

Monster Hunter Now — Long Sword Build Sheet

Season 10 · Wave 3 (Aug 17 – Sep 16, 2026) · **Attack BASE** → **STYLED** (styled = full Style Enhancement, riftborne weapons only, +300 atk cap) · element/status shown separately · **Named 5-piece armor sets** from etims/alterna/gamewith/momopkm, skill sums verified. LS styles ARE live in P2.

Long Sword basics (read first): the engine is the **Spirit Gauge** — landing hits fills it; **Spirit Blade** combos raise the gauge color (white → yellow → red) for a big raw multiplier, so keep it RED (this is a gameplay mechanic, not a skill). Counter moves (Foresight Slash, lai draw-counter) turn defense into offense. **Styles are LIVE for LS: lai / Sacred Sheathe Combo (★★★**, charge-after-sheathe burst — wants Quick Work + Focus), **Normal (★★☆**, strong counters), **Spirit Reckoning (★☆☆**). Chips: gauge/uptime crit element status neg-crit engine HP-gated utility . Skill names official (monsterhunternow.com), 2026-08-03.

How to read the damage (BASE → STYLED): **BASE** = G10-Lv5 attack. **STYLED** = with full Style Enhancement (LIVE for LS): leveling Lv1→20 grants up to **+300 atk / +300 element / +30% affinity** + a style pick (Lv5) + parameter picks (Lv10/15/20) — but **ONLY** on **riftborne-monster** weapons. A styleable weapon's real ceiling is the styled number; a non-styleable one is stuck at base. This is why raw #1 (styleable Banbaro) out-values the higher-base non-styleable Seregios. Element/status rides its own track (shown separately), on every hit.

Riftborne (styleable) among these picks: Banbaro, Glavenus, Jyuratodus, Zinogre, Legiana, Deviljho, Somnacanth. **NOT styleable:** Seregios & Tigrex (no riftborne form), Gold Rathian (rare species). **Armor gating:** most of these sets use interception/subspecies pieces (Namielle, Kushala, Goss Harag, Fulgur Anjanath, subspecies) — these are **generally obtainable** in rotation, shown as the main set with a farmable alt where it differs. The one **true event-lock** is the Lunar New Year head on the Poison chassis (flagged there).

1 · General / Raw all-purpose works on everything. Ranked by styled damage expectation, not base raw alone.

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.



🔔 Mammoth Longblade (base: Mammoth Longblade) #1 RAW STYLE ✓ — Banbaro · Atk 2113 0% aff #1 raw BECAUSE it styles · farmable weapon

Armor — etims lai set

- head **Kirin Horn**
Kirin Flashstorm 1 · Lock On 1 · Fighting Spirit 1 · 1 ♦
- chest **Lumu Phantasm Mail**
Focus 2 · Sleep Resistance 1 · 1 ♦
- arms **Tentacle Gloves**
Namielle Electrowave 1 · Critical Eye 1 · Weakness Exploit 1 · 1 ♦
- waist **Glavenus Coil**
Quick Work 2 · Sneak Attack 1 · 1 ♦
- legs **Bishaten Greaves**
Quick Work 1 · Focus 2 · 1 ♦

From armor + weapon (recomputed from the official DB) Focus 4 Lock On 1 Sneak Attack 1 Critical Eye 1 Weakness Exploit 1 Quick Work 3 Fighting Spirit 1 Kirin Flashstorm 1

Namielle Electrowave 1 Sleep Resistance 1 Retaliation 0→5

Weapon skill — **Firm Foothold 2** (off-thesis, not in the list above)

Style ▶ LAI / SACRED SHEATHE (★★★) — Banbaro IS riftborne. Focus + Quick Work speed the sheathe → faster charged draw-counter; the +300 style track is what makes it #1.

