · 1◆
- chestGlavenus Mail
Lock On 1 · Raw Power 2 · 1◆
- armsBazelgeuse Vambraces
Critical Ferocity 2 · 1◆
- waistTigrex Coil
Critical Ferocity 2 · 1◆
- legsQuematrice Greaves
Attack Boost 3 · 1◆

Kinsect: Assist · Severing · Lv2 power · Rapid performance — ground combo assist attacks; bonus: **Elemental Bonus** — on Rapid performance **62.4% of your damage is the glaive and 37.6% is the kinsect**. Skyward Striker does not affect kinsect damage at all, so Skyward Striker is worth **one point** here (~9.4%), and it should never go to Lv5. (Tested: lescarnetsdelawycademie.fr/weapon-mechanics-now)

Skills — now → after driftsmelt **Critical Ferocity 5** **Raw Power 4→5** **Attack Boost 3** **Lock On 1** **Burst 0→2** **Pursuit 0→2**

Weapon skill — Critical Ferocity 1 (already counted above)

Style · **LIVE 2026-08-17** — Insect Glaive style selection unlocked with the Aug 17 update; take the Style-Enhancement stat track as well.

Style at Lv5 — take **Kinsect Slash** — "a direct upgrade" and hard to get wrong — higher accuracy, faster movement, good damage and evasion. **Awakened Kinsect** is situational. This is a **smash** kinsect, not a powder one, so Awakened Kinsect has less to offer here. *Style names are not published in the game data; community-reported (r/MHNowGame 1vxt27b (posted after IG styles went live 2026-08-17)). 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** — this build runs negative affinity on purpose, so one costs about 5% and all three about 13%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) **◆x1: Raw Power** 4→5 (+100 atk, −5% aff) **◆x2: Pursuit** 0→2 (+15% vs a monster with a broken part) **◆x2: Burst** 0→2 (+10% after consecutive hits) ♾️. Only **aimable** skills are planned here. **Attack Boost** is colour-pool only — a slot you cannot aim at.

#1 Fire. The 1568 fire lands on every hit regardless of the CF gamble, so this is safer than a pure-raw CF gun — but the negative-affinity payoff still rides on the unconfirmed ~30% proc (see Rex Rod). **No WEX / Critical Eye / Critical Boost**. Positive-aff alt: Rathalos **Rathmaul** (0% aff, element + Burst, innate Earplugs).



Hydros Arcana **WATER** — Namielle · **Atk 1591** **Water 1335** **+20% aff** #1 Water · innate Weakness Exploit · name unchanged · style: *unconfirmed*

Armor — tentacle element set

- headPukei Lagoon Hat
Weakness Exploit 2 · Lock On 1 · 1◆
- chestTentacle Cloak
Namielle Electrowave 1 · Latent Power 1 · Critical Boost 1 · 1◆
- armsTentacle Gloves
Namielle Electrowave 1 · Critical Eye 1 · Weakness Exploit 1 · 1◆
- waistTentacle Coil
Namielle Electrowave 1 · Water Attack 2 · 1◆
- legsPukei Lagoon Greaves
Power Prolonger 1 · Weakness Exploit 1 · 1◆

Kinsect: Assist · Severing · Lv1 power · Stamina performance — ground combo assist attacks; bonus: **Elemental Bonus** — on Stamina performance **54.3% of your damage is the glaive and 45.7% is the kinsect**. Skyward Striker does not affect kinsect damage at all, so Skyward Striker pays only 8.1% for one point — low priority, and it should never go to Lv5. (Tested: lescarnetsdelawycademie.fr/weapon-mechanics-now)

Skills — now → after driftsmelt **Water Attack 2→5** **Latent Power 1** **Lock On 1** **Weakness Exploit 5** **Critical Boost 1→3** **Critical Eye 1** **Namielle Electrowave 3** **Hunter's Unity 1**

Power Prolonger 1

Weapon skill — Hunter's Unity 1 · Weakness Exploit 1 (already counted above)

Style · **NEVER** — Namielle is not riftborne, so this glaive has **no Style Enhancement track at all** (official data: *no customizationSpec published*). Its stats are final — there is nothing to take. Insect Glaive style selection went live with the 2026-08-17 update, but it only applies to riftborne-monster glaives — not this one.

Smelt (5 slots) **◆x3: Water Attack** 2→5 (+400 element) **◆x2: Critical Boost** 1→3

+20% innate aff + WEX = strong crits, element on every one of IG's many hits. Electrowave (3-pc, +25% water) stacks on Water Attack. *etims ranks Jyuratodus #1 only for its future P3 style — ignore for now, take Namielle.*



Water Glaive (base: Aqua Rod) **WATER** **OPTION B · FARMABLE** — Jyuratodus (farmable) · **Atk 1549** **Water 1131** **0% aff** *zero gated pieces*

Armor — fully farmable set

- headPukei Lagoon Hat
Weakness Exploit 2 · Lock On 1 · 1◆
- chestAlmudron Mail
Advanced Water Attack 1 · Water Attack 2 · 1◆
- armsJyura Vambraces
Water Attack 2 · 1◆
- waistCeanataur Coil
Advanced Water Attack 1 · Tail Partbreaker 1 · 2◆
- legsPukei Lagoon Greaves
Power Prolonger 1 · Weakness Exploit 1 · 1◆

Driftsmelt: 6 slots at G8+

Skills — now → after driftsmelt **Water Attack 4→5** **Advanced Water Attack 2 INERT: needs Water Attack Lv5** **Lock On 1** **Weakness Exploit 3→5** **Last Stand 1** **Power Prolonger 1**

Tail Partbreaker 1 **Critical Boost 0→3**

Weapon skill — Last Stand 1 (already counted above)

Style · **LIVE** — Jyuratodus is **riftborne** → full style-enhancement stat track. Insect Glaive style selection is live as of 2026-08-17. Namielle has no rift parts, so **Hydros Arcana is capped at 1591 / 1335 forever** — it has no ceiling left to climb.

