



Hunting Horn Sets (MH Rise v3.0)

3.0 is finally out and we got... a new Apex Monster, a new Elder Dragon and a WWE-level staged final story fight.

This document seeks to provide some early High-Rank (HR) progression sets as well as a baseline endgame set and a general understanding of the skill priority on the

H O R N.

If the images in this document appear blurry, you are most likely on a mobile device. Sadly, it seems as though this form of blur is linked to you not using the Google Docs App. So I recommend using either a non-mobile device or the official Google Docs App. I wish it wasn't that way but so far I haven't found a workaround.

Table of Contents

[Switch Skills](#)

[Useful Skills for Hunting Horn](#)

[Early HR Progression Set](#)

[Mid-High-Rank Set](#)

[Pre 2.0 Sets](#)

[Rampage Horn \(w/ Sharpness Type II\)](#)

[\[Outdated\] The Witcher 3: Wild Grunt \(Bullfango Horn | WEX II Charm\)](#)

[Patch 2.0 Sets](#)

[Rampage Agitato V](#)

[Rampage Agitato V \(Epic Charm\)](#)

[Rampage Agitato V \(Average Jho Charm\)](#)

[Bazelreid Rookslayer](#)

[The Tigrex Horn](#)

[Patch 3.0 Sets](#)

[Dragonheart Set](#)

[Additional & important Resources](#)

[Credits](#)

Switch Skills

A word on Switch Skills:

Melodic Slap bad

Melodic slap has a long animation and a clunky one at that. On top of that, it doesn't help that much for KOing monsters as it is advertised in-game

Melody Mode: Echo is very good in certain matchups. It deals the same damage as the performance counterpart and is slightly faster. However, it lacks the i-frames of performance mode and fills the Infernal Melody Gauge noticeably slower. Echo also only requires one note to be queued on the musical staff to activate a song, however song activation only happens when ZR (Perform) is used, whereas song activation is instant as soon as 2 notes have been played back to back in performance mode. Slidebeat also plays all queued songs at the end of the animation in Echo mode.

Bead of Resonance is very situational and depends on what you want to achieve. While it's not stronger or better than Earthshaker for optimal damage, it has its niche and compliments healing builds quite well. One example of a Healing Horn Build can be found [here](#).

For a basic Overview of the HH Skills, please refer to [this Video](#) by **AmaDEUS_225** aka Deus aka Grim Bullfango

Useful Skills for Hunting Horn

- **Attack Boost:** Very valuable, especially for HH as Soundwave damage cannot crit and therefore only scales with Raw damage.
- **Weakness Exploit:** 50% affinity on hitting weakspots is a massive Statboost that is (relatively) easy to obtain on the majority of hits. While Soundwaves don't crit, we still deal a considerable amount of damage with physical attacks that can critically hit.
- **Crit Boost:** While it's not the massive increase it was in MH:WI, it's still really good and its value increases with the amount of affinity we stack. As crit is most likely going to be fitted more easily in the future, this skill will also increase in value.
- **Horn Maestro:** A 10% increase to shockwave damage for a lvl 1 decoration? Yes please. Also some animations are apparently faster.
- **Critical Eye:** While this skill will most likely not outshine AB7 on Hunting Horn, it has a very high value combined with WEX3 and CB (they all boost each other in value). In Update 2.0 this skill has become easier to fit for us, so it's showing up more in builds.
- **Handicraft:** Very good if it gets a weapon from blue to white sharpness. Also not hard to obtain thanks to some good armor pieces and a level 3 decoration.
- **Speed Sharpening:** Level 1 slot, sharpens the Horn quicker, since no one likes flat notes, really good utility and we have no other use for all the level1 slots anyway.
- **Cringe free (Flinch Free):** Very good in multiplayer, prevents you from getting flinched by your LBG friend. Helps avoid awkward situations or rage induced reddit tirades.
- **Evade Extender:** EE is a very interesting non-damage skill, because it has a massive effect on the overall combat experience even though it adds nothing in terms of quantifiable stats (except for evade distance). However, the effect of it is so noticeable, that it can be a very helpful tool for repositioning quickly and covering a lot of distance very quickly without having to commit to the long Slidebeat animation.
- **Wirebug Whisperer:** We all know: Earthshaker is good. It's actually really good (not compared to other weapons but as a HH skill). Wirebug Whisperer increases the Wirebug Recovery rate while on the ground. This means: More Earthshakers. More Earthshakers = more big damage number moves.