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 +10% 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 6%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) ◆x5: Retaliation or ◆x1: Retaliation ◆x4: Headstrong

Now the raw #1 (etims + game8). Lower base than Seregios, but as a **styleable** weapon it gains the full +300 style track — a styled Banbaro out-values a non-styleable Seregios. This is the lai (Sacred Sheathe) + Quick Work + Focus loadout — the combo done right. *Set is Focus 4 (not 5) — that's what the published pieces sum to.*



Khanga Edge+ (EN name unconfirmed) #2 · HIGHEST BASE NO STYLE — Seregios · Atk 2335 +30% aff highest BASE raw, can't style

Armor — etims Attack chassis

- head **Regios Helm**
Attack Efficacy 1 · Critical Strength 1 · 1 ♦
- chest **Rex Roar Mail**
Advanced Attack Boost 1 · Lock On 1 · Attack Boost 1 · 1 ♦
- arms **Regios Vambraces**
Attack Efficacy 1 · Attack Boost 2 · 1 ♦
- waist **Rex Roar Coil**
Advanced Attack Boost 1 · Attack Boost 2 · 1 ♦
- legs **Regios Greaves**
Attack Efficacy 1 · Lock On 1 · Offensive Guard 1 · 1 ♦

From armor + weapon (recomputed from the official DB) Attack Boost 5 Attack Efficacy 3 Advanced Attack Boost 2 Lock On 1 Critical Strength 1 Offensive Guard 1 Headstrong 0→4

Retaliation 0→1

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

Style ▶ CAN'T BE STYLED — Seregios has no riftborne form. Locked at base 2335 / +30%.

Smelt (5 slots) ◆x1: Retaliation ◆x4: Headstrong or ◆x5: Retaliation

Was the #1 raw — highest base (2335) + native +30% affinity feeds Critical Strength (+8 atk per 1% weapon affinity). But it **can't style**, so a fully-enhanced Banbaro edges it in real damage. A pure raw-attack weapon with zero conditions — take it if you won't invest in styling. *(The etims "Attack chassis" set. Blunt Force does nothing for Long Sword, so it is not used here.)*



Tigrine Edge+ CRITICAL FEROCITY HIGHEST CEILING · CONDITIONAL NO STYLE — Tigrex · Atk 2633 −40% aff innate Critical Ferocity · not styleable

Armor — etims 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

From armor + weapon (recomputed from the official DB)

Raw Power 4→5

Burst 2→5

Lock On 1

Critical Ferocity 5

Artful Dodger 1

Fighting Spirit 0→1

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

Style ▸ **CAN'T BE STYLED** — Tigrex has no riftborne form. No style enhancement.

Smelt (5 slots)

x3: Burst

x1: Fighting Spirit

x1: Raw Power

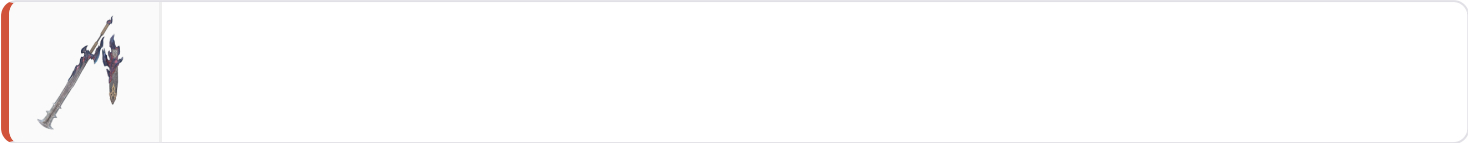
 → Raw Power 5 drives affinity toward −100% · never Critical Boost / WEX / Critical Eye

⚠ **Conditional pick.** Highest base raw (2633), but the negative-affinity payoff rides on Critical Ferocity's **community-estimated ~30% proc** (unconfirmed by Capcom). CF only beats a normal +crit at Lv5. Commit fully (CF 5 + drive affinity down with Raw Power) or Banbaro/Seregios win. Critical Ferocity is NOT smelttable — the 5th level comes from the weapon's innate CF.

2 · Elemental

only vs weak monsters

LS lands element on every hit. 0%-aff elements (water/thunder/ice) build positive-crit; ~30% elements (fire/dragon) run the Critical Ferocity engine.