Style at Lv5 — take **Kinsect Slash** — "a direct upgrade" and hard to get wrong — higher accuracy, faster movement, good damage and evasion. **Awakened Kinsect** is situational. This is a **smash** kinsect, not a powder one, so Awakened Kinsect has less to offer here. *Style names are not published in the game data; community-reported (r/MHNowGame 1vxt27b (posted after IG styles went live 2026-08-17)). Styles are reversible.*

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 close behind here (positive affinity), within 0.2% — either is defensible. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (6 slots) **◆x1: Water Attack** 4→5 (+150 element) — wakes **Advanced Water Attack 2 (+350 atk)** **◆x2: Weakness Exploit** 3→5 **◆x3: Critical Boost** 0→3

the set carries **Advanced Water Attack 2**, worth **+350 attack**, but it only fires while **Water Attack** is **Lv5**, The smelt finishes Water Attack first to switch it on. **Why this is the Option B**: Slightly behind unstyled, but once styled you pass it on element — the gated pick is capped forever. **Every piece is farmable** — the gated set needed Hydros Arcana. Real rebuild required — the guide set uses THREE Namielle Tentacle pieces (chest/arms/waist), all Elder-gated. Tentacle Coil is the only waist in the game with Water Attack, so gating Namielle forces this swap. *Weapon pick is guide-backed (altma water IG); the farmable armor is my substitution from verified DB data.*



Despot's Twinbolt (base: Royal Bolt Scepter) **THUNDER** — Zinogre · **Atk 1463** **Thunder 1420** 0% aff #1 Thunder · *styleable in P3*

Armor — Thunder Attack to 5 + Burst 5 set — powder kinsect: crit reaches only 38% of your damage

- head **Astalos Helm**
Advanced Thunder Attack 1 · Reload Speed 1 · Thunder Attack 1 · 1◆
- chest **Lagombi Mail**
Attack Boost 3 · 1◆
- arms **Regios Vambraces**
Attack Boost 2 · Attack Efficacy 1 · 1◆
- waist **Kadachi Coil**
Thunder Attack 2 · 1◆
- legs **Astalos Greaves**
Advanced Thunder Attack 1 · Thunder Attack 2 · 1◆

Kinsect: Powder · Severing · Lv3 power (highest) · Power performance — lays a powder cloud that detonates on your hits — **ignores hitzones** (treats the part as 130% weak) and cannot crit; bonus: **Mighty Powder Bonus** — powder power up (130 MV vs 46)

Skills — now → after driftsmelt **Advanced Thunder Attack 2** **Attack Boost 5** **Attack Efficacy 1** **Burst 0→5** **Thunder Attack 5** **Artful Dodger 1**

Reload Speed 1 INERT: Light Bowgun, Heavy Bowgun only

Weapon skill — **Artful Dodger 1** (already counted above)

Style ▸ LIVE 2026-08-17 — Insect Glaive style selection unlocked with the Aug 17 update; take the Style-Enhancement stat track as well.

Style at Lv5 — take **Kinsect Slash** — "a direct upgrade" and hard to get wrong — higher accuracy, faster movement, good damage and evasion. **Awakened Kinsect** is situational. This is a **powder** kinsect, which is where **Awakened Kinsect** is genuinely worth trying: it procs a powder explosion on the first attack of the hunt instead of waiting for a charged state, giving a repeatable launch/dive/extract loop. One player counters that it cuts the powered state short and calls it a DPS loss, so the split is real. *Style names are not published in the game data; community-reported (r/MHNowGame 1vxt27b (posted after IG styles went live 2026-08-17)). Styles are reversible.*

Style nodes — **Lv10** affinity · **Lv15** affinity · **Lv20** attack — **2 affinity** then the rest into **attack** — affinity is the biggest single node here — 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) **◆x5: Burst** (→Lv5)

⚠ **Powder vs this crit set**: this glaive's kinsect is **Mighty Powder**, and powder explosions **cannot crit** — so the Critical Boost 2 / Critical Eye 2 / WEX 1 on this Kirin+Astalos set, and the **◆x2 Critical Boost** smelt, only scale the glaive's own swings, not the powder damage. If the explosion is the bulk of your damage, move those 2 slots to **Attack Boost** (+100 atk, always on, and it does feed the powder hit). *Flagged, not changed: I have not verified the explosion-vs-swing damage split.*

This is a **Mighty Powder** glaive — powder explosions **cannot crit**, so all of that was dead weight. Replaced with a farmable thunder set; Kirin is also an Elder Dragon and gated. **Base Zinogre, not the subspecies** (Stygian Zinogre's glaive is Dragon). The powder kinsect adds hitzone-ignoring damage on top. **Why Raw Power for the 5 slots: thunder is already capped (Thunder 5 + Advanced Thunder 2) and Attack Boost is already 5 from the armour, so raw is the only lever left.** Raw Power gives +500 attack at ~30% affinity — free on the powder stream, which ignores affinity entirely. Alternative worth knowing: Burst 5 is +30% attack with no affinity cost, which is better on the glaive's melee hits (~2292 vs ~2093) and edges Raw Power overall once Burst uptime passes roughly 85%. Raw Power is the safer floor; Burst is the higher ceiling if you keep the combo going.