Early HR Progression Set

Since the entry into HR can be quite abrupt and the increase in monster power can feel quite sudden if you have been rushing through Low-Rank, this set is a good and easy to obtain baseline to tackle early HR with. Use this set together with the Gale Horn. It's a decent baseline, providing you with **Crit Eye 7** & **Attack Boost 4**. Alternatively, you can trade the Izuchi Mail S for the Kulu Yaku Chest S to gain a level of Horn Maestro.

Monster Hunter Rise Armorset search

Part	Def	Name	Points	Weapon	Head	Torso	Arms	Waist	Legs	Charm	Deco	Total	Active Skill
Head	36	Izuchi Helm S	Critical Eye		1	2	2		2			7	Critical EyeLv7
Torso	36	Izuchi Mail S	Attack Boost					2	2			4	Attack BoostLv4
Arms	30	Kamura Braces S	Recovery Speed			1						1	Recovery SpeedLv1
Waist	36	Baggi Coil S	Heroics				1					1	HeroicsLv1
Legs	40	Ingot Greaves S	Sleep Resistance						1			1	Sleep ResistanceLv1
Charm	0	None	Slots	0-0-0	1-1-0	1-0-0	2-0-0	1-0-0	1-0-0				
Deco			Fire	Water	Thunder	Ice	Dragon	LV1	LV2	LV3	LV4		
			1	-4	-4	2	1	5	1	0	0		











Checkout the [FAQ](#) for details on how to use this page.

©wiki-db.com
Data provided by @dtlinor and the good people of the MH sim dev thread in 2ch.
Version:20210405T095459



Mid-High-Rank Set

This Set is great to pick-up since many of the armor pieces used here will be a staple of multiple endgame builds across multiple weapons. Furthermore, the Narga Horn is a great step-up in power compared to the previously used Izuchi Horn or any other alternatives before the Rampage Horn becomes fully upgradable.

Part	Def	Name	Pin/Exclude	Points	Weapon	Head	Torso	Arms	Waist	Legs	Charm	Deco	Total	Active Skill
Head	52	Utsushi Mask (H) S	 	Razor Sharp		2	1						3	Razor SharpLv3
Torso	52	Utsushi Chest (H) S	 	Spare Shot		2	1						3	Spare ShotLv3
Arms	60	Anjanath Vambraces S	 	Sluggier				2					2	SluggierLv2
Waist	32	Skalda Elytra S	 	Attack Boost				2					2	Attack BoostLv2
Legs	70	Golden Hakama	 	Weakness Exploit					2				2	Weakness ExploitLv2
Charm	0	None		Critical Boost						2			2	Critical BoostLv2
Deco				Wirebug Whisperer		1							1	Wirebug WhispererLv1
				Evade Window			1						1	Evade WindowLv1
				Agitator			1						1	AgitatorLv1
				Latent Power						1			1	Latent PowerLv1
				Slots	0-0-0	1-0-0	1-0-0	1-0-0	0-0-0	1-1-0				
Fire	Water	Thunder	Ice	Dragon	LV1	LV2	LV3	LV4						
14	-3	1	-7	5	5	0	0	0						



If you have obtained a talisman with Weakness Exploit 1, make sure to put it on. This will be used as the “default talisman” for a baseline recommendation later on. It doesn’t necessarily need to have a slot, however decoration slots (level 2 ideally) are always a welcome addition.

The **Skalda Elytra S** waist is called **Spio Elytra S** for **FEMALE** characters. It can be obtained by acquiring a **Toxic Kumori** from the Argosy rare drops.

The Utsushi set is called Channeler for FEMALE characters.

It can be obtained by completing the “Kamura’s Handyman” delivery and requires Kamura Tickets (so save those if you get them during the village quests).

You can swap out the Anjanath Gloves for Rathalos Gloves, trading some Slugger for an additional Level 2 Slot **if you have an Attack Decoration yet**.