Glavenus Spada **FIRE** **CRITICAL FEROCITY** **STYLE** ✓ — Glavenus · Atk 1579 Fire 1568 -30% aff #1 Fire · innate CF · styleable

Armor — etims CF set (HP-independent, farmable)

- headGlavenus HelmRaw Power 2 · 1 ♦
- chestGlavenus MailLock On 1 · Raw Power 2 · 1 ♦
- armsBazelgeuse VambracesCritical Ferocity 2 · 1 ♦
- waistTigrex CoilCritical Ferocity 2 · 1 ♦
- legsGlavenus GreavesBurst 2 · Artful Dodger 1 · 1 ♦

From armor + weapon (recomputed from the official DB) Raw Power 4→5 Burst 2→5 Lock On 1 Critical Ferocity 5 Artful Dodger 1 Fighting Spirit 0→1

Weapon skill — Critical Ferocity 1 (already counted above)

Style ▶ IAI or NORMAL — Glavenus IS riftborne; gains +300 fire/atk track. Same CF chassis as Tigrex.

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: Burst ♦x1: Fighting Spirit ♦x1: Raw Power

#1 Fire — a CF weapon that happens to carry fire. ~30% aff + innate Critical Ferocity means you build it like the Tigrex raw (CF 5 + Raw Power), and the 1568 fire rides along on every hit. **Never slot WEX / Critical Eye / Critical Boost / Critical Element** — positive-crit sabotages CF. Fully HP-independent.

Meta alt (event + HP-scaling — flagged): altema's Espinas set (Espinas head+legs) adds **Vital Fire**, which scales with CURRENT HP and craters under chip damage — and Espinas is event/Mass-Outbreak gated. The all-Dino CF set above is the HP-independent, farmable pick.



Dipterus (base: Jyura Shotel) **WATER** **STYLE** ✓ **#1 WATER** — Jyuratodus · Atk 1549 Water 1131 0% aff #1 Water BECAUSE it styles

Armor — altema crit-element set

- headPukei Lagoon HatWeakness Exploit 2 · Lock On 1 · 1 ♦
- chestTentacle CloakNamielle Electrowave 1 · Latent Power 1 · Critical Boost 1 · 1 ♦
- armsTentacle GlovesNamielle Electrowave 1 · Critical Eye 1 · Weakness Exploit 1 · 1 ♦
- waistTentacle CoilNamielle Electrowave 1 · Water Attack 2 · 1 ♦
- legsSilver SolgreavesCritical Element 1 · Weakness Exploit 1 · 1 ♦

From armor + weapon (recomputed from the official DB) Latent Power 1 Lock On 1 Weakness Exploit 4 Critical Boost 1→2 Critical Element 1 Critical Eye 1→2 Namielle Electrowave 3

Water Attack 2→5

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

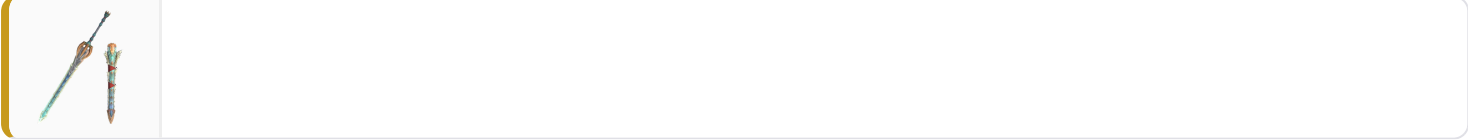
Style ▶ IAI or NORMAL — Jyuratodus IS riftborne; gains +300 water/atk track

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 · 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. 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) ♦x3: Water Attack (→5) ♦x1: Critical Boost ♦x1: Critical Eye Critical Element is NOT smeltable

#1 Water (etims + game8). As a **styleable** weapon it gains the +300 water track, overtaking higher-base non-styleable rivals. 0% aff → WEX/Critical Eye create the crits that Critical Element multiplies. Weapon's innate **Last Stand** is a defensive ◇HP ride-along, not a damage skill.