Freeze Gale (base: Frost Blade) **ICE** **#1 ICE** — Legiana · **Atk 1463** **Ice 1420** 0% aff **weapon skill Divine Blessing** · *styleable in P3*

Armor — ice element set

- head **Legiana Helm**
Divine Blessing 2 · Ice Attack 1 · 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 **Legiana Coil**
Ice Attack 2 · Windproof 1 · 1◆
- legs **Quematrice Greaves**
Attack Boost 3 · 1◆

Kinsect: Flight · Severing · Lv3 power (highest) · Power performance — aerial follow-up attacks; bonus: **Aerial Bonus** — on Power performance 37.5% of your damage is the glaive and 62.5% is the kinsect. **Skyward Striker does not affect kinsect damage at all**, so Skyward Striker is a trap here at only 5.6% for one point, and it should never go to Lv5. (Tested: lescarnetsdelawycademie.fr/weapon-mechanics-now)

Skills — now → after driftsmelt **Ice Attack 5** **Advanced Ice Attack 2** **Divine Blessing 5** **Attack Boost 3** **Windproof 1** **Weakness Exploit 0→3** **Critical Eye 0→2**

Weapon skill — **Divine Blessing 2** (already counted above)

Critical Boost 0→1

Style ▸ LIVE 2026-08-17 — Insect Glaive style selection unlocked with the Aug 17 update; take the Style-Enhancement stat track as well.

Style at Lv5 — take **Kinsect Slash** — "a direct upgrade" and hard to get wrong — higher accuracy, faster movement, good damage and evasion. **Awakened Kinsect** is situational. This is a **pierce** kinsect, not a powder one, so Awakened Kinsect has less to offer here. *Style names are not published in the game data; community-reported (r/MHNowGame 1vxt27b (posted after IG styles went live 2026-08-17)). Styles are reversible.*

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 (6 slots) **◆x3: Weakness Exploit** 0→3 (+30% affinity) **◆x2: Critical Eye** 0→2 (+10% affinity) **◆x1: Critical Boost** 0→1 (crit multiplier 125% → 130%) 🐞 **Only aimable skills are planned here.**

Attack Boost is colour-pool only — a slot you cannot aim at.

#1 ice for the long haul. Ice Attack Lv5 is the big lever (element on every hit). 0% aff → smelt WEX / Critical Eye to create crits, then Critical Boost. Riftborne → gains the +300 style track in P3, and Velkhana can't match that (see below) — so Legiana is the pick to invest in. See the Velkhana comparison directly below.



Wise Fylos **ICE** **CONTENDER · EVENT** — Velkhana · **Atk 1444** **Ice 1622** 0% aff **higher base ice + powder kinsect** · **NOT styleable, ever**

Armor — Ice Attack to 5 + Skyward Striker 2 + Burst 5 set — powder kinsect: crit reaches only 38% of your damage

head **Barioth Helm**
Evade Extender 1 · Skyward Striker 2 · 1

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

arms **Regios Vambraces**
Attack Boost 2 · Attack Efficacy 1 · 1

waist **Legiana Coil**
Ice Attack 2 · Windproof 1 · 1

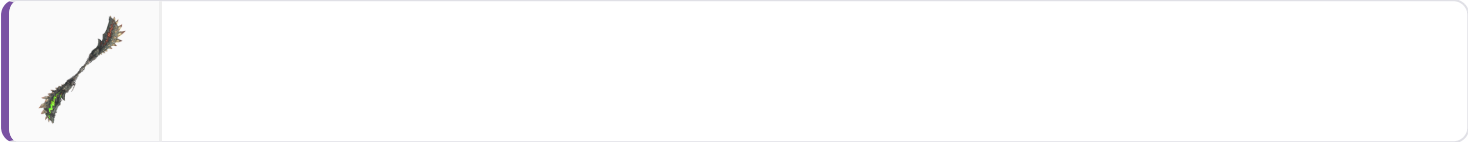
legs **Quematrice Greaves**
Attack Boost 3 · 1

Kinsect: Powder · Severing · Lv3 power (highest) · Power performance — lays a powder cloud that detonates on your hits — **ignores hitzones** (treats the part as 130% weak) and cannot crit; bonus: **Mighty Powder Bonus** — powder power up (130 MV vs 46)

Skills — now → **after driftsmelt** **Advanced Ice Attack 2** **Attack Boost 5** **Attack Efficacy 1** **Burst 0→5** **Ice Attack 5** **Skyward Striker 2** **Evade Extender 1** **Hunter's Unity 1** **Windproof 1**

Weapon skill — Advanced Ice Attack 1 · Hunter's Unity 1 · Ice Attack 1 (already counted above)
Style · **NEVER** — Velkhana is not riftborne, so this glaive has no Style Enhancement track at all (official data: *no customizationSpec published*). Its stats are final — there is nothing to take. Insect Glaive style selection went live with the 2026-08-17 update, but it only applies to riftborne-monster glaives — not this one.

