

Monster Hunter Now — Switch Axe Build Sheet

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

Switch Axe basics (read first): a **transforming** weapon. **Axe mode** = reach + mobility, builds the Switch Gauge. **Sword mode** = spends the gauge for phial-powered Element Discharges. You bounce between them with the **Morph Slash** — and the morph slash IS the damage engine (see below). **Phial is FIXED per weapon** (Power ≈ +15% physical in sword mode / Element ≈ +25% element / Poison-Para-Exhaust add status). **SP = Zero Sum Discharge** (point-blank phial dump). Chips: morph/uptime crit element status utility deed. Names official (monsterhunternow.com), 2026-07-30.

The signature engine — Morph Attack Boost: a **POSITIVE-affinity** skill that fires on **morph-slash hits only**. Lv3 = **+80% affinity / +80% damage** on every morph hit. So the whole SA playstyle is **spam morph slashes**: it drives morph hits to near-100% crit (even on 0%-affinity weapons; it neutralizes negative affinity too), and **Morph Boost** (+30% atk for 15s after any morph) stays lit from the constant morphing. Because morph hits become guaranteed positive crits, **Critical Boost + Weakness Exploit + Critical Eye all pay off** — the opposite of a negative-affinity/Critical-Ferocity weapon. **NEVER slot Critical Ferocity or Raw Power** (their negative affinity fights the engine). This is NOT a CF weapon — no unconfirmed proc-rate gamble here; MAB is a flat, deterministic buff.

Styles (live for Switch Axe since S9 P3): **Normal** (default, ★★★ — best Morph-Attack-Boost uptime, the competitive pick) · **Soaring Wyvern Blade** (★☆☆, gauge-charge "ritual") · **Elemental Burst Counter** (★☆☆, parry-detonate — MAB works poorly in it). Unlike bowguns, **SA styles don't remove a dead-time skill** — they're moveset choices; Normal removes nothing. **Only weapons from a riftborne (★8) monster can be styled** — subspecies/rare-species (Silver Rathalos, Black Diablos, Gold Rathian, Nightshade Paolumu) and elder dragons (Namielle) CANNOT, ever.

1 · General raw / non-elemental works on everything — your default. Top 3 raw picks (etims ranking).

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.

Morph Attack Boost — why only some bands take it. It cannot be smelted at any level, so armour is its only source: Goss Harag Helm (head, 1), Goss Harag Coil (waist, 2). Its cap is 3, not 5, and exactly two pieces in the game carry it - so lv3 is head + waist and there is no third source. Only two pieces in the entire game grant it, and together they give exactly its cap of 3. A band showing Lv1 is wearing the helm without the coil; a band showing none has spent both slots elsewhere. Neither is a missing prerequisite — there is no deeper level to reach. Source: *official_armor_clean.json piece enumeration; skill_maxlevel.json cap*.





Axe Semper Tyrannis (base: Diablos Axe) #1 RAW STYLE ✓ — Diablos · Atk 2371 0% aff most versatile all-purpose pick · **Power phial**innate

Heroics

ARMOR — MORPH ATTACK BOOST SET

head **Goss Harag Helm**
Morph Attack Boost 1 · Morph Boost 1 · 1 ◆

chest **Death Garon Mail**
Latent Power 1 · Critical Element 1 · 1 ◆

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

waist **Goss Harag Coil**
Advanced Ice Attack 1 · Morph Attack Boost 2 · 1 ◆

legs **Goss Harag Greaves**
Morph Boost 2 · Lock On 1 · 1 ◆

SKILLS — NOW → AFTER DRIFTSMELT

Morph Boost 5 Morph Attack Boost 3 Latent Power 1 Lock On 1 Critical Element 1

Advanced Ice Attack 1 INERT: needs Ice Attack Lv5 Critical Boost 0 → 5

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

Heroics 1 (→ 29% HP)

Style • NO STYLE NEEDED — leave it un-enhanced: the default (Normal) moveset is the ★★★ pick because it keeps the most Morph Attack Boost uptime, ahead of Soaring Wyvern Blade (★☆☆) and Elemental Burst Counter (★☆☆). Diablos IS riftborne (styleable); Normal maximizes Morph Attack Boost uptime — **Normal is the recommended style here, not a missing pick:** it is the ★★★ best of the three SA styles because it maximizes **Morph Attack Boost** uptime, beating Soaring Wyvern Blade (★☆☆) and Elemental Burst Counter (★☆☆).