Part	Def	Name	Pin/Exclude	Points	Weapon	Head	Torso	Arms	Waist	Legs	Charm	Deco	Total	Active Skill
Head	52	Utsushi Mask (H) S	✂️🔒	Razor Sharp		2	1						3	Razor SharpLv3
Torso	52	Utsushi Chest (H) S	✂️🔒	Spare Shot		2	1						3	Spare ShotLv3
Arms	62	Rathalos Braces S	✂️🔒	Attack Boost				2					2	Attack BoostLv2
Waist	32	Skalda Elytra S	✂️🔒	Weakness Exploit					2				2	Weakness ExploitLv2
Legs	70	Golden Hakama	✂️🔒	Critical Boost						2			2	Critical BoostLv2
Charm	0	None		Wirebug Whisperer		1							1	Wirebug WhispererLv1
Deco				Evade Window			1						1	Evade WindowLv1
				Agitator			1						1	AgitatorLv1
				Latent Power						1			1	Latent PowerLv1
				Slots	0-0-0	1-0-0	1-0-0	2-0-0	0-0-0	1-1-0				
Fire	Water	Thunder	Ice	Dragon	LV1	LV2	LV3	LV4						
14	1	0	-5	2	4	1	0	0						

With two Attack decorations (1 for the Narga Weapon and 1 for the Gloves) **you reach AB4** which is a major threshold as it starts adding a raw % instead of flat raw.

Pre 2.0 Sets

Rampage Horn (w/ Sharpness Type I)

Basic Progression Set (Weakness Exploit Charm 1) HR 7-40

Part	Def	Name
Head	62	Zinogre Helm S
Torso	62	Zinogre Mail S
Arms	64	Sinister Gauntlets S
Waist	60	Anjanath Coil S
Legs	32	Hunter's Greaves S
Charm	0	Weakness Exploit:1
Deco	Attack Jewel 2*3 Grinder Jewel 1*3 Sonorous Jewel 1*1	

Points	Weapon	Head	Torso	Arms	Waist	Legs	Charm	Deco	Total	Active Skill
Attack Boost					2	2		3	7	Attack BoostLv7
Weakness Exploit		1	1				1		3	Weakness ExploitLv3
Speed Sharpening								3	3	Speed SharpeningLv3
Latent Power		1	1						2	Latent PowerLv2
Handicraft				2					2	HandicraftLv2
Hellfire Cloak				1					1	Hellfire CloakLv1
Stun Resistance						1			1	Stun ResistanceLv1
Horn Maestro								1	1	Horn MaestroLv1
Slots	0-0-0	1-0-0	1-0-0	2-0-0	2-1-1	2-0-0	0-0-0			
Fire	Water	Thunder	Ice	Dragon	LV1	LV2	LV3	LV4		
6	-8	5	-8	3	0	0	0	0		

Weapon: Rampage Horn (w/ Attack Melody II, Non-Elemental Boost and Sharpness Type I)

This Set is just one of many variations that can be used with this Hunting Horn.

It provides us with Weakness Exploit Level 3 and Attack Boost Level 7.

This will give the Horn 70% affinity when hitting Weakspots (Aff. song + WEX 3) while providing us with AB7, white sharpness as well as speed sharpening to maintain that sharpness.

~~There is a debate about Crit Boost vs Attack Boost, however current numbers show that~~
~~**AB7 with CB0** \rightarrow **AB5 with CB2**. However,~~

~~**AB6 with CB 2** \rightarrow **AB7 with CB1** \rightarrow **AB7 with CB0**~~

~~but those combinations are only possible with the right Talisman (see below).~~

~~Since Soundwaves crucially **cannot** crit it makes sense to go for AB7 first. Later builds with better charms will allow CB and AB7 to coexist which will be optimal, however for this variation of the build it makes more sense to go with AB7 over any CB.~~











~~If you really want Crit Boost, you can swap out the Pants for Golden Hakama (Rajang) Pants that add Crit Boost Level 2 at the cost of 2 AB points.~~

~~Depending on your charm RNG you will be able to fit in CB1, however you would (at the minimum) require a WEX 2 charm for that to reasonably work.~~

~~Some of this information is out of date or not worth discussing anymore due to new sets and possibilities introduced in later patches. Scroll down for current information.~~

[Outdated] The Witcher 3: Wild Grunt (Bullfango Horn | WEX II Charm)

Weapon: Wild Grunt (Bullfango Horn)