Smelt (5 slots) **x5: Burst** (→Lv5)
Genuinely contested, and it depends on timing: Velkhana has higher base ice (1622 vs 1420) and a powder kinsect (hitzone-ignoring bonus damage) — so right now in P2, on tough-hitzone monsters, Velkhana can out-damage Legiana, and some JP sources call it the strongest ice IG. BUT: Velkhana is not riftborne, so it can never gain style enhancement — it's stuck at base forever. Legiana gains the full +300 atk / +300 ice / +30% aff track in P3 (~Aug 17), which decisively overtakes Velkhana. Also: Velkhana is event-obtained (Summer Hunt); Legiana is permanently farmable. Verdict: take Velkhana if you have it and want the strongest ice NOW; build Legiana as the lasting pick. (etims' ice ranking, which excludes kinsect, lists Legiana #1 and omits Velkhana.)



Grunge Storm (base: Bad Wing) **DRAGON** **CF** — Devilho · **Atk 1579** **Dragon 1568** **-30% aff** **#1 Dragon** · *styleable in P3*

Armor — **Critical-Ferocity set**

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

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

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

waist **Vangis Coil**
Dragon Attack 2 · Tremor Resistance 1 · 1

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

Kinsect: Assist · Blunt · Lv3 power (highest) · Power performance — ground combo assist attacks; bonus: **Assist Bonus** — on Power performance 37.5% of your damage is the glaive and 62.5% is the kinsect. **Skyward Striker does not affect kinsect damage at all**, so Skyward Striker is a trap here at only 5.6% for one point, and it should never go to Lv5. (Tested: lescarnetsdelawycademie.fr/weapon-mechanics-now)

Skills — now → **after driftsmelt** **Dragon Attack 4→5** **Critical Ferocity 4** **Raw Power 2→5** **Lock On 1** **Tremor Resistance 1** **Evade Extender 1**

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

Pursuit 0→1

Style · **LIVE 2026-08-17** — Insect Glaive style selection unlocked with the Aug 17 update; take the Style-Enhancement stat track as well.

Style at Lv5 — take Kinsect Slash — "a direct upgrade" and hard to get wrong — higher accuracy, faster movement, good damage and evasion. **Awakened Kinsect** is situational. This is a smash kinsect, not a powder one, so Awakened Kinsect has less to offer here. *Style names are not published in the game data; community-reported (r/MHNowGame 1vx127b (posted after IG styles went live 2026-08-17)). 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** — 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.*

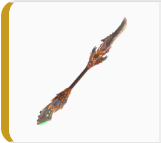
Smelt (5 slots) **x1: Dragon Attack** 4→5 (+150 element) **x3: Raw Power** 2→5 (+300 atk, -15% aff) **x1: Pursuit** 0→1 (+10% vs a monster with a broken part) **Only aimable skills are planned here.** Attack Boost is colour-pool only — a slot you cannot aim at.

#1 Dragon, highest dragon element. 1568 dragon lands every hit regardless (safer than pure-raw CF), but the neg-aff payoff still rides on the unconfirmed ~30% proc. **No WEX / Critical Eye / Critical Boost.** Great vs Malzeno/Kushala. Positive-aff alt: Malzeno Whiplash Stock (0% aff, 1622 dragon).

3 • Status

works on all monsters

paralysis / poison / sleep / blast. Mostly niche / co-op — IG has the 2nd-lowest status buildup rate of all 14 weapons. Only one glaive per status.



Kadachi Vipertail — paralysis build PARALYSIS ONLY PARALYSIS IG — Viper Tobi-Kadachi • Atk 2127 +10% aff Para 364

Armor — dedicated Paralysis set

- headBishaten Helm
Paralysis Exploit 2 • 1◆
- chestVolvidon Mail
Paralysis Attack 2 • 1◆
- armsViper Kadachi Braces
Advanced Burst 1 • Paralysis Exploit 1 • Paralysis Attack 1 • 1◆
- waistBishaten Coil
Paralysis Exploit 1 • Shared Sword 2 • 1◆
- legsGirros Greaves
Paralysis Attack 2 • 1◆

Driftsmelt: 5 slots at G8+

Skills — now → after driftsmelt

Paralysis Attack 5

Paralysis Exploit 4

Shared Sword 2

Burst 1

Advanced Burst 2 INERT: needs Burst Lv5

Raw Power 0 → 4

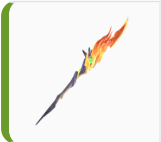
Critical Boost 0 → 1

Weapon skill — Advanced Burst 1 • Burst 1 (already counted above)
Style • NEVER — Viper Tobi-Kadachi is not riftborne, so this glaive has no Style Enhancement track at all (official data: *no customizationSpec published*). Its stats are final — there is nothing to take. Insect Glaive style selection went live with the 2026-08-17 update, but it only applies to riftborne-monster glaives — not this one.