Style nodes — **Lv10** affinity · **Lv15** affinity · **Lv20** affinity — all 3 into **affinity**: it is the biggest single node on this build. An affinity node is close behind here (positive affinity), within 0.6% — either is defensible. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) ◆×5: Critical Boost (→Lv5) · or ◆×4 + ◆×1 Weakness Exploit

The all-purpose default and this whole armor set is the flagship SA build (reusable on Charge Blade). Beginner-friendly — strong even without smelting. Critical Boost is the #1 smelt because MAB makes morph crits guaranteed. **Innate Heroics fires only at ≤29% HP — a dead ride-along at normal HP, not part of your damage.** *Higher-raw alt: Demon (Black Diablos) 2658 atk but ~30% aff & NOT styleable — morph hits still crit via MAB, non-morph swings eat the penalty.*





Axe of Wisdom #2 STYLE ✓ — Bishaten · Atk 2113 0% aff **Dragon phial** (raw weapon, phial adds a little dragon in sword mode) · weapon skill Shared

Sword

ARMOR — MORPH ATTACK BOOST SET

head **Goss Harag Helm**
Morph Attack Boost 1 · Morph Boost 1 · 1 ◆

chest **Death Garon Mail**
Latent Power 1 · Critical Element 1 · 1 ◆

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

waist **Goss Harag Coil**
Advanced Ice Attack 1 · Morph Attack Boost 2 · 1 ◆

legs **Goss Harag Greaves**
Morph Boost 2 · Lock On 1 · 1 ◆

SKILLS — NOW → AFTER DRIFTSMELT

Morph Boost 5 Morph Attack Boost 3 Shared Sword 2 Latent Power 1 Lock On 1 Critical Element 1

Advanced Ice Attack 1 INERT: needs Ice Attack Lv5 Critical Boost 0 → 5

Weapon skill — **Shared Sword 2** (already counted above)

Style • NO STYLE NEEDED — leave it un-enhanced: the default (Normal) moveset is the ★★★ pick because it keeps the most Morph Attack Boost uptime, ahead of Soaring Wyvern Blade (★☆☆) and Elemental Burst Counter (★☆☆). Bishaten IS riftborne (styleable, since S10 P2) — **Normal is the recommended style here, not a missing pick:** it is the ★★★ best of the three SA styles because it maximizes **Morph Attack Boost** uptime, beating Soaring Wyvern Blade (★☆☆) and Elemental Burst Counter (★☆☆).

Style nodes — **Lv10** affinity · **Lv15** affinity · **Lv20** attack — **2 affinity** then the rest into **attack** — affinity is the biggest single node here. 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 (5 slots) ◆×5: Critical Boost (→Lv5)

Same engine as #1, slightly lower raw. Shared Sword (its weapon skill) buffs the whole party's attack in co-op. Solid raw all-rounder.



Mammoth Halberd

#3 · EASIEST

STYLE

— Banbaro ·

Atk 2113

0% aff

cheap early craft · **Power phial** weapon skill Stagger boost

ARMOR — MORPH ATTACK BOOST SET

- head **Goss Harag Helm**
Morph Attack Boost 1 · Morph Boost 1 · 1
- chest **Death Garon Mail**
Latent Power 1 · Critical Element 1 · 1
- arms **Volvidon Vambraces**
Morph Boost 2 · 1
- waist **Goss Harag Coil**
Advanced Ice Attack 1 · Morph Attack Boost 2 · 1
- legs **Goss Harag Greaves**
Morph Boost 2 · Lock On 1 · 1

SKILLS — NOW → AFTER DRIFTSMELT

- Morph Boost 5
- Morph Attack Boost 3
- Latent Power 1
- Lock On 1
- Critical Element 1
- ~~Advanced Ice Attack 1~~ **INERT: needs Ice Attack Lv5**
- Critical Boost 0 → 5

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

Style · NO STYLE NEEDED — leave it un-enhanced: the default (Normal) moveset is the ★★★ pick because it keeps the most Morph Attack Boost uptime, ahead of Soaring Wyvern Blade (★☆☆) and Elemental Burst Counter (★☆☆). Banbaro IS riftborne (styleable) — **Normal is the recommended style here, not a missing pick:** it is the ★★★ best of the three SA styles because it maximizes **Morph Attack Boost** uptime, beating Soaring Wyvern Blade (★☆☆) and Elemental Burst Counter (★☆☆).

Style nodes — **Lv10** affinity · **Lv15** affinity · **Lv20** attack — **2 affinity** then the rest into **attack** — affinity is the biggest single node here. 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 (5 slots) **◆x5: Critical Boost** (→Lv5)

The safe first **Switch Axe** — craftable from cheap common mats. Same MAB engine; make this if you're starting out.