Def	Head	Torso	Arms	Waist	Legs	Charm				
290	Sinister Helm S	Zinogre Mail S	Sinister Gauntlets S	Anjanath Coil S	Ingot Greaves S	Weakness Exploit:2				
Part	Def	Name	Pin/Exclude							
Head	64	Sinister Helm S	 							
Torso	62	Zinogre Mail S	 							
Arms	64	Sinister Gauntlets S	 							
Waist	60	Anjanath Coil S	 							
Legs	40	Ingot Greaves S	 							
Charm	0	Weakness Exploit:2								
Deco	Attack Jewel 2*3 Grinder Jewel 1*3 Sonorous Jewel 1*1									
Points	Weapon	Head	Torso	Arms	Waist	Legs	Charm	Deco	Total	Active Skill
Attack Boost					2	2		3	7	Attack BoostLv7
Handicraft		1		2					3	HandicraftLv3
Weakness Exploit			1				2		3	Weakness ExploitLv3
Speed Sharpening								3	3	Speed SharpeningLv3
Critical Eye						2			2	Critical EyeLv2
Resentment		1							1	ResentmentLv1
Flinch Free		1							1	Flinch FreeLv1
Latent Power			1						1	Latent PowerLv1
Hellfire Cloak				1					1	Hellfire CloakLv1
Horn Maestro								1	1	Horn MaestroLv1
Slots	0-0-0	2-0-0	1-0-0	2-0-0	2-1-1	1-0-0	0-0-0			

While I personally wouldn't recommend running this **BOAR**derline set as your solo hunting set, it is a valid alternative to the Rampage Agitato IV and outperforms it in terms of sound/shockwave damage.

However, this horn **lacks Attack Up & Affinity Up**. In a group with another fellow Horner that runs the aforementioned songs (e.g. Narga or Rampage Horn) this massive pig of a set becomes a lot more effective at dealing damage of **calamitous** proportions.

The **Rampage skills** on this Horn are slightly lackluster (Maximum Volume is not really useful and Dulling Strike is pretty awful without going full bludgeoner and even more so when running Handicraft) but you can carry through Ramp-Up skills from prior versions of this weapon, as long as you put it on the weapon before upgrading it.

This allows you to crucially carry through Attack Boost II, which adds a *piggy* substantial damage boost.

Sadly, we were robbed of our beloved boar in patch 2.0. RIP for now.



Pictured: AmaDEUS_225 defending Bullfango from Haters. Image made by Ninepunch, Deus avatar is his own of course

Patch 2.0 Sets

Patch 2.0 has taken the Wild Grunt from us but has delivered three Horns that show potential. However, one seems to *Rise* above them all.

Rampage Agitato V



Image from: <https://monsterhunterrise.wiki.fextralife.com/Rampage+Agitato+IV>

The weird looking Bass Guitar took the Wild Grunt affair personally and did everything to return to our hands indefinitely. While everyone is eager to lose this weapon (because let's be real, it sounds kind of lame), it's looking to be the best all-rounder option for 2.0.

We have Sharpness Type III now but the three means "three to ignore". It adds a long bar of blue sharpness but robs us of 10 raw. Not worth it, especially since we need the white sharpness from Type I together with the good old raw.

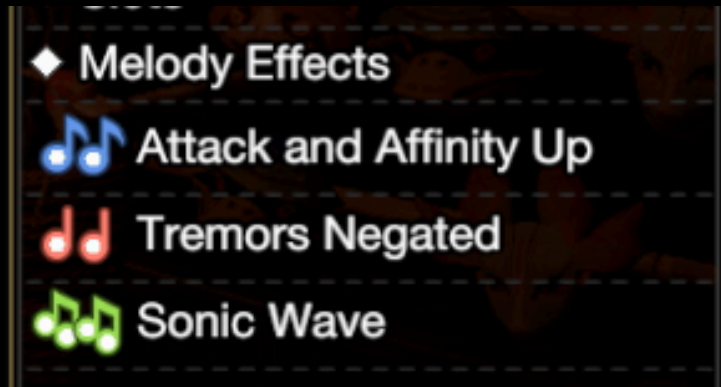
Since we can **craft Tenderizer (WEX) decorations now**, charm luck has become a bit more relative. Not having WEX charms doesn't make our life miserable now. Any charm with the slot combination 2-2-0 or better can stand-in for the infamous WEX II charms. While god charms will still make someone's life easier, at least everyone now has very decent options to build a Horn set that's really good.

