

This guide is for the 1.0 release of the game. If you're looking for something more up-to-date then [here ya go](#).

# MH RISE DUAL BLADES SET COMPILATION AND GUIDE



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Please do yourself a huge favor and get a dark reader or use <chrome://flags/#enable-force-dark> so you don't blast your eyes out looking at all the default white of google docs. This was made for a black background with grey text. Also if you're on mobile and are seeing blurry images, use the Google docs app and that should fix it. Blue & underlined text links to things.

## DUAL BLADES IS AN ELEMENTAL WEAPON!

Using raw for everything just like other weapons is fine but it is NOT optimal damage in every scenario. Using the correct element that the monster is weak to will generally give you the best damage results. This is because DBs hit fast and not very hard so they can better take advantage of elemental damage over pure raw.

Skill priority for elemental is Weakness Exploit > White Sharpness > Sharpness loss mitigation > Primary element > AB/CE/Crit Ele. These are just what I'm recommending currently. I'll update this as I run more math to be sure.

There are way too many set permutations based on what charms you have, personal taste, and player skill level. These are just example sets that I personally recommend. There's ways to use blue and Razor Sharp or less Prot Polish and more damage skills. [My best advice is to create your own sets using the wiki-db setbuilder.](#)

**YOU DON'T NEED MY SPECIFIC CHARM!** If you don't have at least a Prot Polish 1 charm then I suggest you either farm more with Raw or make your own sets based on what you have. The Prot Polish 2 charm I use in all these sets gives 90 seconds of no sharpness loss with the skill max level. A Prot Polish 1 charm would give 60 seconds total, still fine but not as good. No Prot Polish on your charm is only 30 seconds from these sets which feels abysmal to me. Just spam Wisp of Mystery/Rebirth and pray to RNGesus.

These are not completely optimal. They don't account the raw boost from using Feral. Or calculations using Elemental Exploit. I'll run through everything again once the spreadsheet I'm using updates with them.

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[Raw: Night Wings, Nargacuga Tree.](#)

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| Equipment                                                                          |                     | Equipment Info                                 |                                                                                          |
|------------------------------------------------------------------------------------|---------------------|------------------------------------------------|------------------------------------------------------------------------------------------|
|   | Night Wings         | Attack Boost 3 Ramp Up<br>1x Attack Boost Deco |                                                                                          |
|   | Skull Visage S      | 2x Attack Boost Deco                           |                                                                                          |
|   | Remobra Suit S      | 1x Speed Sharpening Deco                       |                                                                                          |
|   | Rathalos Braces S   | 1x Attack Boost Deco                           |                                                                                          |
|   | Spio Elytra S       |                                                |                                                                                          |
|   | Golden Hakama       | 2x Speed Sharpening Deco                       |                                                                                          |
|   | Demon Petalace III  |                                                |                                                                                          |
|  | Thunderous Talisman | Lv1 Weakness Exploit Charm<br>No Slots         |                                                                                          |
|                                                                                    |                     | Skills                                         |                                                                                          |
|                                                                                    |                     | Attack Boost                                   |  Lv 6 |
|                                                                                    |                     | Critical Boost                                 |  Lv 3 |
|                                                                                    |                     | Weakness Exploit                               |  Lv 3 |
|                                                                                    |                     | Speed Sharpening                               |  Lv 3 |
|                                                                                    |                     | Latent Power                                   |  Lv 1 |
|                                                                                    |                     | Fortify                                        |  Lv 1 |

## Raw Starter: Night Wings, Nargacuga Tree.

I've decided to put raw at the top this time because it's easy to make and try the weapon out. You WILL be doing less damage than most correct elemental weakness type matching scenarios, but that doesn't matter to everyone.