Glavenus Smasher

FIRESTYLE ✓

Glavenus · Atk 1579 · Fire 1568 · −30% aff · #1 Fire (free/farmable) · **Power phial**innate Critical Ferocity

ARMOR — FIRE + CRITICAL FEROCITY SET (NO AFFINITY SKILLS)

headGoss Harag Helm
Morph Attack Boost 1 · Morph Boost 1 · 1 ◆

chestNargacuga Mail
Critical Boost 2 · Lock On 1 · 1 ◆

armsBazelgeuse Vambraces
Critical Ferocity 2 · 1 ◆

waistBasarios Coil
Fire Attack 2 · 1 ◆

legsAknosom Greaves
Fire Attack 2 · 1 ◆

SKILLS — NOW → AFTER DRIFTSMELT

Fire Attack 4 → 5Critical Boost 2Critical Ferocity 3Morph Attack Boost 1Morph Boost 1Lock On 1

Raw Power 0 → 4

Weapon skill — Critical Ferocity 1 (already counted above)

Style • NO STYLE NEEDED — leave it un-enhanced: the default (Normal) moveset is the ★★★ pick because it keeps the most Morph Attack Boost uptime, ahead of Soaring Wyvern Blade (★★☆) and Elemental Burst Counter (★★☆). Glavenus IS riftborne (styleable) — **Normal is the recommended style here, not a missing pick**: it is the ★★★ best of the three SA styles because it maximizes **Morph Attack Boost** uptime, beating Soaring Wyvern Blade (★★☆) and Elemental Burst Counter (★★☆).

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

Smelt (5 slots) ◆×1: Fire Attack 4→5 (+150 element) ◆×4: Raw Power 0→4  no Critical Eye / Weakness Exploit here: they raise affinity, which is exactly what Critical Ferocity needs to stay negative.

Weakness Exploit 1 worked against Critical Ferocity; more CF levels are worth more — official data: Critical Ferocity *reduces* affinity and pays out on negative-affinity hits, so raising affinity works against it. #1 Fire, free. Its −30% aff + innate Critical Ferocity is a quirk — but MAB flips morph hits positive, so build it as a normal MAB crit weapon (don't chase the CF). Critical Element scales the 1568 fire on the guaranteed morph crits.



Silver Rathbringer

FIREEVENT / PREMIUMNO STYLE

Silver Rathalos · Atk 1507 · Fire 1345 · +30% aff · **Element phial**innate Critical Element 2

IF YOU OWN IT (EVENT-LOCKED) — SAME SET AS GLAVENUS SMASHER

headGoss Harag Helm
Morph Attack Boost 1 · Morph Boost 1 · 1 ◆

chestNargacuga Mail
Critical Boost 2 · Lock On 1 · 1 ◆

armsRathalos Vambraces
Fire Resistance 1 · Attack Boost 2 · 2 ◆

waistGoss Harag Coil
Advanced Ice Attack 1 · Morph Attack Boost 2 · 1 ◆

legsSilver Solgreaves
Critical Element 1 · Weakness Exploit 1 · 1 ◆

Driftsmelt: 6 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Morph Attack Boost 3Attack Boost 2Lock On 1Morph Boost 1Critical Boost 2Critical Element 3

Weakness Exploit 1Fire Resistance 1~~Advanced Ice Attack 1~~ INERT: needs Ice Attack Lv5

Weapon skill — Critical Element 2 (already counted above)

N/A — see band above

Smelt N/A — run the set above.

Lower raw & element than Glavenus (1507/1345 vs 1579/1568) — but its **+30% affinity + Element phial + innate Critical Element 2** mesh better with the positive-crit MAB engine (no −30% penalty on non-morph hits). Event/Premium-Quest only, and **can't be styled** (rare species, no riftborne form). Take it if owned+maxed; otherwise Glavenus is the honest #1.

Style • CAN'T BE STYLED — Silver Rathalos is a **rare species**, so it can never be styled (no riftborne form, no Style-Lv20 track). That is the trade for its +30% affinity.



