

MH:Wilds Great Sword Guide

Monster Hunter Wilds

Great Sword: Endgame Meta Sets



Header by T3h Phish

by Mathalos Nest

Introduction

This guide is based on the original [GS guide by Jackscin & OP Ground Zero 2.0](#), which has been remade here for better accessibility. Thanks to everyone who worked on that guide.

If you have any feedback or questions on this guide, you can find us in the meta channel on the [Mathalos Nest](#) Discord server.

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(New) Critical Draw

FulGore

FourGore

ReyGore

FourRey

Gameplay Overview

Great Sword is a rather simple weapon at its core: beeg hits, beeg damage numbers, monster beeg dead. All its subtleties really come from positioning and timing in order to be able to successfully land your chunky hits.

Your core gameplay will generally consist in running around until you find an opening for strong charged attacks that can be followed with even stronger attacks. Tackle and Offset Attack can be used to power through the monster attacks while attacking them in return (Offset Attack is a very good damaging attack regardless if you counter with it or not).

A more detailed gameplay guide is coming soon.

Builds

Skill Priority

Armor Skill Priority

1	Weakness Exploit 5	<p>Since critical hits give a 25% raw damage bonus to your attacks (which can be up to 40% with Critical Boost), increasing affinity becomes the main way to maximize the damage of your juicy big hits.</p> <p>Every single set in this album will be using a combination of these skills in order to be able to reach >90% affinity.</p> <p>Most of the time agitator and weakness exploit can not both be maxed as the same. In those cases it is better to max agitator as the bonus raw matters more with the amount of raw on current weapons.</p>
1	Maximum Might 3	
1	Agitator 5	
1	Counterstrike 3	<p>This skill gives you a whopping +25 raw for 45 seconds after getting sent flying by an attack or hyper armoring through an attack that would've sent you flying. The buff can therefore be triggered with both tackles and offset attacks, which makes it extremely valuable on the weapon.</p>
1	Burst 1	<p>Burst lv1 gives on GS +5 raw on your first hit and +5 to the following hits. A pretty nice buff for only one lv3 slot.</p>
1	Lord's Soul	<p>Lord's Soul is a set bonus triggered from equipping any 3 pieces from Arch Tempered monster's armor sets. It gives a bonus equal to 5% of your weapon's base attack at the cost of a 5% defence penalty. In addition, you gain the Guts passive which prevents you from taking a hit that will make you faint if you are above a certain hp threshold. After triggering, your attack boon and defence penalty will be traded for a defence boon.</p> <p>As AT / Gamma pieces already have good skills attached, you will almost always have this passive triggered just by making skill efficient sets.</p>

2	Black Eclipse I (2p Gore Magala) + Antivirus 3	Gore Magala's set bonus has always made up for its armor's lackluster skill efficiency. With more and more armor sets being released with high skill efficiency, the value of Black Eclipse has decreased.
2	Earplugs 2-3	Earplugs is a pretty nice way to be able to land strong attacks in a moment when the monster is standing still to roar. Its utility goes down the longer monsters stay enraged, but for now it's cheap enough that it's worth considering putting it in your build.
3	Adrenaline Rush 1+	<p>Adrenaline Rush gives you a raw attack buff for 30s after i-framing through an attack. This is a nice buff, but only really useable on Crit Draw builds since they are made to run around a lot with the weapon sheathed.</p> <p>The release of Seregios and AT Uth Duna has allowed us to build sets dedicated solely to the adrenaline rush and crit draw playstyle.</p>

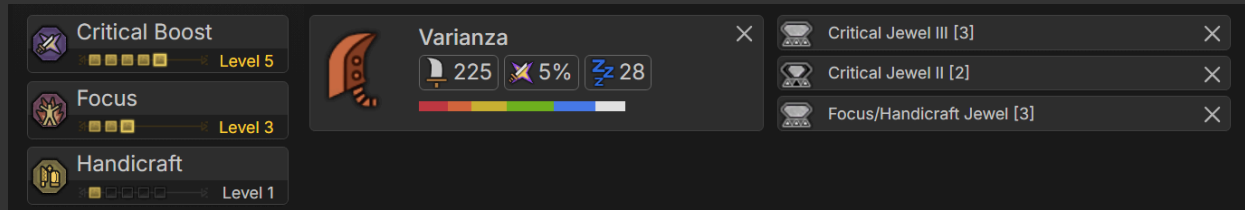
Weapon Skill Priority

1	Focus 3	As most of GS gameplay revolves around charged attacks, Focus 3 will be the biggest damage boost for the weapon, not only because it lets you attack more often, but also because it will let you land attacks in situations where you otherwise wouldn't be able to do so.
1	Critical Boost 3/5	We crit, therefore we boost crit. Easy and simple.
2	Handicraft 1+	GS doesn't need too much sharpness to function and this is an easy way to extend it. Luckily for us, this already comes bundled with either Focus or Offensive Guard decorations.
3	Offensive Guard 3	Offensive Guard is great against monsters where you can trigger it often enough through perfect guards followed by attacks, but otherwise it will fall behind just maxing out Crit Boost.
4	Mind's Eye	Some monsters have parts you will be hitting a lot with hitzone values just below wex's activation range. One example is Uth Duna's head. If you know what you are doing, use it. If not, best to slot in any of the above skills.
5	Critical Draw 3	Crit Draw has become viable again thanks to the buffs to the skill that allows you to keep the affinity for enough time to land an extra hit after the sheathing attack. It's not gonna be as good as a regular setup (hence its low priority), but it's decent nonetheless. Once again, best slotted in if you know exactly what you are doing.