Smelt (5 slots) ◆x4: Raw Power 0 → 4 (+400 atk, −20% aff) ◆x1: Critical Boost (the note above already calls for this: Critical Boost multiplies every crit, and after WEX/Critical Eye this set is at positive affinity. Aimable, unlike Attack Boost) (no targeted gem — random within the Crimson/Azure pool) 0 → 1 (+50 atk) 🐞 Raw Power has a targeted Driftgem — you can aim at it; Attack Boost is Crimson/Azure pool only, so take it as the filler. Raw Power 4 + Attack Boost 1 beats 5x Attack Boost (+450 atk vs +300) and beats Raw Power 5, whose −30% would eat the weapon's +10% affinity. • Paralysis Exploit has no driftstone at all and Paralysis Attack comes only from the Amber pool, so the armour is the only reliable source for both — which is why this build takes them from the set and spends its slots on raw.

Why this differs from the raw #3 build: this is the paralysis band, so it runs paralysis skills instead of sharing the raw/Burst chassis. Paralysis Attack 5 takes buildup 364 → 514 (+41%, so noticeably more procs) and Paralysis Exploit 4 adds +130% damage to the paralysed monster. The trade is real: you give up Burst 5 / Valor 3 / Weakness Exploit 2, so raw damage between paralysis windows is lower. Run the raw #3 set instead if you want a flat all-rounder. Neither skill is smeltable, so the armour is the only source.

No dedicated paralysis build worth running. IG has the 2nd-lowest status buildup of all 14 weapons (×1.0), so despite its many hits it procs paralysis only ~1–2x per hunt. No top JP guide builds IG for paralysis (altma's paralysis-weapon list points to Hammer/LBG). Run the same raw Burst/crit build as General #3 and take the free locks as bonus stopping power — great in co-op, zero skill investment. *Optional co-op hybrid (single-sourced, modest): swap 3 pieces to Bishaten for Paralysis Exploit 4 + Shared Sword 2 while keeping Burst 5.*



Hazy Caster POISON ONLY POISON IG — Chameleos • Atk 2086 0% aff Poison 526 #1 poison (highest raw AND poison) • innate Status Sneak Attack • not styleable

Armor — poison-uptime set

- headMizuha Cap
Chameleos Venomist 1 • Poison Exploit 1 • Status Sneak Attack 1 • 1◆
- chestRathian Mail
Poison Attack 2 • 1◆
- armsRegios Vambraces
Attack Efficacy 1 • Attack Boost 2 • 1◆
- waistMizuha Sash
Chameleos Venomist 1 • Poison Exploit 2 • 1◆
- legsViper Kadachi Greaves
Advanced Burst 1 • Poison Exploit 2 • 1◆

Kinsect: Powder • Blunt • Lv3 power (highest) • Power performance — lays a powder cloud that detonates on your hits — ignores hitzones (treats the part as 130% weak) and cannot crit; bonus: Cluster Powder Bonus — powder explodes 3x (43 MV each); only glaive in the game with it

Skills — now → after driftsmelt

Poison Attack 2

Poison Exploit 5

Chameleos Venomist 2

Attack Boost 2

Status Sneak Attack 3 → 5

Attack Efficacy 1

Advanced Burst 1 INERT: needs Burst Lv5

Hunter's Unity 1

Burst 0 → 3

Weapon skill — Hunter's Unity 1 • Status Sneak Attack 2 (already counted above)
Style • NEVER — Chameleos is not riftborne, so this glaive has no Style Enhancement track at all (official data: *no customizationSpec published*). Its stats are final — there is nothing to take. Insect Glaive style selection went live with the 2026-08-17 update, but it only applies to riftborne-monster glaives — not this one.

Smelt (5 slots) ◆x3: Burst 0 → 3 ◆x2: Status Sneak Attack 3 → 5

Self-sustaining +100% window. High poison + innate Status Sneak Attack procs poison fast; Poison Exploit Lv5 then doubles every glaive AND powder hit. Utility pick — strong sustained pressure, lower peak than the raw picks.



Datura Blade (base: Blooming Glaive) POISON OPTION B • FARMABLE — Pukei-Pukei (farmable) • Atk 1912 Poison 417 0% aff innate Sneak Attack 1 • zero gated pieces

Armor — fully farmable set

- headChatacabra Helm
Litheness 1 • Sneak Attack 2 • 1◆
- chestTzitz Mail
Status Sneak Attack 1 • Artful Dodger 1 • 1◆
- armsNargacuga Vambraces
Buildup Boost 3 • 1◆
- waistLumu Phantasm Coil
Sneak Attack 2 • Evade Extender 1 • 1◆
- legsNargacuga Greaves
Buildup Boost 2 • Artful Dodger 1 • 1◆

Driftsmelt: 5 slots at G8+

Skills — now → after driftsmelt

Sneak Attack 5

Buildup Boost 5

Status Sneak Attack 1

Artful Dodger 2

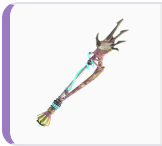
Evade Extender 1

Litheness 1

Weapon skill — Sneak Attack 1 (already counted above)
Style • LIVE — Pukei-Pukei is riftborne, so this one earns the style-enhancement stat track (+300 atk / +300 element / +30% aff). Insect Glaive style selection is live as of 2026-08-17; take the Style-Enhancement stats too. Chameleos has no rift parts, so Hazy Caster can never be enhanced at all — that gap only widens.