Black Strobila

WATERNO STYLE

Namielle · Atk 1591 · Water 1335 · +20% aff · #1 Water · **Power phial**innate Weakness Exploit · *name unchanged*

ARMOR — MAB SET (WATER ATTACK SMELT)

headGoss Harag Helm
Morph Attack Boost 1 · Morph Boost 1 · 1 ◆

chestDeath Garon Mail
Latent Power 1 · Critical Element 1 · 1 ◆

armsVolvidon Vambraces
Morph Boost 2 · 1 ◆

waistGoss Harag Coil
Advanced Ice Attack 1 · Morph Attack Boost 2 · 1 ◆

legsGoss Harag Greaves
Morph Boost 2 · Lock On 1 · 1 ◆

SKILLS — NOW → AFTER DRIFTSMELT

Morph Boost 5Morph Attack Boost 3Latent Power 1Lock On 1Critical Element 1Hunter's Unity 1

~~Advanced Ice Attack 1~~ INERT: needs Ice Attack Lv5Critical Boost 0 → 3Water Attack 0 → 2

Weapon skill — Hunter's Unity 1 · Weakness Exploit 1 (off-thesis, not in the list above)

Style • CAN'T BE STYLED — Namielle is an **elder dragon**, not riftborne, so it can NOT be styled (elders never get a riftborne form). Play the default kit.

Smelt (5 slots) ◆×3: Critical Boost 0→3 ◆×2: Water Attack 0→2 (+100 element)

+20% innate aff means morph hits crit at 100% and the crit package pays off. Because it's a Power phial (not Element), Water Attack stacks fully. Highest raw+element water SA. **Not styleable** (elder dragon), so it's locked at base — still the best water SA by raw stats.



Jyura Drought (base: Madness Axe)

WATEROPTION B · FARMABLE

Jyuratodus (farmable) · Atk 1549 · Water 1131 · 0% aff · innate Last Stand 1

(defensive) · *zero gated pieces*

ARMOR — FULLY FARMABLE SET

headGoss Harag Helm
Morph Attack Boost 1 · Morph Boost 1 · 1 ◆

chestDeath Garon Mail
Latent Power 1 · Critical Element 1 · 1 ◆

armsVolvidon Vambraces
Morph Boost 2 · 1 ◆

waistGoss Harag Coil
Advanced Ice Attack 1 · Morph Attack Boost 2 · 1 ◆

legsGoss Harag Greaves
Morph Boost 2 · Lock On 1 · 1 ◆

Driftsmelt: 5 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Morph Boost 5Morph Attack Boost 3Latent Power 1Lock On 1Critical Element 1Last Stand 1

~~Advanced Ice Attack 1~~ INERT: needs Ice Attack Lv5

Weapon skill — Last Stand 1 (already counted above)

Style • NORMAL — Jyuratodus is **riftborne and this axe is style-selectable** — it gets both the stat track and a style pick, neither of which Namielle can ever have. **Normal** is the pick of the three Switch Axe styles (Normal / Soaring Wyvern Blade / Elemental Burst Counter) because it maximizes Morph Attack Boost uptime.

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into **attack** as the safe default — or **element** if you are specifically hunting monsters weak to this element · the two are exactly equal at a 1.0x element multiplier; element wins only above that, and raw applies everywhere, so attack is the lower-variance pick. **Never take an affinity node** — at +0% base affinity a node converts to only a few percent, well under what an attack node adds, so one costs about 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) one whole level per slot — roll the element/status skill this build leans on

Why this is the Option B: Honestly behind: about 8–9% less modeled total damage unstyled (−42 raw, −204 element, no Hunter's Unity). Styling narrows it. **Every piece is farmable** — the gated set needed Black Strobila. Armor CARRIES OVER COMPLETELY UNCHANGED — no gated piece. Volvidon Vambraces has ZERO driftsmelt slots until G8. *Single-source guide pick, not a consensus build.*



Thundercleave

THUNDER

STYLE

— Zinogre ·

Atk 1463

Thunder 1420

0% aff

#1 Thunder (easy-farm) · Element phialname unchanged

ARMOR — MAB SET

head

Goss Harag Helm

Morph Attack Boost 1 · Morph Boost 1 · 1

chest

Death Garon Mail

Latent Power 1 · Critical Element 1 · 1

arms

Volvidon Vambraces

Morph Boost 2 · 1

waist

Goss Harag Coil

Advanced Ice Attack 1 · Morph Attack Boost 2 · 1

legs

Goss Harag Greaves

Morph Boost 2 · Lock On 1 · 1

SKILLS — NOW → AFTER DRIFTSMELT

Morph Boost 5

Morph Attack Boost 3

Latent Power 1

Lock On 1

Critical Element 1

Advanced Ice Attack 1 INERT: needs Ice Attack Lv5

Critical Boost 0 → 4

Weakness Exploit 0 → 1

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

Style • NO STYLE NEEDED — leave it un-enhanced: the default (Normal) moveset is the ★★★ pick because it keeps the most Morph Attack Boost uptime, ahead of Soaring Wyvern Blade (★☆☆) and Elemental Burst Counter (★★☆). Zinogre IS riftborne (styleable) — Normal is the recommended style here, not a missing pick: it is the ★★★ best of the three SA styles because it maximizes Morph Attack Boost uptime, beating Soaring Wyvern Blade (★☆☆) and Elemental Burst Counter (★★☆).