-10	Punishing Draw	It's just not worth giving up any of your good skills for this one.
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Weapons

Artian Weapon (Varianza)



(Note: you can replace Focus/Handicraft with any deco that gives you Focus 3)

Like most other weapons, the best GS in the game is also an Artian weapon. The natural white, the high raw, the affinity, the amazing slots and the ability to give it a status simply allow you to make the best possible weapon for any situation.

GS is the best weapon for wakeup hits on sleeping monsters due to its amazing single hit damage, hence why we go for Sleep. Do note however that Agitator won't be active during your wakeup hit.

When you create the weapon, you should use **3x Attack infusions for the same element** (Sleep). The ideal reinforcements are **4x Attack + 1x Sharpness**. In the end this will give you a weapon with **225 Attack, 5% Affinity and 50 sharpness**.

*You could also go with **5x Attack** reinforcements instead, which is theoretically more damage, but without any Handicraft you will probably end up having to sharpen mid fight often. Regardless, as long as you get at least **3x Attack** it will still be better than the craftable options.*

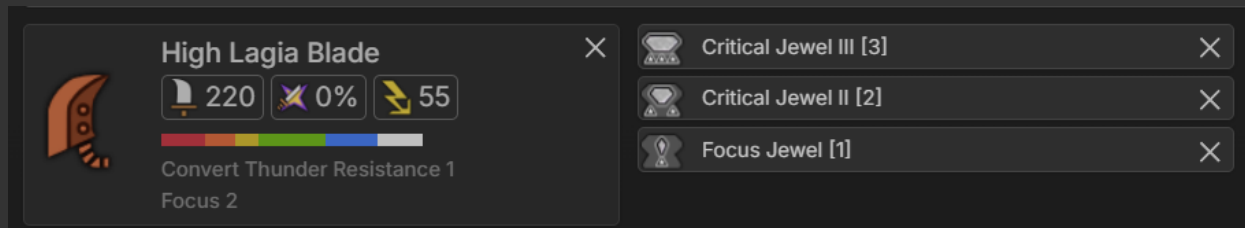
Variant

- **Offensive Guard:** Critical Jewel II -> Guardian (or Guardian/Handicraft) Jewel

Offensive Guard is good against monsters such as Arkveld or Rey Dau where you can realistically use perfect guards often to boost the damage of your following attacks. This will however be worse than Crit Boost 5 if less than $\frac{1}{3}$ of your hits are affected by OG.

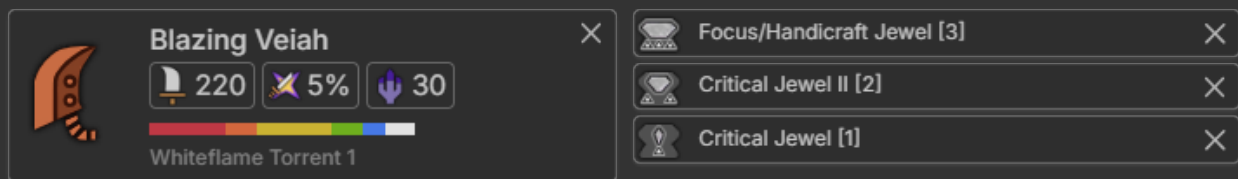
Craftable Weapons

High Lagia Blade



Lag's GS is a great craftable alternative to Artians. It has great attack and sharpness with the ability to slot in crit boost 5 and focus 3. With most meta sets running AT Rey and Lag pieces, Convert Thunder Resistance will almost always give a few extra points of thunder. It is likely the best craftable greatsword.

Blazing Veiah



Zoh Shia's GS drops two levels of crit boost (due to lack of innate focus 3) for 5% extra affinity, slightly less element, and occasional 50 damage procs. Due to greatsword's slower combos, most attacks will have a chance to roll the extra damage procs. As the uptime depends on skill level, you will have to see for yourself whether the weapon works better for you.

Armor Sets

All of these sets assume that you reached HR41+ and you can craft all armor available or farm all required decos. Quick Sheathe decos are fillers and can be replaced with anything you want.

Clicking on the image of an armor set links to the online set builder. I encourage you to play around with decorations and armor pieces as the current meta features many combinations of the same four or five armor sets. Most of the time the decision is between how much of Agitator, Weakness Exploit, or Latent Power you want - and what comfort skills you prefer (or hate, in the case of Evade Extender).

(New) 3Rey/Zoh/Lag

The screenshot displays the Hiltzone online armor set builder. On the left, a list of armor pieces is shown, including Rey Dau's Voltage (Level 3), Lord's Soul (Level 3), Critical Boost (Level 5), Agitator (Level 5), Focus (Level 3), Counterstrike (Level 3), Weakness Exploit (Level 3), Maximum Might (Level 3), Latent Power (Level 3), Evade Extender (Level 2), Handicraft (Level 1), Stamina Surge (Level 1), and Burst (Level 1). The central area shows the selected armor pieces: Rey Sandhelm γ (Rey Dau's Voltage 1, Lord's Soul 1, Weakness Exploit 1, Stamina Surge 1), Numinous Shroud β (Zoh Shia's Pulse 1, Guardian's Protection 1, Agitator 2), Rey Sandbraces γ (Rey Dau's Voltage 1, Lord's Soul 1, Evade Extender 2), Rey Sandcoil γ (Rey Dau's Voltage 1, Lord's Soul 1, Latent Power 2, Maximum Might 2), Lagiocrus Greaves β (Leviathan's Fury 1, Buttery Leathercraft 1, Weakness Exploit 2, Latent Power 1), and Counter Charm III (Counterstrike 3). The right panel shows the stats and tools for the build. The stats include Production Bonus, Reinforcement Bonus, Attack, Sharpness, and Defense. The tools section includes a Hiltzone Calculator, Copy build link, Screenshot, Save build, and My builds.