This is the simplest endgame set I'll make. Weakness Exploit Lv1 with no slots is 1 in 8 with Moonbow. If you get a 2 slot with it you can add the 7th level of Attack Boost. Once you get your first Weakness Exploit charm I highly recommend swapping to only doing Wisp of Mystery and Rebirth melding to get better stuff.

| Equipment                                                                                                           |                                                | Equipment Info                                                                                                                                                                                                                                                                                      |  |
|---------------------------------------------------------------------------------------------------------------------|------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
|  Night Wings                       | Attack Boost 3 Ramp Up<br>1x Attack Boost Deco | <div>Skills</div> <div> <div>  <div>Attack Boost</div> <div> <div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div> <div>Lv 5</div> </div> </div> |  |
|  Death Stench Brain S              | 1x Attack Boost Deco                           | <div> <div>  <div>Weakness Exploit</div> <div> <div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div> <div>Lv 3</div> </div> </div>               |  |
|  Zinogre Mail S                    | 1x Speed Sharpening Deco                       | <div> <div>  <div>Protective Polish</div> <div> <div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div> <div>Lv 3</div> </div> </div>              |  |
|  Rathalos Braces S                 | 1x Attack Boost Deco                           | <div> <div>  <div>Speed Sharpening</div> <div> <div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div> <div>Lv 3</div> </div> </div>               |  |
|  Spio Elytra S<br>/Skalda Elytra S |                                                | <div> <div>  <div>Critical Boost</div> <div> <div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div> <div>Lv 2</div> </div> </div>                 |  |
|  Golden Hakama                     | 2x Speed Sharpening Deco                       | <div> <div>  <div>Latent Power</div> <div> <div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div> <div>Lv 2</div> </div> </div>                   |  |
|  Demon Petalace III                |                                                |                                                                                                                                                                                                                                                                                                     |  |
|  Windstorm Talisman                | Lv 2 Protective Polish Charm<br>No slots       |                                                                                                                                                                                                                                                                                                     |  |

## Raw: Night Wings, Nargacuga Tree.

These feel pretty great to play. They are also a good option for if you don't want to commit loads of materials into collecting one DB of every element or simply want to try the weapon out. The only issue is what I stated previously they are not best used in every matchup. I imagine that there are raw favored matchups where these beat the best element DBs. Exactly which ones are TBD.

There are also easy ways to get Razor Sharp 3 or more damage skills instead of Prot Polish. Use the provided setbuilder near the top to make your own sets for personal taste.

A very important note: Latent Power is accidental because the armor gives other good damage skills. It should not be valued over any other damaging skills when setbuilding because it is inconsistent.

| Equipment                                                                         |                      | Equipment Info                                                                    |      |
|-----------------------------------------------------------------------------------|----------------------|-----------------------------------------------------------------------------------|------|
|  | Raging Claws         | Hellion Mode Ramp Up<br>1x Attack Boost Deco                                      |      |
|  | Death Stench Brain S | 1x Attack Boost Deco                                                              |      |
|  | Remobra Suit S       | 2x Speed Sharpening Deco                                                          |      |
|  | Sinister Gauntlets S | 1x Attack Boost Deco                                                              |      |
|  | Anjanath Coil S      | 1x Attack Boost Deco<br>1x Speed Sharpening Deco<br>1x Free Lv1 slot for whatever |      |
|  | Golden Hakama        | 2x Free Lv1 slots for whatever                                                    |      |
|  | Demon Petalace III   |                                                                                   |      |
|  | Windstorm Talisman   | Lv 2 Protective Polish Charm<br>No slots                                          |      |
|                                                                                   |                      | Skills                                                                            |      |
|                                                                                   |                      | Attack Boost                                                                      | Lv 6 |
|                                                                                   |                      | Critical Boost                                                                    | Lv 3 |
|                                                                                   |                      | Protective Polish                                                                 | Lv 3 |
|                                                                                   |                      | Speed Sharpening                                                                  | Lv 3 |
|                                                                                   |                      | Handicraft                                                                        | Lv 2 |
|                                                                                   |                      | Latent Power                                                                      | Lv 1 |
|                                                                                   |                      | Hellfire Cloak                                                                    | Lv 1 |

## Raw 2: Raging Claws. Felyne Tree.

I'm sure by now I don't need to explain how this weapon works because Gaijin has already covered it but I'll do it anyway. Hellion Mode Ramp Up: Attacking in Demon Mode (and Feral Demon Mode, but not Archdemon) turns every attack into a CRITICAL HIT, but also doubles sharpness degradation. They hit white with just one level of handicraft, they have paralysis and a 3 slot. Once we get access to more efficient armor pieces for some skills I think these things might be able to outdamage Nargacuga.