Smelt (5 slots) one whole level per slot — roll the element/status skill this build leans on

Why this is the Option B: −174 atk and −109 poison unstyled, and you lose Poison Exploit 3 + Chameleos Venomist (near-unobtainable farmably). In exchange its innate Sneak Attack stacks with the armor to the Lv5 cap, and it can actually be style-enhanced. Every piece is farmable — the gated set needed Hazy Caster, which has two gated pieces, both Chameleos (Mizuha Cap, Mizuha Sash). Its arms are Regios Vambraces (Seregios, farmable). Lumu Phantasm Coil is Nightshade Paolumu, a subspecies, but fully farmable (minGrade 3, 2 habitats). *My pick from verified official-DB data — no JP guide publishes a farmable poison IG build.*



Illusory Frilled Jab (base: Frilled Jab) **SLEEP** **ONLY SLEEP IG** — Somnacanth · **Atk 1878** **-15% aff** **Sleep 516** weapon skill Evade Extender · *styleable in P3*

Armor — wake-up set

- head **Lumu Phantasm Hood**
Rude Awakener 2 · 1 ◆
- chest **Baan Mail**
Sleep Attack 1 · Defense Boost 2 · 1 ◆
- arms **Lumu Phantasm Arms**
Sleep Attack 2 · 1 ◆
- waist **Baan Coil**
Sleep Attack 2 · 1 ◆
- legs **Lumu Phantasm Greaves**
Rude Awakener 1 · Status Sneak Attack 1 · 1 ◆

Kinsect: Assist · Blunt · Lv2 power · Rapid performance — ground combo assist attacks; bonus: Stun Bonus — on Rapid performance 62.4% of your damage is the glaive and 37.6% is the kinsect. Skyward Striker does not affect kinsect damage at all, so Skyward Striker is worth one point here (~9.4%), and it should never go to Lv5. (Tested: lescarnetsdelawycademie.fr/weapon-mechanics-now)

Skills — now → after driftsmelt: **Sleep Attack 5** **Status Sneak Attack 1** **Rude Awakener 3** **Defense Boost 2** **Evade Extender 1**

Weapon skill — Evade Extender 1 (already counted above)

Raw Power 0→5

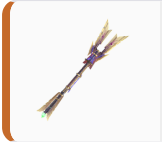
Style • LIVE 2026-08-17 — Insect Glaive style selection unlocked with the Aug 17 update; take the Style-Enhancement stat track as well.

Style at Lv5 — take Kinsect Slash — "a direct upgrade" and hard to get wrong — higher accuracy, faster movement, good damage and evasion. **Awakened Kinsect** is situational. This is a **smash** kinsect, not a powder one, so Awakened Kinsect has less to offer here. *Style names are not published in the game data; community-reported (r/MHNowGame 1vxt27b (posted after IG styles went live 2026-08-17)). Styles are reversible.*

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into **attack** for damage. This is a sleep weapon: its 666 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 1%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) **◆x5: Raw Power** 0→5 (+500 atk, ~30% aff) **Only aimable skills are planned here. Attack Boost is colour-pool only — a slot you cannot aim at.**

Co-op sleep-bomb pick. Build sleep with fast multi-hits, then land ONE big first hit (SP Rushing Thrust) for 2x wake-up x Rude Awakener Lv3. Solo it's niche (buildup eats the 75s timer). ~15% aff is minor, ignored — no crit package.



Sinister Shadowstaff **BLAST** **ONLY BLAST IG** — Magnamalo · **Atk 1817** **0% aff** **Blast 516** weapon skill Partbreaker · *styleable in P3*

Armor — Burst + blast set

- head **Pukei Lagoon Hat**
Weakness Exploit 2 · Lock On 1 · 1 ◆
- chest **Bazelgeuse Mail**
Valor 3 · 1 ◆
- arms **Sinister Gauntlets**
Blast Attack 2 · 1 ◆
- waist **Viper Kadachi Coil**
Advanced Burst 1 · Burst 2 · 1 ◆
- legs **Glavenus Greaves**
Burst 2 · Artful Dodger 1 · 1 ◆

Kinsect: Flight · Blunt · Lv1 power · Stamina performance — aerial follow-up attacks; bonus: Follow-Up Bonus — on Stamina performance 54.3% of your damage is the glaive and 45.7% is the kinsect. Skyward Striker does not affect kinsect damage at all, so Skyward Striker pays only 8.1% for one point — low priority, and it should never go to Lv5. (Tested: lescarnetsdelawycademie.fr/weapon-mechanics-now)

Skills — now → after driftsmelt: **Blast Attack 2→5** **Burst 4** **Advanced Burst 1** **Lock On 1** **Weakness Exploit 2→4** **Valor 3** **Artful Dodger 1** **Partbreaker 1**

Weapon skill — Partbreaker 1 (already counted above)

Style • LIVE 2026-08-17 — Insect Glaive style selection unlocked with the Aug 17 update; take the Style-Enhancement stat track as well.