Also, **Kaiser Crown** is back and like its MH:W counterpart, it is meta defining. It helps bring crit back into the fray against the AB7 dominance. While AB7 is still one of the strongest skills for Hunting Horn (especially because Shockwave only scales off of raw dmg), we can now comfortably fit Crit Eye 3, granting us 15% affinity (+20% from our song & 50% from WEX3).

The Rampage Horn has a few unique Rampage skills that are very good.

Attack Melody II provides the Horn with Attack & Affinity Up (blue note), Tremor Resistance (red note) and Sonic Wave (green note).

Attack Up & Affinity Up are arguably the best combat songs you can wish for currently. Sharpness Loss would probably also be a strong contender, however it is only on undesirable song sets atm.













Non-Elemental Boost is a rampage skill now. There is no contention in this slot as long as you don't want to run element (which you don't as there are elemental alternatives that are most likely better → Flammenkornett for fire)

Sharpness Type I is the crucial skill for this build. It adds a lot of low-end sharpness which may not look that great at first glance, however it allows us to reach **white sharpness** with the use of the **Handicraft** skill.

One level of it is enough to reach white, while 2 levels are recommended for a sensible playstyle.

Rampage Agitato V (Epic Charm)

Part	Def	Name	Pin/Exclude
Head	74	Kaiser Crown	 
Torso	52	Vaik Mail S	 
Arms	64	Sinister Gauntlets S	 
Waist	60	Anjanath Coil S	 
Legs	32	Hunter's Greaves S	 
Charm	0	Weakness Exploit:2 LV2-0-0	
Deco	Attack Jewel 2*3 Critical Jewel 2*2 Grinder Jewel 1*3 Sonorous Jewel 1*1 Tenderizer Jewel 2*1		











Points	Weapon	Head	Torso	Arms	Waist	Legs	Charm	Deco	Total	Active Skill
Attack Boost					2	2		3	7	Attack BoostLv7
Critical Eye		3							3	Critical EyeLv3
Critical Boost		1						2	3	Critical BoostLv3
Weakness Exploit							2	1	3	Weakness ExploitLv3
Speed Sharpening								3	3	Speed SharpeningLv3
Handicraft				2					2	HandicraftLv2
Hellfire Cloak				1					1	Hellfire CloakLv1
Stun Resistance						1			1	Stun ResistanceLv1
Horn Maestro								1	1	Horn MaestroLv1
Slots	0-0-0	1-0-0	3-2-1	2-0-0	2-1-1	2-0-0	2-0-0			

Fire	Water	Thunder	Ice	Dragon	LV1	LV2	LV3	LV4
10	-7	-4	-2	-2	0	0	0	0

Weapon: Rampage Agitato V (Attack Melody II, Non-Elemental Boost, Sharpness Type I)

The charm is just an example, basically any charm that grants you a combined 3 points of WEX, CB or AB will make this build possible. A CB1 2-2-1 charm will also make this possible for example. Since charms are so dynamic, it's difficult to provide an example for every possible charm combination. **Look at the skills in the picture above and try to find a combination that works with the charms you have.** You can use the set builder that is linked below to make your life easier.

Rampage Agitato V (Average Jho Charm)

Part	Def	Name	Pin/Exclude
Head	74	Kaiser Crown	 
Torso	52	Vaik Mail S	 
Arms	64	Sinister Gauntlets S	 
Waist	60	Anjanath Coil S	 
Legs	32	Hunter's Greaves S	 
Charm	0	Quick Sheath:2 LV2-2-1	
Deco	Attack Jewel 2*3 Brace Jewel 1*1 Critical Jewel 2*1 Grinder Jewel 1*3 Sonorous Jewel 1*1 Tenderizer Jewel 2*3		