I'll drop some numbers because Raw weapons are relatively easy to calculate/compare.

Narga, atk ramp, AB7 CB3 WEX3 is 440 EFR.

(No sharpness loss mitigation besides speed sharpening tho. Same set in blue is 400.)

Narga, atk ramp, AB5 CB2 WEX3 Prot Polish 3 is 406.6 EFR

Cat Claws, hellion ramp, AB6 CB3 Handi2 Protpolish3 is 407 EFR

Very usable, especially in Rampage. The damage is not a meme.

| Equipment                                                                           |                                          | Equipment Info                                                                      |      |
|-------------------------------------------------------------------------------------|------------------------------------------|-------------------------------------------------------------------------------------|------|
|    | Gnashing Flammenschild                   | Fire Boost III Ramp Up<br>1x Critical Eye Deco/<br>1x Fire Attack Deco              |      |
|    | Death Stench Brain S                     | 1x Critical Eye Deco                                                                |      |
|    | Rhopessa Thorax S<br>/Aelucanth Thorax S | 1x Fire Attack Deco                                                                 |      |
|    | Lagombi Vambraces S                      | 1x Critical Eye Deco/<br>1x Fire Attack Deco                                        |      |
|    | Spio Elytra S<br>/Skalda Elytra S        |                                                                                     |      |
|    | Remobra Feet S                           | 2x Fire Attack Deco                                                                 |      |
|    | Demon Petalace III                       |                                                                                     |      |
|    | Windstorm Talisman                       | Lv 2 Protective Polish Charm<br>No slots                                            |      |
| Skills                                                                              |                                          |                                                                                     |      |
|  | Critical Eye                             |  | Lv 7 |
|  | Fire Attack                              |  | Lv 5 |
|  | Weakness Exploit                         |  | Lv 3 |
|  | Protective Polish                        |  | Lv 3 |
|  | Critical Element                         |  | Lv 1 |
|  | Ice Attack                               |  | Lv 1 |
|  | Dragon Attack                            |  | Lv 1 |

## Fire: Gnashing Flammenschild, Anjanath Tree.

Oh great. These things again. Wonderful. I really had hoped that World weapons would stay out of the meta because they're so gross looking but here we are. This weapon has way too much raw for its own good. Even with only blue sharpness and some negative affinity the fact that they don't require handicraft also adds to their EFR potential.

I've opted for Critical Eye over AB because the Rhopessa Thorax and Lagombi Vambraces are incredibly efficient at giving it. The max AB that you could obtain with a similar set is 6. With this version you obtain the last rank of CE which is a large bonus and a level of Critical Element for free. The Ice/Dragon attack is accidental because of these pieces.

If you want some fire DBs that look amazing, are much easier to craft but have less EFR than Anja go for [this Aknasom set](#).

But gunblades > Stupid Axes with bits on them. (Visually Q\_Q)

| Equipment                                                                         |                                          | Equipment Info    |      |
|-----------------------------------------------------------------------------------|------------------------------------------|-------------------|------|
|  | Mud Twister                              | <b>Skills</b>     |      |
|  | Death Stench Brain S                     | Critical Eye      | Lv 7 |
|  | Rhopessa Thorax S<br>/Aelucanth Thorax S | Water Attack      | Lv 5 |
|  | Lagombi Vambraces S                      | Weakness Exploit  | Lv 3 |
|  | Spio Elytra S<br>/Skalda Elytra S        | Protective Polish | Lv 3 |
|  | Remobra Feet S                           | Critical Element  | Lv 1 |
|  | Demon Petalace III                       | Ice Attack        | Lv 1 |
|  | Windstorm Talisman                       | Dragon Attack     | Lv 1 |
|                                                                                   |                                          |                   |      |

## Water: Mud Twister, Almudron.

These things look so cool. I was quite excited to see buzzsaw DBs in a trailer and I'm happy they are meta. They can't reach white but they have a decent amount of blue already so you can totally get away with taking off Prot Polish and running RS instead. I'm gonna PP anyway for consistency.