Style at Lv5 — take Kinsect Slash — "a direct upgrade" and hard to get wrong — higher accuracy, faster movement, good damage and evasion. **Awakened Kinsect** is situational. This is a **pierce** kinsect, not a powder one, so Awakened Kinsect has less to offer here. *Style names are not published in the game data; community-reported (r/MHNowGame 1vxt27b (posted after IG styles went live 2026-08-17)). Styles are reversible.*

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into **attack** for damage. This is a blast weapon: its 666 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 +0% 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 4%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) **◆x3: Blast Attack** (no targeted gem — random within the Crimson pool) 2→5 (+400 element) **◆x2: Weakness Exploit** 2→4

0% aff → positive-crit + blast. Blast is additive fixed damage; IG's many hits build it fast for repeated detonations. Most damage is still raw, so don't over-invest blast at the cost of Burst. **Blast Attack** (not element attack) boosts blast.

The ACTUAL → MAX attack number (verified this session): ACTUAL = equip-screen attack = (weapon base + flat attack skills) × Attack Efficacy. Flat skills that fold in: Attack Boost (+50/100/150/200/300), Critical Strength (+8 per 1% of the weapon's base affinity — skill affinity does NOT feed it, official-confirmed). Attack Efficacy = ×1.10/1.15/1.25 (caps Lv3). MAX = ACTUAL × (1 + Burst%) → Burst is a hit-time buff (+30% at Lv5, +40% with Advanced Burst 2), so it is NOT in the equip-screen number; it applies while you chain hits. Both are pre-crit, pre-element. Real on-monster damage = (this × crit ×1.25–1.50) + element/status, all × the powder kinsect's separate stream. Example: Seregios shows 3221 on the equip screen (2335 base + 240 Critical Strength, ×1.25 Attack Efficacy); ~4349 with Burst active.

Kinsect — fixed per weapon, no numeric stat published. A major, sometimes dominant damage stream — not shown in the attack number. Types: Powder = leaves an explosive powder that detonates for a separate, hitzone-ignoring damage stream — the meta-strongest type, why a powder glaive can out-damage one with higher raw stats on tough parts (guides cite 6000–10000+ powder hits) · Flight = piercing follow-ups on your aerial attacks · Co-op = joins certain ground actions. Attack system: (sever, cuts tails) vs (blunt, KO). Bonus examples: / (bigger/chained powder blasts), (air-control), UP (more follow-ups). Because it's fixed, you can't optimize it — but prefer a powder glaive where picks are close.

IG skill priority (standard positive-affinity build): Burst (biggest raw multiplier; keep Lv5 to enable Advanced Burst) → Power Prolonger (Enhanced-State uptime) → element-attack-up for element glaives → Weakness Exploit + Critical Eye (drive affinity up) → Critical Boost (raw-crit dmg) → Lock On (aim aerials) → Earplugs (a roar knocks you out of the air; death resets Enhanced State). Focus is de-prioritized on IG. Official EN names (JP guides mis-gloss these): Burst (often "Consecutive Hit") · Advanced Burst · Critical Strength (+8/1% base aff) · Attack Efficacy · Critical Ferocity · Raw Power.

Critical Ferocity Lv	1	3	5
Affinity penalty	−10%	−20%	−30%
Boosted neg-crit mult	150%	200%	250%
Avg neg-crit @30% proc	0.98	1.13	1.28

⚠ The 30% proc is UNCONFIRMED — official says only "rarely." Break-even vs a +crit is ~28.6% proc. If the true rate is lower, every CF build (Rex Rod, Flaming Teuza+, Grunge Storm) underperforms a positive-crit build. Treat CF picks as a calculated gamble, not a guaranteed upgrade.

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). Smeltable: Burst (yellow), Weakness Exploit / Critical Eye / Critical Boost / Earplugs (light-blue), Raw Power (red, late-2025 update), Power Prolonger (yellow), element-attack + Blast Attack (element-colored). NOT smeltable (weapon/armor only): Critical Ferocity, Lock On, Advanced Burst, set skills.

The 2026-08-17 update changed this sheet. IG Style Enhancement is now LIVE: riftborne glaives gain a moveset pick plus three parameter nodes at Lv10 / Lv15 / Lv20. At each node you choose +100 attack OR +100 element OR +10% affinity — these are either-or, not cumulative, so "+300 attack / +300 element / +30% affinity" is the most you can put into a single stat, and mixing is allowed (two nodes into attack and one into affinity gives +200 attack and +10% affinity). Riftborne among these picks: Diablos, Glavenus, Zinogre, Legiana, Deviljho, Somnacanth, Magnamalo. This will lift Diablos over Seregios (raw) and cement Legiana over Velkhana (ice). NOT eligible: Seregios, Tigrex, Viper, Tobi-Kadachi, Velkhana. Namielle unconfirmed — verify at P3.