Production Bonus	Reinforcement Bonus
SLEEP	Sharpness/Ammo B...
Attack Infusion	Attack Boost
Attack Infusion	Attack Boost
Attack Infusion	Attack Boost

Attack			
Raw	294	Effective Raw	535.55
Element	33	Effective Ele	33
Affinity	95%	Crit Damage	1.4x

Sharpness			
Raw Mod	1.32	Ele Mod	1.15

Defense
Tools
Hiltzone Calculator
Copy build link
Screenshot
Save build
My builds

With the addition of Lag legs, we are able to fit more levels of agitator and wex and squeeze out an extra free point of latent power as well. This set reaches 489 EFR without latent power inactive and 536 with it active.

The flexibility of the decos also allows us to max agitator, wex or even latent power depending on what we need.

(Best?) 3Rey/2Lag

The screenshot displays a game build interface. On the left, a list of skills is shown, including Lord's Soul (Level 3), Leviathan's Fury (Level 2), Rey Dau's Voltage (Level 2), Critical Boost (Level 5), Agitator (Level 5), Focus (Level 3), Maximum Might (Level 3), Counterstrike (Level 3), Latent Power (Level 3), Quick Sheathe (Level 3), Evade Extender (Level 2), Weakness Exploit (Level 2), Handicraft (Level 1), and Burst (Level 1). The central panel shows the details of the selected skill, 'Varianza', which has a cost of 225, a 5% affinity bonus, and a 28-second duration. It also lists the equipped items: 'Lagiacrus Helm β', 'Rey Sandmail γ', 'Rey Sandbraces γ', 'Lagiacrus Coil β', 'Duna Wildgreaves γ', and 'Challenger Charm II'. The right panel shows the production and reinforcement bonuses, attack stats, sharpness, and defense. The attack stats show a raw value of 294 and an effective raw value of 543.31. The sharpness is 1.32 for the raw mod and 1.15 for the ele mod. The defense is 1.4x.

This set makes use of Lagiacrus's Azure Bolt skill. How the skill works is that it triggers a small explosion of thunder damage, increases your affinity by 15% for 20/30 seconds depending on 2/4pc, then goes on cooldown for 30 seconds before it can be retriggered.

There are some key issues with Azure Bolt, the first being the uptime as with optimal play the uptime will only be 40%. Also, the triggering hit does not benefit from the affinity bonus which reduces uptime even further.

However, compared to the previous set, this set only drops one level of weakness exploit. As a result, the trade off is 5% affinity on weak points vs 15% affinity + extra damage every so often.

This set has been showing up in speedruns and is likely the most consistent set you can run.

Variant - Convert Thunder Element

The screenshot displays a game build interface for a 'Convert Thunder' variant. On the left, a list of skills is shown with their levels: Rey Dau's Voltage (Level 3), Lord's Soul (Level 3), Leviathan's Fury (Level 2), Critical Boost (Level 5), Weakness Exploit (Level 4), Latent Power (Level 4), Focus (Level 3), Counterstrike (Level 3), Maximum Might (Level 3), Thunder Resistance (Level 3), Evade Extender (Level 2), Agitator (Level 2), Convert Thunder Resistance (Level 1), Stamina Surge (Level 1), and Burst (Level 1). The central slotting area contains items like High Lagia Blade, Rey Sandhelm γ, Rey Sandmail γ, Rey Sandbraces γ, Lagiacrus Coil β, Lagiacrus Greaves β, and Counter Charm III. The right-hand panel shows attack statistics: Raw (276), Effective Raw (510.05), Element (78), Effective Ele (89.7), Affinity (100%), and Crit Damage (1.4x). It also includes a Sharpness bar and a Defense section.

We are capping out on thunder resist for Lag GS's Convert Thunder Resistance to maximise elemental damage. Testing has yet to be done but chances are this set would shine against monsters extremely weak to thunder.

Unfortunately this set is much more efficient at slotting wex than agitator so you will need to be hitting weak points a majority of the time for the set to be competitive.

If you want to go all-in you can swap the 3-slot and 2-slot for a Bolt/Crit Element + Crit Element jewel to max out on elemental attack. GS does get a 1.21x multiplier from crit element over the 1.15x that faster hitting weapons have.

The screenshot shows a game build interface with three items listed: Bolt/Crit Elem Jwl [3], Crit Element Jewel II [2], and Focus Jewel [1].

I would highly advise against this but it is funny.

You don't have to use Lag's GS with this set and can stick to Artians, the extra 2-slot could be used for ambush which makes this set possibly competitive with the original version.