Style nodes — Lv10 affinity · Lv15 element · Lv20 element — 1 affinity then the rest into element. Positive affinity plus crit skills here, so affinity nodes pay; the margin over pure element is small (~1.5%). Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (5 slots) ♦x4: Critical Boost ♦x1: Weakness Exploit

Easy-farm #1 thunder. If you can farm Kirin: "Peal" (1444 atk / 1622 thunder) has higher element = more output through the Element phial — the upgrade pick, but Kirin mats are scarce. Element phial + Critical Element on 100%-crit morphs.



Legia Frostreaver (base: Glacial Axe)

ICE

STYLE

— Legiana ·

Atk 1463

Ice 1420

0% aff

#1 Ice by a margin · Element phialweapon skill Divine Blessing

ARMOR — MAB CRIT-ELEMENT SET

head

Goss Harag Helm

Morph Attack Boost 1 · Morph Boost 1 · 1

chest

Nargacuga Mail

Critical Boost 2 · Lock On 1 · 1

arms

Rathalos Vambraces

Fire Resistance 1 · Attack Boost 2 · 2

waist

Goss Harag Coil

Advanced Ice Attack 1 · Morph Attack Boost 2 · 1

legs

Silver Solgreaves

Critical Element 1 · Weakness Exploit 1 · 1

SKILLS — NOW → AFTER DRIFTSMELT

Morph Attack Boost 3

Attack Boost 2

Lock On 1

Morph Boost 1

Critical Boost 2

Critical Element 1

Weakness Exploit 1 → 2

Fire Resistance 1

Advanced Ice Attack 1 INERT: needs Ice Attack Lv5

Ice Attack 0 → 5

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

Style • NO STYLE NEEDED — leave it un-enhanced: the default (Normal) moveset is the ★★★ pick because it keeps the most Morph Attack Boost uptime, ahead of Soaring Wyvern Blade (★☆☆) and Elemental Burst Counter (★★☆). Legiana IS riftborne (styleable) — Normal is the recommended style here, not a missing pick: it is the ★★★ best of the three SA styles because it maximizes Morph Attack Boost uptime, beating Soaring Wyvern Blade (★☆☆) and Elemental Burst Counter (★★☆).

Style nodes — Lv10 affinity · Lv15 element · Lv20 element — 1 affinity then the rest into element. Positive affinity plus crit skills here, so affinity nodes pay; the margin over pure element is small (~1.0%). Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (6 slots) ♦x5: Ice Attack 0 → 5 (+500 element) — wakes Advanced Ice Attack 1 (+150 atk) ♦x1: Weakness Exploit 1 → 2

the set carries Advanced Ice Attack 1, worth +150 attack, but it only fires while Ice Attack is Lv5. The smelt finishes Ice Attack first to switch it on. Best ice SA. 0% base, but MAB + WEX drive morph crits to 100%, then Critical Element multiplies the 1420 ice. Velkhana (new ice elder, July 20) has an ice SA (1205/1305 base) but it's 0% aff & non-styleable (elder) — a styled Legiana stays ahead. Element-attack skills don't stack onto the Element phial — use Critical Element, not Ice Attack.



Terror Tyrannos (base: Tyrannos)

DRAGON

STYLE

— Deviljho ·

Atk 1579

Dragon 1568

-30% aff

#1 Dragon · Power phial

ARMOR — MAB SET (+ CHATACABRA)

head

Goss Harag Helm

Morph Attack Boost 1 · Morph Boost 1 · 1

chest

Stygian Mail

Advanced Dragon Attack 1 · Elemental Release 2 · 1

arms

Stygian Vambraces

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

waist

Goss Harag Coil

Advanced Ice Attack 1 · Morph Attack Boost 2 · 1

legs

Goss Harag Greaves

Morph Boost 2 · Lock On 1 · 1

SKILLS — NOW → AFTER DRIFTSMELT

Advanced Dragon Attack 2 INERT: needs Dragon Attack Lv5

Dragon Attack 1

Morph Boost 4

Morph Attack Boost 3

Elemental Release 2

Lock On 1

Advanced Ice Attack 1 INERT: needs Ice Attack Lv5

Critical Boost 0 → 5

Weapon skill — Morph Boost 1 (already counted above)

Style • NO STYLE NEEDED — leave it un-enhanced: the default (Normal) moveset is the ★★★ pick because it keeps the most Morph Attack Boost uptime, ahead of Soaring Wyvern Blade (★☆☆) and Elemental Burst Counter (★★☆). Deviljho IS riftborne (styleable) — Normal is the recommended style here, not a missing pick: it is the ★★★ best of the three SA styles because it maximizes Morph Attack Boost uptime, beating Soaring Wyvern Blade (★☆☆) and Elemental Burst Counter (★★☆).