These are the only Water DBs to get Element Exploit. That sounds good until you look at a couple matchups where you still want to use water but the Exploit doesn't do anything for you because of no good >25 element+raw hitzones. Optimally you want to make two of them with the other having Exploit, but that's a pain. Use whichever ramp up you like: more damage on some matchups with exploit or decent damage on all matchups with boost. I'll go more in depth on these at a later date.

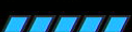
There's also Jyura to take a look at later with it's large raw. But it currently can't hit white without a 4 Handicraft investment. ~~I also don't want Jyura to be meta again plz Capeom no.~~

| Equipment                                                                           |                                   | Equipment Info                                                                      |      |
|-------------------------------------------------------------------------------------|-----------------------------------|-------------------------------------------------------------------------------------|------|
|    | Despot's Blitz                    | Thunder Boost II Ramp Up<br>1x Attack Boost Deco                                    |      |
|    | Zinogre Helm S                    | 1x Thunder Attack Deco                                                              |      |
|    | Hunter's Mail S                   | 1x Thunder Attack Deco                                                              |      |
|    | Sinister Gauntlets S              | 1x Thunder Attack Deco                                                              |      |
|    | Spio Elytra S<br>/Skalda Elytra S |                                                                                     |      |
|    | Death Stench Heel S               | 2x Thunder Attack Deco                                                              |      |
|    | Demon Petalace III                |                                                                                     |      |
|    | Windstorm Talisman                | Lv 2 Protective Polish Charm<br>No slots                                            |      |
|                                                                                     |                                   | Skills                                                                              |      |
|  | Thunder Attack                    |  | Lv 5 |
|  | Weakness Exploit                  |  | Lv 3 |
|  | Handicraft                        |  | Lv 3 |
|  | Protective Polish                 |  | Lv 3 |
|  | Attack Boost                      |  | Lv 2 |
|  | Latent Power                      |  | Lv 1 |
|  | Rapid Morph                       |  | Lv 1 |
|  | Hellfire Cloak                    |  | Lv 1 |

## Thunder: Despot's Blitz, Zinogre.

Sliver white, nice element, good raw. Pretty standard stuff.

It's worth mentioning "Anti-Aquatic Species" as a Ramp Up. It's 10% raw so it edges out Thunder Boost on the matchups where the water monster is the most weak to thunder element. However it will do nothing in the non-aquatic matchups so unless you want to make two seperate Zinogre DBs for each Ramp Up I'd just stick with Thunder Boost for general use.

| Equipment                                                                           |                                   | Equipment Info                                                                      |      |
|-------------------------------------------------------------------------------------|-----------------------------------|-------------------------------------------------------------------------------------|------|
|    | Gelid Soul                        | Ice Boost 3 Ramp Up<br>1x Attack Boost Deco                                         |      |
|    | Death Stench Brain S              | 1x Attack Boost Deco                                                                |      |
|    | Hunter's Mail S                   | 1x Frost Attack Deco                                                                |      |
|    | Barroth Vambraces S               | 2x Frost Attack Deco                                                                |      |
|    | Spio Elytra S<br>/Skalda Elytra S |                                                                                     |      |
|    | Remobra Feet S                    | 2x Frost Attack Deco                                                                |      |
|    | Demon Petalace III                |                                                                                     |      |
|    | Windstorm Talisman                | Lv 2 Protective Polish Charm<br>No slots                                            |      |
| Skills                                                                              |                                   |                                                                                     |      |
|  | Attack Boost                      |  | Lv 5 |
|  | Ice Attack                        |  | Lv 5 |
|  | Weakness Exploit                  |  | Lv 3 |
|  | Protective Polish                 |  | Lv 3 |
|  | Handicraft                        |  | Lv 1 |
|  | Affinity Sliding                  |  | Lv 1 |

Ice: Gelid Soul, Ice Tree.