(New) Earplugs no LP

The screenshot displays a game build interface for a character named 'Leviathan's Fury' (Level 2). The interface is divided into several sections:

- Left Sidebar:** A list of items and their levels, including 'Gore Magala's Tyranny' (Level 2), 'Critical Boost' (Level 5), 'Agitator' (Level 5), 'Focus' (Level 3), 'Maximum Might' (Level 3), 'Counterstrike' (Level 3), 'Antivirus' (Level 3), 'Weakness Exploit' (Level 2), 'Earplugs' (Level 2), 'Handicraft' (Level 1), 'Burst' (Level 1), 'Evade Window' (Level 1), 'Constitution' (Level 1), and 'Flinch Free' (Level 1).
- Top Bar:** A row of tabs labeled 'Ofg', 'Peak', 'Counter', 'Wex', 'MM', 'Agi', 'Latent', 'Frenzy', 'Burst', 'Coal', 'LevFury', and 'BldHone'.
- Central Panel:** A grid of items and their stats, including 'Varianza' (225, 5%, 28), 'Lagiocrus Helm β' (Leviathan's Fury 1, Buttery Leathercraft 1, Maximum Might 2), 'Numinous Shroud β' (Zoh Shia's Pulse 1, Guardian's Protection 1, Agitator 2), 'Gore Vambraces β' (Gore Magala's Tyranny 1, Scale Layering 1, Evade Window 1, Constitution 1), 'Lagiocrus Coil β' (Leviathan's Fury 1, Buttery Leathercraft 1, Weakness Exploit 1, Maximum Might 1), 'Gore Greaves β' (Gore Magala's Tyranny 1, Scale Layering 1, Antivirus 1, Flinch Free 1), and 'Challenger Charm II' (Agitator 2).
- Right Panel:** A section for 'Production Bonus' and 'Reinforcement Bonus', showing various bonuses like 'SLEEP', 'Attack Infusion', and 'Attack Boost'. Below this is a table for 'Attack' stats: Raw (283), Effective Raw (522.98), Element (33), Effective Ele (33), Affinity (100%), Crit Damage (1.4x), and Sharpness (Raw Mod 1.32, Ele Mod 1.15). The bottom section is 'Defense' and 'Tools', which includes a 'Hitzone Calculator' button, 'Copy build link', 'Screenshot', 'Save build', and 'My builds'.

This is another speedrun set that has been showing up. The idea behind the set is that Lag's affinity bonus proc's before Gore's, allowing for more consistent high affinity.

With maximum might back to its unbugged release functionality, having extra affinity has become much more useful. If you were to count your maximum might uptime, you would be surprised how low it is.

In addition, this set trades away Lord's Soul for earplugs 2 and can fit three levels by swapping out another level of weakness exploit which is only 5% conditional affinity.

This set shines in shorter hunts where ignoring a roar can have a significant impact on clear times - or if you just don't like getting roared out of a TCS.

Variant - Lord's Soul

Lord's Soul
Level 3

Uth Duna's Cover
Level 2

Protective Veil I
2

Protective Veil II
4

Critical Boost
Level 5

Agitator
Level 5

Focus
Level 3

Counterstrike
Level 3

Weakness Exploit
Level 3

Maximum Might
Level 3

Tool Specialist
Level 3

Quick Sheathe
Level 3

Earplugs
Level 2

Handicraft
Level 1

Stamina Surge
Level 1

Burst
Level 1

Varianza
225 5% 28

Rey Sandhelm y
Rey Dau's Voltage 1
Lord's Soul 1
Weakness Exploit 1
Maximum Might 1
Stamina Surge 1

Numinous Shroud β
Zoh Shia's Pulse 1
Guardian's Protection 1
Agitator 2

Duna Wildbraces y
Uth Duna's Cover 1
Lord's Soul 1
Tool Specialist 3
Agitator 1

Lagiacrus Coil β
Leviathan's Fury 1
Buttery Leathercraft 1
Weakness Exploit 1
Maximum Might 1

Duna Wildgreaves y
Uth Duna's Cover 1
Lord's Soul 1
Quick Sheathe 3
Agitator 1

Counter Charm III
Counterstrike 3

Critical Jewel III [3]

Critical Jewel II [2]

Focus/Handicraft Jewel [3]

Chain Jewel [3]

Challenger Jewel [3]

Mighty Jewel [2]

Earplugs Jewel [2]

Earplugs Jewel [2]

Tenderizer Jewel [3]

Production Bonus

SLEEP

Attack Infusion

Attack Infusion

Attack Infusion

Attack

Raw	269	Effective Raw	447.40
Element	33	Effective Ele	33
Affinity	65%	Crit Damage	1.4x

Sharpness

Raw Mod

1.32

Ele Mod

1.15

Defense

Tools

Hitzone Calculator

Copy build link

Screenshot

Save build

My builds

Use this if you want to keep Lord's Soul for the guts effects. You can also swap one point of wex for earplugs 3. Tool specialist and Uth Duna passive is nice but nothing major.

Variant - Evade Extender

The screenshot displays a game build interface for a character named Lord's Soul. The interface is divided into several sections:

- Skills List (Left):** A vertical list of skills with their levels. Skills include Lord's Soul (Level 3), Rey Dau's Voltage (Level 2), Thunderous Roar I (Level 2), Thunderous Roar II (Level 2), Critical Boost (Level 5), Agitator (Level 5), Focus (Level 3), Counterstrike (Level 3), Weakness Exploit (Level 3), Maximum Might (Level 3), Quick Sheathe (Level 3), Evade Extender (Level 2), Earplugs (Level 2), Handicraft (Level 1), Stamina Surge (Level 1), and Burst (Level 1).
- Central Panel:** A grid of items and their levels. Items include Varianza (Level 225), Rey Sandhelm γ (Level 5%), Numinous Shroud β (Level 1), Rey Sandbraces γ (Level 1), Lagiacrus Coil β (Level 1), Duna Wildgreaves γ (Level 1), and Counter Charm III (Level 1). Each item has a small icon and a level indicator.
- Right Panel:** A section for bonuses and stats. It includes a table for Production Bonus and Reinforcement Bonus, an Attack section with Raw, Effective Raw, Element, and Affinity values, and a Defense section. The Attack section shows Raw: 269, Effective Raw: 447.40, Element: 33, and Affinity: 65%. The Defense section shows Raw Mod: 1.32 and Ele Mod: 1.15.