Fully-farmable alt (no Namielle): Coral Pukei head · Jyuratodus chest+arms · Rio (Rathian) waist · Great Jagras legs → Water Attack 5 + WEX 2 + Critical Eye 2. Loses Critical Element + the Hunter's Unity set bonus, but every piece is a plain field spawn.



Despot's Boltbreaker **THUNDER** **STYLE** ✓ — Zinogre · Atk 1463 Thunder 1420 0% aff #1 Thunder · styleable

Armor — altema thunder set

- headKirin HornKirin Flashstorm 1 · Lock On 1 · Fighting Spirit 1 · 1 ♦
- chestFulgur MailVital Thunder 1 · Health Boost 1 · 1 ♦
- armsFulgur VambracesVital Thunder 2 · 1 ♦
- waistAstalos CoilAdvanced Thunder Attack 1 · Critical Element 1 · Critical Eye 1 · 1 ♦
- legsAstalos GreavesAdvanced Thunder Attack 1 · Thunder Attack 2 · 1 ♦

From armor + weapon (recomputed from the official DB) Lock On 1 Critical Element 1 Critical Eye 1 Vital Thunder 3 Fighting Spirit 1→2 Health Boost 1 Kirin Flashstorm 1

Advanced Thunder Attack 2 Thunder Attack 2→5 Vital Thunder 3 ◇HP Weakness Exploit 0→1

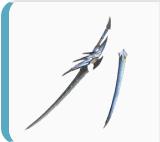
Weapon skill — Artful Dodger 1 (off-thesis, not in the list above)

Style ▶ IAI or NORMAL — Zinogre IS riftborne; gains +300 thunder/atk track

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: Thunder Attack (→Lv5, wakes Advanced Thunder) ♦x1: Weakness Exploit ♦x1: Fighting Spirit

#1 Thunder. 0% aff → smelt WEX + gear Crit Eye create crits, then Critical Element multiplies the 1420 thunder. **Advanced Thunder is dormant until base Thunder Attack hits Lv5** → smelt it there first. **Vital Thunder** ◇HP (armor ride-along) scales with current HP and craters under chip damage; your reliable floor is the flat Thunder Attack + Advanced Thunder → don't play low-HP to feed Vital.



Stealer (base: Glacial Shotel) ICE STYLE — Legiana · Atk 1463 Ice 1420 0% aff #1 Ice · styleable

Armor — altema ice set

- head Pukei Lagoon Hat Weakness Exploit 2 · Lock On 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 Kushala Cocoon Kushala Frostwind 1 · Weakness Exploit 2 · Windproof 1 · 1◆
- legs Silver Solgreaves Critical Element 1 · Weakness Exploit 1 · 1◆

From armor + weapon (recomputed from the official DB) Lock On 1 Weakness Exploit 5 Critical Element 1 Divine Blessing 3 Kushala Frostwind 1 Windproof 1 Advanced Ice Attack 2

Ice Attack 2 →5 Raw Power 0 →3

Weapon skill — Divine Blessing 2 (already counted above)

Style ▶ IAI or NORMAL — Legiana IS riftborne; gains +300 ice/atk track

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 · 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. 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: Ice Attack 2→5 (+400 element) ◆x3: Raw Power 0→3 (+300 atk, −15% 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.

#1 Ice. Ice Attack already stacked (2) + Advanced Ice (2) on the armor; WEX 4 + Critical Element drive the crit-element damage on the 1420 ice. Velkhana (new ice elder) has no Long Sword, so it doesn't compete.