I wish we could have seen proper Goss Harag Tree DBs but these are the next best thing. It's sad that these start at green and get silver blue but the amount of extra raw on them is nice along with standard element values.

| Equipment                                                                           |                                          | Equipment Info                                                                      |      |
|-------------------------------------------------------------------------------------|------------------------------------------|-------------------------------------------------------------------------------------|------|
|    | Fortis Gran                              | Attack Boost 4 Ramp Up                                                              |      |
|    | Zinogre Helm S                           | 1x Dragon Attack Deco                                                               |      |
|    | Rhopessa Thorax S<br>/Aelucanth Thorax S | 1x Dragon Attack Deco                                                               |      |
|    | Sinister Gauntlets S                     | 1x Critical Eye Deco                                                                |      |
|    | Spio Elytra S<br>/Skalda Elytra S        |                                                                                     |      |
|    | Death Stench Heel S                      | 2x Dragon Attack Deco                                                               |      |
|    | Demon Petalace III                       |                                                                                     |      |
|    | Windstorm Talisman                       | Lv 2 Protective Polish Charm<br>No slots                                            |      |
|                                                                                     |                                          | Skills                                                                              |      |
|  | Dragon Attack                            |  | Lv 5 |
|  | Critical Eye                             |  | Lv 3 |
|  | Weakness Exploit                         |  | Lv 3 |
|  | Protective Polish                        |  | Lv 3 |
|  | Handicraft                               |  | Lv 2 |
|  | Latent Power                             |  | Lv 1 |
|  | Critical Element                         |  | Lv 1 |
|  | Rapid Morph                              |  | Lv 1 |

## Dragon: Fortis Gran, Guild Tree 2

Just like with Mud Twister, Rhopessa Thorax is a great armor piece that gives us lots of damage skills. With Fortis we can even make use of the extra Dragon Attack it gives. I'm also opting for Critical Eye over AB to better make use of the Fortis' natural 15% affinity.

"Dragon Exploit" Ramp up is such a poorly translated mess. What it actually means is "Increases all damage to everything that's not an Elder Dragon by 5%" This makes it more desirable than I initially thought and probably outvalues AB ramp up in all non elder matchups. AB ramp is certainly more general use however.

| Equipment                                                                         |                                   | Equipment Info                                                                   |      |
|-----------------------------------------------------------------------------------|-----------------------------------|----------------------------------------------------------------------------------|------|
|  | Sinister Famineblades             | Attack Boost 3 Ramp Up<br>1x Attack Boost Deco/<br>1x Free lv1 slot for whatever |      |
|  | Death Stench Brain S              | 1x Attack Boost Deco                                                             |      |
|  | Zinogre Mail S                    | 1x Speed Sharpening Deco                                                         |      |
|  | Rathalos Braces S                 | 1x Attack Boost Deco                                                             |      |
|  | Spio Elytra S<br>/Skalda Elytra S |                                                                                  |      |
|  | Golden Hakama                     | 2x Speed Sharpening Deco                                                         |      |
|  | Demon Petalace III                |                                                                                  |      |
|  | Windstorm Talisman                | Lv 2 Protective Polish Charm<br>No slots                                         |      |
|                                                                                   |                                   | Skills                                                                           |      |
|                                                                                   |                                   | Attack Boost                                                                     | Lv 5 |
|                                                                                   |                                   | Weakness Exploit                                                                 | Lv 3 |
|                                                                                   |                                   | Protective Polish                                                                | Lv 3 |
|                                                                                   |                                   | Speed Sharpening                                                                 | Lv 3 |
|                                                                                   |                                   | Critical Boost                                                                   | Lv 2 |
|                                                                                   |                                   | Latent Power                                                                     | Lv 2 |