At the bottom right, there are several buttons: Hitzone Calculator, Copy build link, Screenshot, Save build, and My builds.

You can also replace the Uth Duna arms for Rey Dau if you really want evade extender. This set can also drop one point of wex for earplugs 3.

(New) Second Wind LP

Lord's Soul
Level 3

Fulgur Anjanath's Will
Level 2

2 Second Wind I
4 Second Wind II

Rey Dau's Voltage
Level 2

2 Thunderous Roar I
4 Thunderous Roar II

Critical Boost
Level 5

Agitator
Level 5

Latent Power
Level 5

Focus
Level 3

Counterstrike
Level 3

Maximum Might
Level 3

Quick Sheathe
Level 3

Handicraft
Level 1

Burst
Level 1

Varianza
225 5% 28

G. Fulgur Helm β
Fulgur Anjanath's Will 1
Guardian's Protection 1
Agitator 2

Rey Sandmail γ
Rey Dau's Voltage 1
Lord's Soul 1
Latent Power 3

G. Fulgur Vambraces β
Fulgur Anjanath's Will 1
Guardian's Protection 1
Maximum Might 1

Rey Sandcoil γ
Rey Dau's Voltage 1
Lord's Soul 1
Latent Power 2
Maximum Might 2

Duna Wildgreaves γ
Uth Duna's Cover 1
Lord's Soul 1
Quick Sheathe 3
Agitator 1

Challenger Charm II
Agitator 2

Ofg Peak Counter Wex MM Agi Latent Burst Coal LevFury BldHone

Critical Jewel III [3]
Critical Jewel II [2]
Focus/Handicraft Jewel [3]
Counter Jewel [2]

Chain Jewel [3]

Production Bonus

SLEEP	Sharpness/Ammo B...
Attack Infusion	Attack Boost
Attack Infusion	Attack Boost
Attack Infusion	Attack Boost

Attack

Raw	294	Effective Raw	543.31
Element	33	Effective Ele	33
Affinity	100%	Crit Damage	1.4x

Sharpness

Raw Mod	1.32	Ele Mod	1.15
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Defense

Tools

Hitzone Calculator

Copy build link

Screenshot

Save build

My builds

This set is perfect if you miss the uptime of maximum might. Unlike the original version that runs Gore, this set sources latent power for 50% worth of affinity. Use this set if you want to have the most consistent crits, provided you trigger latent power.

(New) Lord's Soul no LP

Lord's Soul
Level 3

Rey Dau's Voltage
Level 2

Thunderous Roar I
Level 2

Thunderous Roar II
Level 2

Leviathan's Fury
Level 2

Critical Boost
Level 5

Agitator
Level 5

Weakness Exploit
Level 4

Focus
Level 3

Maximum Might
Level 3

Counterstrike
Level 3

Quick Sheathe
Level 3

Stamina Surge
Level 2

Evade Extender
Level 2

Handicraft
Level 1

Burst
Level 1

Varianza
225 5% 28

Rey Sandhelm γ
Rey Dau's Voltage 1
Lord's Soul 1
Weakness Exploit 1
Maximum Might 1
Stamina Surge 1

Lagiacrus Mail β
Leviathan's Fury 1
Buttery Leathercraft 1
Weakness Exploit 1
Stamina Surge 1

Rey Sandbraces γ
Rey Dau's Voltage 1
Lord's Soul 1
Evade Extender 2

Lagiacrus Coil β
Leviathan's Fury 1
Buttery Leathercraft 1
Weakness Exploit 1
Maximum Might 1

Duna Wildgreaves γ
Uth Duna's Cover 1
Lord's Soul 1
Quick Sheathe 3
Agitator 1

Challenger Charm II
Agitator 2

Critical Jewel III [3]

Critical Jewel II [2]

Focus/Handicraft Jewel [3]

Chain Jewel [3]

Counter Jewel [2]

Counter Jewel [2]

Challenger Jewel [3]

Challenger Jewel [3]

Counter Jewel [2]

Mighty Jewel [2]

Tenderizer Jewel [3]

Production Bonus

SLEEP

Attack Infusion

Attack Infusion

Attack Infusion

Attack

Raw 294

Effective Raw 496.74

Element 33

Effective Ele 33

Affinity 70%

Crit Damage 1.4x

Sharpness

Raw Mod 1.32

Ele Mod 1.15

Defense

Tools

Hitzone Calculator

Copy build link

Screenshot

Save build

My builds

This set trades away 4 points of latent power in the 3Rey/Zoh/Lag set for an extra point of weakness exploit and Azure Bolt. Against tankier and/or harder-hitting monsters this is likely never worth it. Where it does work well is in bullying weaker monsters.