Reaver "Calamity" DRAGON STYLE — Deviljho · Atk 1579 Dragon 1568 −30% aff #1 Dragon · styleable

Armor — gamewith Dragon-Attack element set

- head Stygian Helm Advanced Dragon Attack 1 · Dragon Attack 2 · 1◆
- chest Rath Heart Mail Dragon Attack 1 · Focus 1 · 1◆
- arms Vangis Vambraces Peak Performance 2 · Dragon Attack 1 · 1◆
- waist Tigrex Coil Critical Ferocity 2 · 1◆
- legs Rath Heart Greaves Special Boost 2 · Dragon Attack 1 · 1◆

Skills — now → after driftsmelt Dragon Attack 5 Advanced Dragon Attack 1 Peak Performance 2 Critical Ferocity 2 Special Boost 2 Focus 1 Raw Power 0 →5

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

Style ▶ IAI or NORMAL — Deviljho IS riftborne; gains +300 dragon/atk track

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 3% and all three about 8%. Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (5 slots) ◆x5: Raw Power 0→5 ♣️. no Critical Eye / Weakness Exploit here: they raise affinity, which is exactly what Critical Ferocity needs to stay negative.

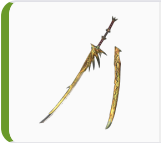
Weakness Exploit 2 was cancelling the negative affinity Critical Ferocity converts — official data: Critical Ferocity reduces affinity and pays out on negative-affinity hits, so raising affinity works against it. #1 Dragon, highest dragon element. Dragon Attack 5 (flat, HP-independent) is the engine; 1568 dragon lands every hit. Peak Performance ◇HP (Deviljho arms) only fires at full HP — a ride-along, not a build target. Niche element but the top element LS by raw numbers.

CF alt (for the −30% aff): altema also publishes a Critical Ferocity variant (Malzeno/Glavenus/Bazelgeuse/Tigrex/Arzuros) — same neg-affinity engine as the Fire/Tigrex builds. Checked against the official DB: the Critical Ferocity levels in that set come from Bazelgeuse Vambraces (CF 2), Tigrex Coil (CF 2) and Arzuros Greaves (CF 1); no Malzeno piece has Critical Ferocity at all — all five are HP/blood-scaling skills (Crimsonblood, Blood Cloak, Vital Dragon), and Malzeno is a gated Elder Dragon. Run the CF pieces listed above instead.

3 · Status

works on all monsters

poison / sleep. Niche — LS builds status slowly; run raw and take status as a bonus. One glaive per status exists.



Wyvern Blade "Luna" **POISON** **NO STYLE** **EVENT HEAD** — Gold Rathian (rare species) · **Atk 2007** **+30% aff** **Poison 416** #1 poison · run raw

Armor — raw-crit chassis (poison = bonus)

- head **Pukei Lagoon Hat**
Weakness Exploit 2 · Lock On 1 · 1◆
- chest **Nargacuga Mail**
Critical Boost 2 · Lock On 1 · 1◆
- arms **Rath Heart Braces**
Windproof 2 · Critical Eye 1 · 1◆
- waist **Rath Heart Coil**
Critical Eye 2 · 1◆
- legs **Kulu Greaves**
Critical Eye 2 · 1◆

From armor (verified sums) **Critical Eye 5** **Critical Boost 2** **Windproof 2** **Lock On 1** **Weakness Exploit 2→5** **Attack Boost 0→2**

Weapon skill — **Poison Exploit 2** (off-thesis, not in the list above)

Style ▸ **CAN'T BE STYLED** — Gold Rathian is a rare species, can't be styled.

Smelt (~5 slots) **◆x3: Weakness Exploit** **◆x2: Attack Boost**

the head slot previously named an **event-locked** piece ("Lunar New Year", Critical Boost 2) which is not in the official armour database and which you may not own. Replaced with **Pukei Lagoon Hat** (Weakness Exploit 2 + Lock On 1, permanently farmable from Coral Pukei-Pukei). No head piece in the game grants Critical Boost, so if you hold a Critical Boost event helm it is a genuine upgrade here — but the build does not assume it. **Strong raw-crit pick — poison (416) is a free bonus** (~1–2 procs/hunt; no dedicated poison LS is worth building — LS builds status too slowly). 2007 atk + native +30% affinity + Critical Eye 5 + Critical Boost 4 is a great crit base.