Points	Weapon	Head	Torso	Arms	Waist	Legs	Charm	Deco	Total	Active Skill
Attack Boost					2	2		3	7	Attack BoostLv7
Critical Eye		3							3	Critical EyeLv3
Speed Sharpening								3	3	Speed SharpeningLv3
Weakness Exploit								3	3	Weakness ExploitLv3
Critical Boost		1						1	2	Critical BoostLv2
Handicraft			2						2	HandicraftLv2
Quick Sheath							2		2	Quick SheathLv2
Hellfire Cloak			1						1	Hellfire CloakLv1
Stun Resistance						1			1	Stun ResistanceLv1
Flinch Free								1	1	Flinch FreeLv1
Horn Maestro								1	1	Horn MaestroLv1
Slots	0-0-0	1-0-0	3-2-1	2-0-0	2-1-1	2-0-0	2-2-1			

This is the exact same set, just with an average joe charm (using the best one I currently own :sadface:). As you can see here, obviously the skills on the charm don't matter much (quick sheathe is not worth anything on Horn) but we can still get that 85% effective crit, AB7, WEX3 and at least CB2.











This puts the Rampage horn in the perfect spot to be the perfect all-rounder choice for all matchups with the other two contenders only coming out on top on certain matchups, if at all.

Bazelreid Rookslayer

The Bazel Horn is a valid alternative if you are sick of the Rampage Horn. While it is most likely worse in almost every match-up, it is still very usable and will not make you a detriment to your hunting party.

“This horn packs a punch. Of the explosive kind.” - Brawl McCartney, Bassist of the Bazels

With 220 Raw, 18 Blast, -10 % affinity and the prospect of white sharpness with Handicraft, the Bazelhorn also has the Attack Up song.

Part	Def	Name	Pin/Exclude
Head	74	Kaiser Crown	 
Torso	52	Vaik Mail S	 
Arms	64	Sinister Gauntlets S	 
Waist	60	Anjanath Coil S	 
Legs	40	Ingot Greaves S	 
Charm	0	Attack Boost:3 Tremor Resistance:1 LV1-1-0	
Deco	Brace Jewel 1*1 Grinder Jewel 1*3 Handicraft Jewel 3*1 Sonorous Jewel 1*1 Tenderizer Jewel 2*3		

Points	Weapon	Head	Torso	Arms	Waist	Legs	Charm	Deco	Total	Active Skill
Attack Boost					2	2	3		7	Attack BoostLv7
Critical Eye		3				2			5	Critical EyeLv5
Handicraft				2				1	3	HandicraftLv3
Speed Sharpening								3	3	Speed SharpeningLv3
Weakness Exploit								3	3	Weakness ExploitLv3
Critical Boost		1							1	Critical BoostLv1
Hellfire Cloak				1					1	Hellfire CloakLv1
Tremor Resistance							1		1	Tremor ResistanceLv1
Flinch Free								1	1	Flinch FreeLv1
Horn Maestro								1	1	Horn MaestroLv1
Slots	0-0-0	1-0-0	3-2-1	2-0-0	2-1-1	1-0-0	1-1-0			

Weapon: Bazelreid Rookslayer (Rampage Skill: Blast Boost)

As mentioned before: Do not solely focus on the exact same setup that is used here, you can create this set with many different charm combinations. Just look at the skills that are used here and see if you can either perfectly match it or at least come very close to it.

It's unclear if this Horn can surpass or even match the Rampage Horn at all. Since Blast does varying amounts of damage depending on the monster's weakness to it, the variables of Monster HP and the amount of procs (tied to monster's weakness & HP) make it very hard to measure the actual power of this Horn appropriately.

In theory it might be able to surpass the Rampage Horn if the aforementioned variables are all very favourable for the Bazel Stick. Due to the negative affinity & lack of Affinity Song, we require more crit eye to even the odds.

We do get 10 more raw compared to the Rampage Agitato V however.

Also, Health Recovery (L) is arguably a more useful song than Sonic Wave on the XA note, as Sonic Wave doesn't really have a use-case for damage, since using XA attacks back-to-back is not optimal in terms of damage efficiency.

So if you are sick and tired of Rampage Agitato V go for Bazel but be prepared to be worse on average and slightly worse/even in some rare matchups.