Stygian Oblivia (base: Brimstren Drakerod)

ARMOR — DRAGON ATTACK TO 5 + BURST 5 SET — POWDER KINSECT: CRIT REACHES ONLY 38% OF YOUR DAMAGE

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

chest Rex Roar Mail
Advanced Attack Boost 1 · Attack Boost 1 · Lock On 1 · 1◆

arms Regios Vambraces
Attack Boost 2 · Attack Efficacy 1 · 1◆

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

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

Kinsect: Powder · Lv3 power (highest) · Power performance — ignores hitzones, cannot crit; bonus Mighty Powder (130 MV vs 46) — on Power performance 37.5% of your damage is the glaive and 62.5% is the kinsect. Skyward Striker does not affect kinsect damage at all, so Skyward Striker is a trap here at only 5.6% for one point, and it should never go to Lv5. (Tested: lescarnetsdelawycademie.fr/weapon-mechanics-now)

DRAGON MIGHTY POWDER — Stygian Zinogre · Atk 1506 Dragon 1506 0% aff

SKILLS — NOW → AFTER DRIFTSMELT

Advanced Attack Boost 2 Advanced Dragon Attack 2 Attack Boost 5 Attack Efficacy 1 Burst 0→5

Dragon Attack 5 Lock On 1 Evade Extender 1

Weapon skill — Advanced Dragon Attack 1 · Dragon Attack 1 (already counted above)

Style ▶ NO STYLE — Insect Glaive style selection is live as of 2026-08-17 ; Stygian Zinogre is a subspecies so there is no enhancement track either.

Smelt (5 slots) ◆×5: Burst (→Lv5)

Mighty Powder kinsect (130 MV vs the 46 baseline) and the community's named dragon pick (r/MHNowGame 2026-06-18 / 06-25). Uniquely balanced at 1506 atk / 1506 dragon / 0% aff. Powder explosions ignore hitzones and cannot crit, so Weakness Exploit and Critical Boost are dead here. Versus Grunge Storm: that has +73 atk / +62 dragon but ~30% aff and an Assist kinsect, so it needs a Critical-Ferocity build; this does not.



Laguna Glaive (base: Laguna Glaive)

ARMOR — WATER ATTACK TO 5 + BURST 5 SET — POWDER KINSECT: CRIT REACHES ONLY 38% OF YOUR DAMAGE

head Mizutsune Helm
Water Attack 2 · 1◆

chest Almudron Mail
Advanced Water Attack 1 · Water Attack 2 · 1◆

arms Regios Vambraces
Attack Boost 2 · Attack Efficacy 1 · 1◆

waist Ceanataur Coil
Advanced Water Attack 1 · Tail Partbreaker 1 · 2◆

legs Quematrice Greaves
Attack Boost 3 · 1◆

Kinsect: Powder · Lv3 power (highest) · Power performance — ignores hitzones, cannot crit; bonus Mighty Powder (130 MV vs 46) — on Power performance 37.5% of your damage is the glaive and 62.5% is the kinsect. Skyward Striker does not affect kinsect damage at all, so Skyward Striker is a trap here at only 5.6% for one point, and it should never go to Lv5. (Tested: lescarnetsdelawycademie.fr/weapon-mechanics-now)

WATER MIGHTY POWDER — Coral Pukei-Pukei · Atk 1463 Water 1420 0% aff

SKILLS — NOW → AFTER DRIFTSMELT

Advanced Water Attack 2 Attack Boost 5 Attack Efficacy 1 Burst 0→5 Water Attack 4→5 Earplugs 1

Tail Partbreaker 1

Weapon skill — Earplugs 1 (already counted above)

Style ▶ NO STYLE — Insect Glaive style selection is live as of 2026-08-17 ; Coral Pukei-Pukei is a subspecies so there is no enhancement track either.

Smelt (6 slots) ◆×1: Water Attack (→Lv5) ◆×5: Burst (→Lv5)

One of only four Mighty Powder glaives and the farmable water pick (r/MHNowGame 2026-07-24 names all four: Zinogre, Stygian, Coral, Velkhana). Powder ignores hitzones and cannot crit, so stack Water Attack and raw rather than affinity. Versus Hydros Arcana: higher stats (1591/1335, +20% aff) but Namielle is an Elder Dragon — gated, never styleable, and an Assist kinsect.

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. Insect Glaive specifically: the JP guide database that documents move names for the other weapon types still lists the Insect Glaive as unimplemented, so terms used here such as Enhanced State, Rushing Thrust, Marker Shot and Kinsect could not be verified against ANY source and are the least certain names on this sheet. Kinsect types (Powder / Flight / Assist) and their bonuses ARE official — they come from the client DB's insectGlaiveSpec.

Curved Naganagi (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 2026-07-28 (official monsterhunternow.com EN skills + base weapon names, gamewith.jp per-weapon stat/grade tables, etims.info/insectglaive, altema.jp, momopkm; stats scraped from server-rendered pages via clean fetch). All stats are P2-current G10-Lv5 base — Style Enhancement went live for IG on 2026-08-17; the figures below are still un-enhanced base. ACTUAL = equip-screen (base + flat skills × Attack Efficacy); MAX = with Burst (hit-time), pre-crit/pre-element. Element/status & insect are separate damage streams not in the attack number. Critical Ferocity ~30% proc is community-measured (official: "rarely") — CF picks are conditional. Ice: Legiana is the lasting #1 (riftborne, gains P3 style); Velkhana has higher base ice + powder but is not styleable — contested in P2. Some EN monster names single-sourced from JP DBs. Weapon sprites © Capcom (official MHN).