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'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: Critical Boost 0 → 5

#1 Dragon, highest dragon element. -30% aff fully offset by MAB on morph hits (etims: "nearly no downside"). Low craft priority — dragon gear is hard to enhance; most run the General raw build for all-purpose. Positive-aff alts: Nergigante Dying Light (1861/1210, 0% aff — more raw) / Malzeno Fracturing Falter (1444/1622, 0% aff). Both are Elder Dragons: gated, and no style track.

3 • Status

works on all monsters

paralysis / poison / sleep / blast. Only Paralysis has a dedicated build — the rest run the raw MAB build with status as a bonus.

How SA status works: the Morph-Attack-Boost raw build is the damage engine for ALL of these — status procs only ~1–2×/hunt (2× diminishing returns each), so **Poison / Sleep / Blast have no dedicated build worth running**: build them raw, take the status as a free bonus. **Paralysis is the exception** — a real co-op Paralysis-Exploit set exists (below) because the para-lock lets a whole party burst.



Barroth Grinder (base: Carapace Axe) **PARALYSIS** **STYLE** ✓ — Barroth · Atk 2103 0% aff **Paralysis phial** (raw weapon, phial adds para to sword-mode hits) · has a REAL co-op build

ARMOR — PARALYSIS-EXPLOIT (CO-OP)

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

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

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

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

legs **Goss Harag Greaves**
Morph Boost 2 · Lock On 1 · 1◆

SKILLS — NOW → **AFTER DRIFTSMELT**
Morph Boost 2 →4 **Shared Sword 2** **Advanced Burst 1** **INERT: needs Burst Lv5** **Lock On 1** **Defense Boost 2**
Paralysis-Exploit →4 **Paralysis-Attack** →9 **Status Sneak Attack 0** →2 **Weakness Exploit 0** →1

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

Style • NO STYLE NEEDED — leave it un-enhanced: the default (Normal) moveset is the ★★★ pick because it keeps the most Morph Attack Boost uptime, ahead of Soaring Wyvern Blade (★☆☆) and Elemental Burst Counter (★☆☆). Barroth IS riftborne (styleable) — **Normal is the recommended style here, not a missing pick**: it is the ★★★ best of the three SA styles because it maximizes **Morph Attack Boost** uptime, beating Soaring Wyvern Blade (★☆☆) and Elemental Burst Counter (★☆☆).

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 +0% 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) ◆x2: **Morph Boost** 2→4 ◆x2: **Status Sneak Attack** 0→2 ◆x1: **Weakness Exploit** 0→1

Co-op lockdown build. Its raw axe carries a **Paralysis phial** — the para comes from the phial, not an element value. Paralysis Exploit Lv4 = +130% dmg to a paralyzed monster — your burst window. **Solo, the raw MAB build out-DPSes this** (para procs ~1–2×/hunt); bring this for 4-player hunts. *Alt: Vermilingua (Volvidon) applies para faster (blade, not phial) but hits ~14% softer.*



Golden Crescent **POISON** **NO STYLE** — Gold Rathian (rare species) · Atk 2007 +30% aff Poison 416 #1 poison · innate Poison Exploit

BUILD: RAW MAB SET (AS GENERAL) — SAME SET AS AXE OF WISDOM

head **Goss Harag Helm**
Morph Attack Boost 1 · Morph Boost 1 · 1◆

chest **Death Garon Mail**
Latent Power 1 · Critical Element 1 · 1◆

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

waist **Goss Harag Coil**
Advanced Ice Attack 1 · Morph Attack Boost 2 · 1◆

legs **Goss Harag Greaves**
Morph Boost 2 · Lock On 1 · 1◆

SKILLS — NOW → **AFTER DRIFTSMELT**
Poison Exploit 2 **Morph Boost 5** **Morph Attack Boost 3** **Latent Power 1** **Lock On 1** **Critical Element 1**
Advanced Ice Attack 1 **INERT: needs Ice Attack Lv5**

Weapon skill — **Poison Exploit 2** (already counted above)

N/A — see band above

Smelt N/A — run the set above.

No dedicated SA poison build exists (no JP guide publishes one). Run the **General Morph-Attack-Boost set**; the +30% affinity is a great fit for the crit engine, and the weapon's innate **Poison Exploit** (+45% dmg vs poisoned) + 416 poison proc for free. Poison Attack isn't worth a slot. NOT styleable (rare species).