The Tigrex Horn

Def	Name	Deco	Total	Active Skill
74	Kaiser Crown	1	7	Attack BoostLv7
30	Kamura Garb S	4	4	Critical EyeLv4
62	Rathalos Braces S	1	3	Wirebug WhispererLv3
60	Anjanath Coil S	1	3	Weakness ExploitLv3
32	Hunter's Greaves S	3	3	Speed SharpeningLv3
0	Weakness Exploit:2 LV2-0-0	1	1	Critical BoostLv1
		1	1	Wall RunnerLv1
		1	1	Stun ResistanceLv1
		1	1	Evade ExtenderLv1
		1	1	Horn MaestroLv1

Attack Jewel 2*1 Grinder Jewel 1*3 Jumping Jewel 2*1 Sonorous Jewel 1*1 Tenderizer Jewel 2*1 Wirebug Jewel 2*1

Weapon: La Horn de Tigrex (Attack Boost II)

Turns out the Tigrex Horn actually is a nice alternative to the Rampage monotony (and occasional Bazelgeuese indulgence as well). The reason for it mostly boils down to the implementation of Wirebug Whisperer 3 (WW3) a skill that reduces the recovery rate of the Wirebugs, allowing for more EPM (Earthshakers per Minute).

While it requires a good charm to pull off successfully, it presents itself as a nice alternative that most likely won't outperform the Rampage Agitato.

Patch 3.0 Sets

Remember the good old times when we were all new to Monster Hunter and just ran a full set of armor because mixing sets was beyond our scope? Well, it's time to get back to the roots in 3.0 and that's all thanks to our good friend **Valstrax** - a fan favourite 4-legged winged Dragon - and his **Dragonheart Set**. If you don't want to rock 5 pieces of Valstrax, you can refer back to the 2.0 sets, just upgrade your weapons.

Dragonheart Set

A lot of the flexibility found in previous builds is now gone. Since we require 5 pieces of Valstrax armor to activate Dragonheart. Dragonheart is a skill provided by the Valstrax armor. It grants 10% Attack Power at level 5. As you already know from the prior builds, HH massively surges in power as Soundwaves don't benefit from crit, increasing the value of raw increases for them.

Stacking Dragonheart 5 with Attack Boost 7 is the way to go for these builds. WEX3 comes free with the Valstrax armor, however this greatly hurts charm diversity as WEX charms become completely useless.

u/3geek14 & the Horn Pub Discord have put out a reddit post explaining the DH sets in detail, [you can find the post right here](#). There's a [video there](#) as well if you like to listen to this on the toilet.

For ease of navigation and visibility, I have included a screenshot of some possible DH5 builds with a few select charms.

Charm	Build
WW3 2-2-0	DH5, AB7, WW3, Tigrex/Rampage with Attack Ramp Up
AB3 3-0-0	DH5, AB6, HC3, Rampage with Sharpness Type 1
AB3 2-0-0	DH5, AB7, CB2, Rampage with Attack Ramp Up
WW3 2-1-0	DH5, AB4, WW3, HC2, SS3, Rampage with Sharpness Type 1 - Very uncomfy, only better than set below if you sharpen often, not recommended.
WW2 2-2-0	DH5, AB6, WW3, Tigrex/Rampage with Attack Ramp Up
HC2 2-0-0	DH4, AB7, HC3, Rampage with Sharpness Type 1 (uses Hunter's Greaves)
AB3	DH5, AB7, CB1, Rampage with Attack Ramp Up
AB3	DH5, AB7, Level 2 Deco Slot, Tigrex Horn - Fit something comfy in like EE1, WW1, or Fortify
AB2 (or any 2-2-0)	DH5, AB7, Tigrex Horn - This is the budget set

- AB: Attack Boost
- CB: Critical Boost
- DH: Dragonheart
- EE: Evade Extender
- HC: Handicraft
- SS: Speed Sharpening
- WW: Wirebug Whisperer

Weapons that have currently struck a chord (get it?) with the community as meta contenders are the Rampage Agitato (which can now be transmogrified to look like other instruments) and the Tigrex Horn. They are so very close to each other that you cannot choose wrong.

Additional & important Resources

[HH Set Comparison Spreadsheet](#) by Rajief & edited by Saethcopa
[MH Rise Setbuilder](#) by mhrise.wiki-db.com

Credits

These sets were made in collaboration with the [Horn Pub Discord](#). Special thanks to everyone but especially to [AmaDEUS 225](#), glass#1650 and Freya the Succubus #0003 for their critical input.

Also huge credit to Rajief and Saethcopa for tailoring the set comparison spreadsheet.

Header image by T3h Phish

Bazel Set images by [Graveon](#)

Compiled and written up by Ninepunch