Variant - no Azure for extra 2-slot

Lord's Soul
Level 3

Rey Dau's Voltage
Level 2

Thunderous Roar I
2

Thunderous Roar II
4

Critical Boost
Level 5

Agitator
Level 5

Weakness Exploit
Level 4

Focus
Level 3

Counterstrike
Level 3

Maximum Might
Level 3

Quick Sheathe
Level 3

Evade Extender
Level 2

Handicraft
Level 1

Stamina Surge
Level 1

Burst
Level 1

Ofg Peak Counter Wex MM Agi Latent Burst

Varianza
225 5% 28

Rey Sandhelm γ
Rey Dau's Voltage 1
Lord's Soul 1
Weakness Exploit 1
Maximum Might 1
Stamina Surge 1

Numinous Shroud β
Zoh Shia's Pulse 1
Guardian's Protection 1
Agitator 2

Rey Sandbraces γ
Rey Dau's Voltage 1
Lord's Soul 1
Evade Extender 2

Lagiacrux Coil β
Leviathan's Fury 1
Buttery Leathercraft 1
Weakness Exploit 1
Maximum Might 1

Duna Wildgreaves γ
Uth Duna's Cover 1
Lord's Soul 1
Quick Sheathe 3
Agitator 1

Counter Charm III
Counterstrike 3

Critical Jewel III [3]

Critical Jewel II [2]

Focus/Handicraft Jewel [3]

Chain Jewel [3]

Challenger Jewel [3]

Challenger Jewel [3]

Tenderizer Jewel [3]

Mighty Jewel [2]

Tenderizer Jewel [3]

Production Bonus

SLEEP

Attack Infusion

Attack Infusion

Attack Infusion

Attack

Raw	294	Effective Raw	496.74
Element	33	Effective Ele	33
Affinity	70%	Crit Damage	1.4x

Sharpness

Raw Mod 1.32 Ele Mod 1.15

Defense

Tools

Hitzone Calculator

Copy build link

Screenshot

Save build

My builds

This version trades away Azure Bolt for one more 2-slot which you can slot in comfort skills or ambush. Whether the trade off is worth it is up to you.

(New) Lord's Soul no Evade Extender

Lord's Soul

Level 3

Rey Dau's Voltage

Level 2

Thunderous Roar I

4

Thunderous Roar II

4

Zoh Shia's Pulse

Level 2

Critical Boost

Level 5

Agitator

Level 5

Focus

Level 3

Weakness Exploit

Level 3

Maximum Might

Level 3

Tool Specialist

Level 3

Counterstrike

Level 3

Latent Power

Level 2

Handicraft

Level 1

Stamina Surge

Level 1

Burst

Level 1

Elemental Absorption

Level 1

Recovery Speed

Level 1

Ofg

Peak

Counter

Wex

MM

Agi

Latent

Burst

Varianza

225

5%

28

Rey Sandhelm γ

Rey Dau's Voltage 1

Lord's Soul 1

Weakness Exploit 1

Maximum Might 1

Stamina Surge 1

Numinous Shroud β

Zoh Shia's Pulse 1

Guardian's Protection 1

Agitator 2

Duna Wildbraces γ

Uth Duna's Cover 1

Lord's Soul 1

Tool Specialist 3

Agitator 1

Rey Sandcoil γ

Rey Dau's Voltage 1

Lord's Soul 1

Latent Power 2

Maximum Might 2

Numinous Greaves β

Zoh Shia's Pulse 1

Guardian's Protection 1

Elemental Absorption 1

Counterstrike 1

Recovery Speed 1

Challenger Charm II

Agitator 2

Critical Jewel III [3]

Critical Jewel II [2]

Focus/Handicraft Jewel [3]

Chain Jewel [3]

Tenderizer Jewel [3]

Counter Jewel [2]

Tenderizer Jewel [3]

Counter Jewel [2]

Production Bonus

SLEEP

Attack Infusion

Attack Infusion

Attack Infusion

Attack

Raw

294

Effective Raw

520.03

Element

33

Effective Ele

33

Affinity

85%

Crit Damage

1.4x

Sharpness

Raw Mod

1.32

Ele Mod

1.15

Defense

Tools

Hitzone Calculator

Copy build link

Screenshot

Save build

My builds

Use this set if you detest evade extender. You only lose a level of latent power. I find Zoh Shia's pulse to be useless but it comes free in this set up. On the other hand, tool specialist may come in useful.

[illegible]

AT Duna and Seregios have done a lot for the critical draw build. Seregios has increased the consistency of adrenaline rush and Duna Gamma has allowed us to use Lord's soul without wasted skills such as maximum might and latent power. As a bonus the build also gains a few points of peak performance and tool specialist to squeeze out a small amount of extra damage and mantle uptime although they should be treated as a bonus and not something to play around.

Critical Draw was made basically unusable in 5th gen due to the addition of non-draw attacks such as TCS that dealt significantly more damage than draw attacks as well as the nerfs to the affinity buff in Rise. However, in Wilds not only you get once again +100% affinity on your draw attacks, but you retain the buff for 3 seconds after that, which means that you have time to follow up your Draw Slash with another attack such as a lv3 Offset Attack, lv2 Strong Charged Slash or Wide Slash into lvo Charged Slash. You can use this for a nice playstyle change that doesn't lose too much damage.

Set Archive

Most of the below sets are from previous updates, do note that none of them are directly powercrept as we are still using the same few skills we have had since launch.