→ Same armor + smelt as General #1 (page 1)

Style • CAN'T BE STYLED — Gold Rathian is a rare species, so it can never be styled.



Dragonmaiden Axe+ (base: Dragonmaiden Axe) **POISON** **OPTION B • FARMABLE** — Rathian (farmable) · Atk 1817 Poison 516 0% aff zero

gated pieces

ARMOR — FULLY FARMABLE SET

head **Rathian Helm**
Health Boost 2 · Poison Attack 1 · 1◆

chest **Rathian Mail**
Poison Attack 2 · 1◆

arms **Nargacuga Vambraces**
Buildup Boost 3 · 1◆

waist **Pukei Coil**
Poison Attack 2 · 1◆

legs **Viper Kadachi Greaves**
Advanced Burst 1 · Poison Exploit 2 · 1◆

SKILLS — NOW → **AFTER DRIFTSMELT**
Poison Attack 5 **Poison Exploit 2** **Advanced Burst 1** **INERT: needs Burst Lv5** **Buildup Boost 3**
Health Boost 4

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

Style • NORMAL — Rathian is riftborne and style-selectable; Gold Rathian is a rare species and can never be styled. **Normal** is the pick of the three Switch Axe styles (Normal / Soaring Wyvern Blade / Elemental Burst Counter) because it maximizes Morph Attack Boost uptime.

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

Why this is the Option B: ~190 raw and you lose all +30% affinity plus the innate Poison Exploit 2 — but gain +100 poison (+24%) and the style track. **Every piece is farmable** — the gated set needed Golden Crescent. Rebuild required — the standard poison SA set leans on Gold Rathian (Golden Lunebraces/Lunegreaves) and Chameleos (Mizuha Cap/Sash), all gated. *My pick from verified client data.*



Nyx Smasher **SLEEP** **ONLY SLEEP SA** **NO STYLE** — Nightshade Paolumu · Atk 2103 0% aff Sleep 312 **Power phial** name unchanged

BUILD: RAW MAB SET (AS GENERAL) — SAME SET AS AXE OF WISDOM

head **Goss Harag Helm**
Morph Attack Boost 1 · Morph Boost 1 · 1◆

chest **Death Garon Mail**
Latent Power 1 · Critical Element 1 · 1◆

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

waist **Goss Harag Coil**
Advanced Ice Attack 1 · Morph Attack Boost 2 · 1◆

legs **Goss Harag Greaves**
Morph Boost 2 · Lock On 1 · 1◆

SKILLS — NOW → **AFTER DRIFTSMELT**
Morph Boost 5 **Morph Attack Boost 3** **Latent Power 1** **Lock On 1** **Critical Element 1**
Advanced Ice Attack 1 **INERT: needs Ice Attack Lv5**

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

N/A — see band above

Smelt N/A — run the set above.

No dedicated SA sleep build exists, and sleep can't scale on SA (Power phial, not a status phial). Run the **General Morph-Attack-Boost set**; when the monster sleeps (~1–2×/hunt), land your biggest morph/discharge opener for bonus wake-up damage, then resume the loop. Treat sleep as free CC/setup, not the plan. **NOT styleable** — Nightshade Paolumu is a subspecies (the sheet's own rule: subspecies can't be styled).

→ Same armor + smelt as General #1 (page 1)

Style • CAN'T BE STYLED — Nightshade Paolumu is a subspecies, so it can never be styled.



Bazel Raider **BLAST** **ONLY BLAST SA** **STYLE** ✓ — Bazelgeuse · Atk **2327** **-30% aff** Blast 309 **Power** phialinnate Burst · name unchanged

BUILD: RAW MAB SET (AS GENERAL) — SAME SET AS AXE OF WISDOM

- head **Goss Harag Helm**
Morph Attack Boost 1 · Morph Boost 1 · 1 ◆
- chest **Death Garon Mail**
Latent Power 1 · Critical Element 1 · 1 ◆
- arms **Volvidon Vambraces**
Morph Boost 2 · 1 ◆
- waist **Goss Harag Coil**
Advanced Ice Attack 1 · Morph Attack Boost 2 · 1 ◆
- legs **Goss Harag Greaves**
Morph Boost 2 · Lock On 1 · 1 ◆

Driftsmelt: 5 slots at G8+

SKILLS — NOW → **AFTER DRIFTSMELT**

- Morph Boost 5** **Morph Attack Boost 3** **Latent Power 1** **Lock On 1** **Critical Element 1**
- ~~Advanced Ice Attack 1~~ **INERT: needs Ice Attack Lv5**

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

N/A — see band above

Smelt N/A — run the set above.