⚠ **Event-locked head:** the Critical-Boost head is the **2024 Lunar New Year** armor (ticket-gated, not farmable) — it's what pushes Critical Boost to 4. Without it, keep Critical Boost 2 from the Nargacuga chest and run a Critical-Eye head; you can't rebuild Crit Boost 4 from farmable gear. (*Chassis is momopkm's Nargacuga-LS crit set, paired here with the +30%-aff Wyvern Blade — the pairing is inferred, not published for this exact weapon.*)



Wyvern Blade "Verde" **POISON** **OPTION B · FARMABLE** — Rathian (farmable) · **Atk 1817** **Poison 516** **0% aff** innate Health Boost 2 · zero gated pieces

Armor — fully farmable set

- head **Rathalos Helm**
Attack Boost 2 · **Fire Attack 1** · 1◆
- chest **Lagombi Mail**
Attack Boost 3 · 1◆
- arms **Nargacuga Vambraces**
Buildup Boost 3 · 1◆
- waist **Rath Heart Coil**
Critical Eye 2 · 1◆
- legs **Viper Kadachi Greaves**
Advanced Burst 1 · Poison Exploit 2 · 1◆

Driftsmelt: 5 slots at G8+

From armor + weapon (recomputed from the official DB) **Poison Exploit 2** **Attack Boost 5** **Advanced Burst 1** **INERT: needs Burst Lv5** **Critical Eye 2** **Buildup Boost 3** **Health Boost 2**

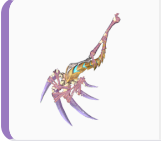
Fire Attack 1

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

Style ▸ **IAI or NORMAL** — Rathian is riftborne and style-selectable; Gold Rathian is a rare species and can never be styled.

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

Why this is the Option B: Styled it out-raws the gated pick (2117 atk); you only lose the poison-window spike. **Every piece is farmable** — the gated set needed Wyvern Blade "Luna". Rebuild required: the gated band's Golden Lunebraces/Lunegreaves are Gold Rathian. This set ALSO drops the event-locked Lunar New Year head, so the whole build becomes obtainable. Rathalos Helm + Lagombi Mail give Attack Boost 5 (+300 atk) outright. Rath Heart Coil (Pink Rathian) and Viper Kadachi Greaves are subspecies — flagged, farmable. *Weapon is guide-backed (etims LS poison); the armor pairing is mine.*



Illusory Frilled Slash **SLEEP** **ONLY SLEEP LS** **STYLE ✓** — Somnacanth · **Atk 1878** **-15% aff** **Sleep 516** co-op sleep-bomb pick · styleable · farmable

Armor — momopkm sleep 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◆

From armor + weapon (recomputed from the official DB) **Status Sneak Attack 1** **Rude Awakener 3** **Defense Boost 2** **Sleep Attack 5**

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

Style ▸ **IAI or NORMAL** — Somnacanth IS riftborne

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 1% and all three about 4%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt Sleep Attack is already capped at Lv5 from the set (blue driftstone) — no useful damage smelt to add here. General LS smelt options (Retaliation / Raw Power) apply if you retune.

Only sleep LS. Build sleep with fast Spirit-Blade hits, then land ONE big charged hit as the wake-up (2× wake-up × Rude Awakener). **Honest framing:** co-op sleep-bomb / niche — solo, buildup eats the ~75s timer and LS isn't the ideal sleep vehicle (Hammer/GS land bigger wake-ups). For raw DPS, use a raw LS.

The BASE → STYLED number: BASE = G10-Lv5 attack. STYLED = with full Style Enhancement, LIVE for LS. It's one unified per-weapon-type track (Grade 8+, riftborne materials): leveling Lv1→20 grants flat stat boosts (accumulating to ~+300 atk / +300 element / +30% affinity), a **style/moveset pick at Lv5**, and **parameter picks (+100 atk / +100 elem / +10% aff) at Lv10/15/20**. Only riftborne-monster weapons qualify. Element/status rides its own damage track (shown separately), on every hit.