FulGore

**Guardian's Protection**
Level 3

3 Ward of Wyveria

**Fulgur Anjanath's Will**
Level 2

2 Second Wind I
4 Second Wind II

**Gore Magala's Tyranny**
Level 2

2 Black Eclipse I
4 Black Eclipse II

**Agitator**
Level 5

**Critical Eye**
Level 3

**Critical Boost**
Level 3

**Focus**
Level 3

**Counterstrike**
Level 3

**Maximum Might**
Level 3

**Antivirus**
Level 3

**Earplugs**
Level 2

**Constitution**
Level 2

**Handicraft**
Level 1

**Flayer**
Level 1

**Flinch Free**
Level 1

**Burst**
Level 1

Ofg

Peak

Wex

MM

Agi

Burst

Coal

**Variance**
225 5% 28

**G. Fulgur Helm β**
Fulgur Anjanath's Will 1
Guardian's Protection 1
Agitator 2

**Numinous Shroud β**
Zoh Shia's Pulse 1
Guardian's Protection 1
Agitator 2

**G. Fulgur Vambraces β**
Fulgur Anjanath's Will 1
Guardian's Protection 1
Maximum Might 1

**Gore Coil β**
Gore Magala's Tyranny 1
Scale Layering 1
Constitution 2

**Gore Greaves β**
Gore Magala's Tyranny 1
Scale Layering 1
Antivirus 1
Flinch Free 1

**Counter Charm III**
Counterstrike 3

Expert Jewel III [3]

Critical Jewel III [3]

Focus/Handicraft Jewel [3]

Earplugs Jewel [2]

Challenger Jewel [3]

Mighty Jewel [2]

Mighty Jewel [2]

Flayer Jewel [3]

Earplugs Jewel [2]

Chain Jewel [3]

Sane Jewel [1]

Sane Jewel [1]

This is the recommended GS set for most situations. While the weapon doesn't use stamina when attacking, you will still need to run around to reposition, to roll to cancel the endlag of your big hits or to tackle, all of which will decrease your Max Might uptime. With 2p Fulgur however you will never lose the 30% affinity from Max Might for your occasional stamina usage, which makes this the most consistent set for regular play (this is true also after the MM stealth change after the TU1 patch).

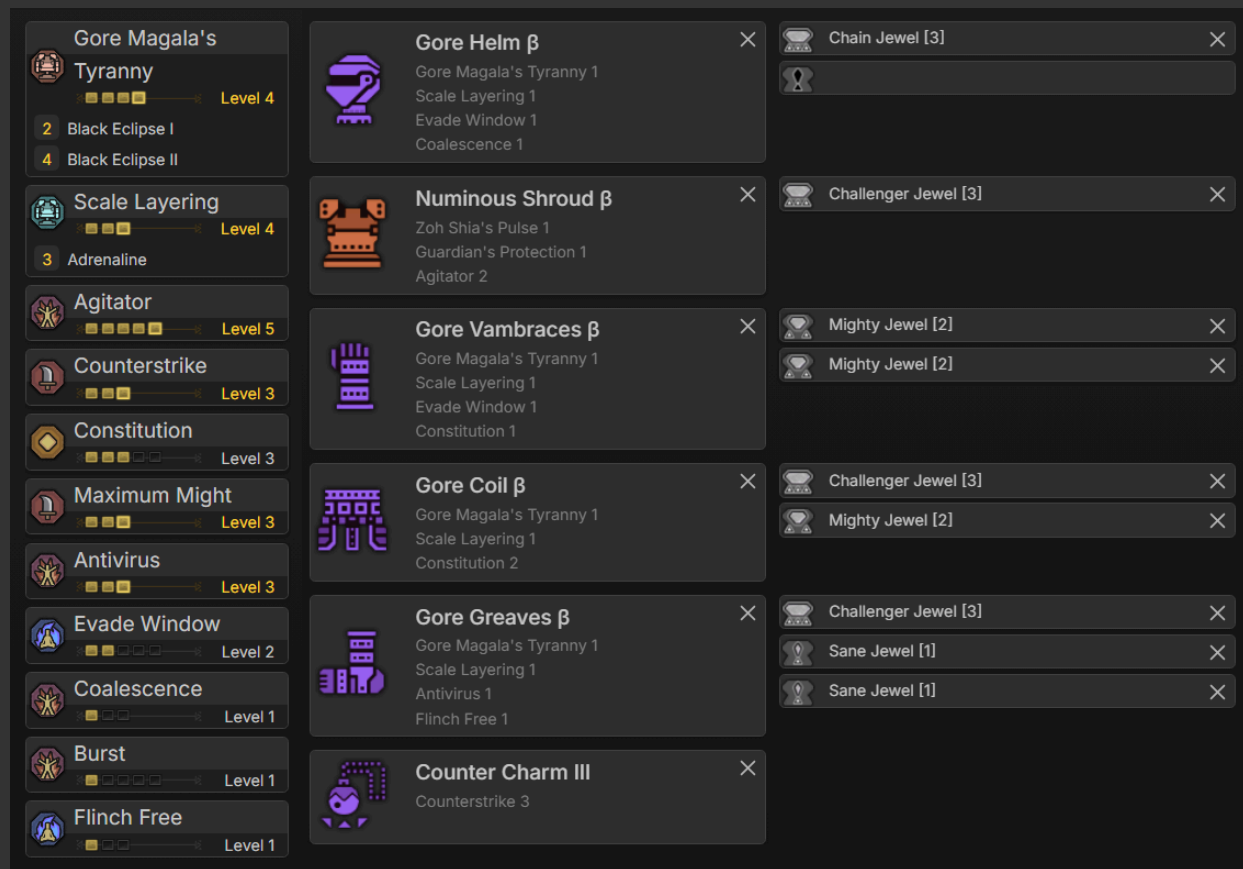
Variant

- **Flayer -> Earplugs**

Being able to land a big hit on the monster during a roar can have a quite high value on many occasions, and it's actually rather cheap to fit it in your build.