Beginner-friendly best-in-class general weapon (highest raw of the status guns, S10 P1 featured). Run the **General Morph-Attack-Boost set** — MAB overrides the ~30% aff on morph hits, and blast (309) detonates ~1–2×/hunt for chip + part-break. **Bazelgeuse IS riftborne (styleable)**. A dedicated Burst+Blast set exists for faster part-breaks/farming, but the raw MAB build out-DPSes it.

→ Same armor + smelt as General #1 (page 1)

Style · **NO STYLE NEEDED** — leave it un-enhanced: the default (Normal) moveset is the ★★★ pick because it keeps the most Morph Attack Boost uptime, ahead of Soaring Wyvern Blade (★☆☆) and Elemental Burst Counter (★★☆). Bazelgeuse IS riftborne, so the full Style-Lv20 track applies. Normal is the ★★★ pick (best Morph Attack Boost uptime), ahead of Soaring Wyvern Blade (★☆☆) and Elemental Burst Counter (★★☆).

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.*

Final-form (G10-Lv5) name key — MHN renames & re-models at grade 6+. Weapons that RENAME (art from gamewith, not the /weapons base page): Diablos Axe → **Axe Semper Tyrannis**Wheel Axe (Bishaten) → **Axe of Wisdom**Tyrannos → **Terror Tyrannos**Glacial Axe → **Legia Frostreaver**Carapace Axe → **Barroth Grinder**Gold Rathlian axe → **Golden Crescent**. KEEP their name: Mammoth Halberd, Glavenus Smasher, Silver Rathbringer, Black Strobila, Thundercleave, Nyx Smasher, Bazel Raider.

The SA damage engine is Morph Attack Boost — the same skeleton for almost every build: Morph Attack Boost Lv3 (+80% aff/+80% dmg on morph slashes) + Morph Boost Lv5 (+30% atk/15s after morphing) from the Goss Harag ×3 + Ebony Odogaron + Volvidon set, then smelt **Critical Boost ×5** (morph crits are guaranteed, so Critical Boost multiplies them). Element builds swap 2 pieces (Nargacuga + Silver Rathalos) for Critical Boost + Critical Element. **Spam morph slashes** — that’s the whole playstyle.

Official EN skill names used on this sheet (many JP guides use different literal glosses — these are the real client names): **Morph Attack Boost** (the morph-hit +aff/+dmg engine) · **Morph Boost** (+30% atk/15s after a morph; often mis-glossed "Change Boost") · **Critical Boost****Heroics** (low-HP atk; mainline calls it "Adrenaline") · **Shared Sword** (co-op party attack buff) · **Partbreaker****Poison Exploit****Paralysis Exploit** (+dmg vs paralyzed). Correct as-is: Weakness Exploit, Critical Eye, Critical Element, Lock On, Latent Power, Fighting Spirit, Critical Ferocity. Note: **Retaliation** is a real MHN skill — a parry-counter damage skill (better suited to counter-heavy weapons like Long Sword than to the morph-spam SA engine); distinct from **Resentment** (a take-damage +attack skill). Neither is used in these SA builds.

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:** Critical Boost, Weakness Exploit, Critical Eye, Fighting Spirit (all light-blue/white), element-attack, Raw Power (red — **a trap here, don't use**). **NOT smelttable** (armor-innate only): **Morph Attack Boost, Critical Element, Critical Ferocity**. (*Morph Boost DOES have a targeted Driftgem — it can be smelted.*)

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.

Parting Slice (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 2026-07-30 (official monsterhunternow.com EN skills+weapon names, gamewith.jp final-form art + weapon-hub DB, etims.info/switchaxe, alterna.jp, momopkm). Stats G10-Lv5 max (list pages quote the lower G10-Lv1). Final-form names/art from gamewith per-weapon pages (weapon changes name+model at G6+). Morph Attack Boost is a deterministic positive-affinity buff (no proc gamble). Status procs ~1–2×/hunt — only Paralysis has a dedicated (co-op) build; Poison/Sleep/Blast run the raw MAB build. Style eligibility (verified this session): riftborne = Diablos, Bishaten, Banbaro, Glavenus, Zinogre, Legiana, Deviljho, Barroth, Bazelgeuse; NOT styleable = Namielle (elder), Nightshade Paolumu (subspecies), Gold Rathlian & Silver Rathalos (rare species), Black Diablos. Velkhana has an ice SA but is non-styleable (elder) & doesn't beat styled Legiana. Weapon sprites © Capcom (official MHN).