Long Sword styles (all live in P2): **lai / Sacred Sheathe Combo** (★★★ top damage) — charge-after-sheathe burst; sheathe, then unleash a charged draw-counter. Wants **Quick Work** (— speeds the sheathe/re-draw) + **Focus** (— fills the Spirit Gauge faster). · **Normal** (★★☆) — strong Foresight/counter kit. · **Spirit Reckoning** (★☆☆).

Retaliation — the top LS counter-smelt. Official MHN skill (client name "Retaliation"; internal "Counter Attack Strength"). Effect: **makes your counter/parry easier to land, and on a successful parry deals bonus close-range damage scaled to the deflected attack** (parry-ease flat across levels; only the counter damage scales — Lv1 slight → Lv5 large; no per-level numbers published). Fits LS's counter-heavy lai playstyle; **etims names LS + Switch Axe as its top weapons** and prints it as the smelt for the raw lai and Attack sets — **Retaliation 1 + Headstrong 4**, or **Retaliation 5**. *Single-source caveat: only etims features it for LS; alterna/gamewith smelt Burst / Critical Boost / Latent Power instead. A solid counter-playstyle pick, not settled consensus.* Smelttable via the Retaliation Driftgem. (= **Headstrong**, NOT "Dauntless" (=). Distinct from Resentment /).

LS skill priority (there is no **"Blunt Force"** on LS — that's a Hammer/Hunting-Horn skill., and does nothing here): keep the **Spirit Gauge red** (a gameplay mechanic, LS's biggest multiplier) → for **raw**: Weakness Exploit + Critical Eye + Critical Boost, or the Attack/Attack-Efficacy chassis → for **0%-aff element** (water/thunder/ice): [Element] Attack + Advanced [Element] Attack + Critical Element + WEX → for **−30%-aff element** (fire/dragon): Critical Ferocity 5 + Raw Power (never positive-crit) → for the **lai style**: Focus + Quick Work → **Lock On** everywhere. **Official EN names** (JP guides mis-gloss): Focus · Quick Work · Weakness Exploit · Critical Eye · Critical Boost · Critical Element · Critical Ferocity · Raw Power · Burst · Fighting Spirit · Attack Efficacy · Retaliation · Headstrong.

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

△ **CF −30% proc is UNCONFIRMED** (official: "rarely"). Break-even vs a +crit is ~28.6% proc. Used on the Tigrex raw, Fire, and (optionally) Dragon builds — treat as a calculated gamble, not a guaranteed upgrade.

◇ **HP skills** (Vital Fire/Thunder, Peak Performance, Last Stand) scale with or gate on current HP — kept only as innate armor/weapon ride-alongs, never as build targets. The flat skills (Attack, [Element] Attack, Advanced [Element] Attack) are your reliable floor.

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). **Smelttable:** Weakness Exploit, Critical Eye, Critical Boost, Burst, Fighting Spirit, Raw Power (red), [Element] Attack, Attack, Retaliation, Headstrong. **NOT smelttable** (weapon/armor only): Critical Ferocity, Critical Element, Quick Work, Lock On, set skills. (*Focus DOES have a targeted Driftgem.*)



Bazel Varga Rookslayer (base: Rookslayer Saber)

#1 BLAST · BEST-SOURCED LS — Bazelgeuse · Atk 2327 — −30% aff Blast 309

ARMOR — RETALIATION RAW SET

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

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

arms **Rathian Vambraces**
Lock On 1 · Burst 2 · 1◆

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

legs **Almudron Greaves**
Quick Work 2 · Lock On 1 · 1◆

Driftsmelt: 5 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Burst 5 Quick Work 3 Advanced Burst 2 Artful Dodger 1 Combo Master 1 Attack Efficacy 1

Lock On 1 Retaliation 0→5

Weapon skill — Quick Work 1 (already counted above)

Style · IAI or NORMAL — Bazelgeuse is riftborne and this sword is style-selectable. lai / Sacred Sheathe Combo (★★★) or Normal (★★☆).