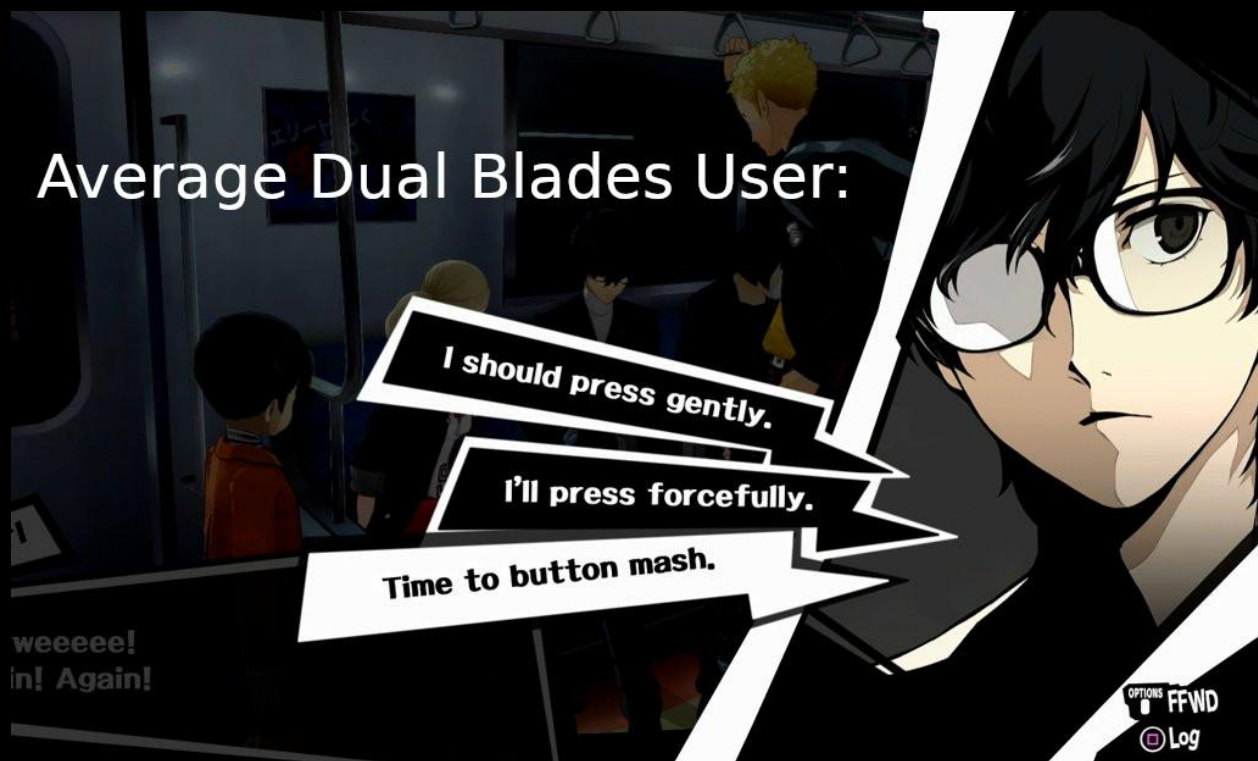
## Blast: Sinister Famineblades, Magnamalo Tree.

Magnamalo DBs get an honorable mention because they look awesome. The main use for these is to proc "Inflict a Status Ailment" objectives in Rampages.

They only have blue sharpness and no affinity to speak of. There's no way that blast procs will make up for the EFR loss VS Narga DBs.

But they also get an extra one slot. (yay?) A little bit more blue sharpness than Narga's white and as previously mentioned, they look cool as hell. There is a way to get a sliver of white on them with Handicraft 3 but it's not practical because then you'll want Protective Polish and by then you've wasted all your damage potential just trying to get to white. Maybe once we get an upgraded form of them that naturally has white then they'll be able to compete more with Narga.

Also please don't @ me about Hellfire Cloak and Magnamalo Soul. They seem cool but the damage is nothing to write home about.



## General how to play Dual Blades:

Just button mash lul. /guide. (I'm kidding.)

Dual Blades are a relatively simple weapon that plays extremely reactionary. If you DO button mash be prepared to get locked into some of your more lengthy animations and probably get punished for it too. A good majority of your basic moves flow into each other really well including interrupting your combos to dash out of the way. Stay mobile, get to where you want to be and keep up the pressure.

I'll just be referring to the default switch skills for this. Look to the next section for comparisons. Demon Mode is also said a lot so I'll just shorten it to DM.

Outside of DM you have access to some extremely basic X three times or A twice repeating combos. But we're not here for that boring stuff we're DEMONS.