Earplugs 3 is only needed for Zoh shia, Gravios, Jin Dhaad and Gore Magala's "phase 2" roar; for all other monsters you can go with Earplugs 2 and still keep 1 level of Flayer

FourGore



This set outdamages the previous one if you can manage your stamina carefully enough. This does limit the flexibility of your gameplay quite a bit however, so it's recommended only if you like seeing the highest potential damage numbers.

Now that the maximum might bug has been fixed, the uptime of the skill has dropped significantly. However, with skilled play the uptime can be kept high enough for the set to still be viable. It is also worth noting that most of the time maximum might will trigger in time for the final hit of a TCS if the combo started while it has deactivated.

ReyGore

Rey Dau's Voltage	Ofg	Peak	Wex	MM	Agi	Burst	Coal
2 Thunderous Roar I 4 Thunderous Roar II	Varianza 225 5% 28	Critical Jewel III [3] Critical Jewel II [2] Focus Jewel III [3]					
Lord's Soul 3	Rey Sandhelm γ Rey Dau's Voltage 1 Lord's Soul 1 Weakness Exploit 1 Maximum Might 1 Stamina Surge 1	Tenderizer Jewel [3]					
Gore Magala's Tyranny 2 Black Eclipse I 4 Black Eclipse II	Gore Mail β Gore Magala's Tyranny 1 Scale Layering 1 Evade Window 2	Tenderizer Jewel [3] Physique Jewel [1]					
Critical Boost Level 5	Rey Sandbraces γ Rey Dau's Voltage 1 Lord's Soul 1 Evade Extender 2	Tenderizer Jewel [3] Tenderizer Jewel [3]					
Weakness Exploit Level 5	Rey Sandcoil γ Rey Dau's Voltage 1 Lord's Soul 1 Latent Power 2 Maximum Might 2						
Focus Level 3	Gore Greaves β Gore Magala's Tyranny 1 Scale Layering 1 Antivirus 1 Flinch Free 1	Chain Jewel [3] Sane Jewel [1] Sane Jewel [1]					
Counterstrike Level 3	Counter Charm III Counterstrike 3						
Maximum Might Level 3							
Antivirus Level 3							
Evade Window Level 2							
Evade Extender Level 2							
Latent Power Level 2							
Stamina Surge Level 1							
Constitution Level 1							
Flinch Free Level 1							
Burst Level 1							

Stepping onto the scene is AT Rey Dau. Its 3p set bonus gives 5% raw. The set also provides you with Guts. Under the condition that you don't consume the Guts, the 5% raw will remain for the entire hunt.

Set also comes with Latent Power. Latent Power, once a certain damage has been taken, you will receive 20% affinity. Normally Latent Power only lasts 2 minutes, but with 2p Rey, it lasts 2 minutes and 30 seconds. Due to factors like monster aggression, and player skill, uptime

of this skill can be all over the place. On aggressive fights like Doshaguma, Arkveld, AT Rey Dau, or Zoh Shia, uptime can be decently high, but for MUs who aren't constantly trying to murk you, Raths for example, uptime can be devastatingly low. However there is also player skill to factor. If you are someone who constantly gets tossed around and curbed stomp, then really no matter who you're fighting, LP is just better cause your uptime will be much more consistent.

FourRey

The screenshot displays a character build for 'FourRey'. The interface is organized into three main sections:

- Left Sidebar (Skill Levels):**
 - Rey Dau's Voltage** (Level 4): Thunderous Roar I, Thunderous Roar II
 - Lord's Soul** (Level 4): 3
 - Critical Boost** (Level 5)
 - Latent Power** (Level 5)
 - Agitator** (Level 4)
 - Focus** (Level 3)
 - Counterstrike** (Level 3)
 - Maximum Might** (Level 3)
 - Evade Extender** (Level 2)
 - Burst** (Level 2)
 - Handicraft** (Level 1)
 - Weakness Exploit** (Level 1)
 - Stamina Surge** (Level 1)
- Central Area (Active Buffs):**
 - Varianza**: 225, 5%, 28
 - Rey Sandhelm γ**: Rey Dau's Voltage 1, Lord's Soul 1, Weakness Exploit 1, Maximum Might 1, Stamina Surge 1
 - Rey Sandmail γ**: Rey Dau's Voltage 1, Lord's Soul 1, Latent Power 3
 - Rey Sandbraces γ**: Rey Dau's Voltage 1, Lord's Soul 1, Evade Extender 2
 - Rey Sandcoil γ**: Rey Dau's Voltage 1, Lord's Soul 1, Latent Power 2, Maximum Might 2
 - Mizutsune Greaves β**: Mizutsune's Prowess 1, Alluring Pelt 1, Burst 2
 - Counter Charm III**: Counterstrike 3
- Right Sidebar (Equipped Items):**
 - Focus/Handicraft Jewel [3]
 - Critical Jewel II [2]
 - Critical Jewel III [3]
 - Challenger Jewel [3]
 - Challenger Jewel [3]
 - Challenger Jewel [3]
 - Challenger Jewel [3]

This set reaches 536 raw and 100% affinity on weak points with all buffs triggered. However, if the hunt is too short you will never trigger LP, and if it takes too long LP's uptime decreases too much to be effective. The alternative is to find a way to reliably trigger LP, which can be done through bombs and corrupted mantle or just face tanking a strong hit or two.

Variant

- **Mizu legs -> Nu Udra Beta legs**

Swapping Mizu to Udra legs loses you one level of burst in exchange for an extra 1-slot and windproof which allows you to slot Windproof 3 for Zoh Shia speedruns (which this set is perfect for).