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** — 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 (5 slots) ◆×5: Retaliation 0→5

The best-sourced Long Sword pick in the game. Highest-attack elemental/status LS at 2327, and the weapon in nearly every 2026 LS showcase (r/MHNowGame 1uahb2c 2026-06-19, 1ulg47q 2026-07-02, 1v3ztpi 2026-07-23). The −30% affinity means **crit skills are dead weight** — run **Retaliation**, the current Season 10 LS smelt (~8k per parry, reported as 2× the modifier of Reflection at max level). Blast 309 is a bonus, not the engine.



Crimson Viperfang (base: Crimson Viperfang)

ONLY PARALYSIS LS — Viper Tobī-Kadachi · Atk 2127 — +10% aff Para 364

ARMOR — DEDICATED PARALYSIS SET

head **Bishaten Helm**
Paralysis Exploit 2 · 1◆

chest **Volvidon Mail**
Paralysis Attack 2 · 1◆

arms **Viper Kadachi Braces** subspecies
Advanced Burst 1 · Paralysis Exploit 1 · Paralysis Attack 1 · 1◆

waist **Bishaten Coil**
Paralysis Exploit 1 · Shared Sword 2 · 1◆

legs **Girros Greaves**
Paralysis Attack 2 · 1◆

Driftsmelt: 5 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Paralysis Attack 5 Paralysis Exploit 4 Advanced Burst 2 INERT: needs Burst Lv5 Shared Sword 2 Burst 1

Status Sneak Attack 0→5

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

Style · CAN'T BE STYLED — Viper Tobī-Kadachi is a subspecies with no riftborne form, so this sword has no style and no enhancement track; its 2127/364 is final.

Smelt (5 slots) ◆×5: Status Sneak Attack 0→5

The only paralysis Long Sword in the game. +10% affinity and innate Burst + Advanced Burst. Paralysis Attack 5 takes buildup 364→514 (+41%) and Paralysis Exploit 4 adds +130% damage to the paralysed monster. **Paralysis Exploit has no driftstone at all** and Paralysis Attack only comes from the generic Amber pool (no targeted gem), so the armour is the only reliable source for both.

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.



Tamonowo (Mizutsune)

WATER

NEW 2026-08-17 · NOW STYLEABLE

Mizutsune ·

Atk 1363

Water 1436

+20% aff

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

headAlmudron Helm

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

chestAlmudron Mail

Advanced Water Attack 1 · Water Attack 2 · 1

armsJyura Vambraces

Water Attack 2 · 1

waistDeath Garon Coil

Critical Boost 2 · Evasive Concentration 1 · 1

legsQuematrice 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 2026-08-03 (official monsterhunternow.com EN skills + weapon names, etims.info/longsword, altema.jp/mhnow/tatisaikyo, gamewith.jp per-weapon tables + weapon-hub DB, momopkm.com). Stats G10-Lv5 (list pages quote lower G10-Lv1; ×1.198 to Lv5). BASE = G10-Lv5; STYLED = full Style Enhancement (riftborne only, +300 atk cap, LIVE in P2). Armor = named 5-piece sets with per-piece skills, sums verified per build (etims lai/Attack/CF sets; altema element sets; momopkm sleep + poison-crit chassis). "Blunt Force" removed sheet-wide — it is a Hammer/Hunting-Horn skill with zero LS effect. Fire (Glavenus) rebuilt as Critical Ferocity (~30% aff + innate CF). Vital Fire/Thunder + Peak Performance flagged ◇HP (kept only as innate ride-alongs). Retaliation IS an MHN skill; etims-recommended for LS (single-source). CF ~30% proc community-estimated, unconfirmed. Some EN weapon names are transliterations of the JP final-form; Seregios EN name unconfirmed. Poison head is event-locked (2024 Lunar New Year). Weapon sprites © Capcom (official MHN), reused from the prior verified render.