For the majority of the hunt you want to be in DM as your moves are stronger there and you have access to more mobility with fast dashes. In DM you get access to your bread and butter triple X combo which is Demon Fangs, Twofold Demon Slash and then Sixfold Demon Slash. You should be somewhat wary of using Sixfold because its animation locks you into completing the whole move for a small amount of time. It also gives a crap ton of Demon Gauge but we'll get to that.

DM changes your A into Demon Flurry rush. A great tool for repositioning while doing damage. The two followup A button Roundslashes you can do are also decent moves if you're in a good position to use them.

Your most damaging attack in DM is your X+A, Blade Dance. This locks you in place for a very long time as you perform many hits. It also has some endlag to it where you can't move/attack so try to use it at the end of your monster-is-downed combo so you're finishing the move as the monster is getting up.

By the time you've run out of stamina you should have a full Demon gauge with it being red. (Very easy to do.) This lets you spend it as ArchDM to get access to DM Dodges, Demon Flurry Rush (with a single roundslash followup) and a powerful move, Demon Flurry. (Not rush. DB move names are confusing huh?)

Flurry Rush, X+A in ArchDM, performs just like the triple X combo does in DM. It has more hits and does more damage than even Blade Dance if you do the full thing. The only major catch is that the timings of it are reversed compared to DM's X combo. The first input has many multiple hits that lock you in place while the second and third inputs are still powerful hits but they let you action out of them fairly quickly.

For Silkbinds you get Piercing Bind and Shrouded Vault.

Shrouded Vault, ZL+A, is easy to explain as it's a quick dodge forward that costs 1 wirebug and takes 15 seconds to get that bug back. If an attack connects anywhere near you while you're doing it you'll do some retaliatory hits as you move. It's a wonderful cheap tool to not take damage while dealing damage. It's also why I recommend learning where third wirebugs are on the maps as being able to use this move super often along with everything else that costs wirebugs is a must to me.

Piercing Bind is a new combo start. You press ZL+X and it costs 1 bug which takes 30 seconds to get that bug back. You put a spike in the monster and for a short duration it makes all of your hits deal a little bit of extra damage at the spike. At the end of the duration the spike explodes dealing more damage based on the number of hits you did. None of it's damage can crit or is affected by elemental but it's still easy extra damage. Mostly only to be used on a downed monster because it's hitbox is rather small. It's also good to quickly follow it up with a Demon Flurry Rush as it makes you take a step back after use and then a Blade Dance for maximum hits before the explosion.

For Ariel stuff your basic kit gives you a simple midair X attack outside of DM and a more heavy hitting midair X attack in DM. The real fun happens if you're mid air, in DM and you press A. Heavenly Blade Dance AKA the Spine Rider sees you slide along the monster's spine doing many little hits along the way and ending in multiple quite strong hits at the end. This is great against larger monsters like Diablos, Rathalos and parade floats. Just be somewhat careful with spamming it as if a monster turns it's whole body into a hitbox you'll be knocked out of it.



## Switch Skills

All of the switch skills from a balance perspective are great. Everything has its uses and is fun to use as well.

Demon Flurry Rush vs Demon Flight:

Demon Flurry Rush is a great default and synergizes well with Piercing Binder.

While Flight has better MVs than Flurry Rush does, you are going to be hitting them a good distance off the ground so it can be harder to hit smaller monsters. I recommend to use it against monsters with good hit zones at that height, flying monsters, and the parade floats.

Demon Flight has iframes on the latter half of the move even on a whiff. If the move hits, Aerial Demon Flurry (the automatic follow-up) has iframes from a moment after it starts until it stops rising. There is a very short opening from between when Flight hits and ADF starts where there are no iframes.

Demon Mode vs Feral Demon Mode:

Demon mode gives a lot of movement speed compared to World and it's faster to start it too because you're not forced into a standing attack like Feral.

Feral Demon Mode gives you a 20% raw boost and it adds some tiny MVs but with full element value to our dodges. You do some hits when entering it which does add some damage but ultimately slows you down a bit sometimes by entering it and attacking nothing. It's personal preference but that raw boost is going to make it the optimal pick for damage scenarios.

Piercing Binder vs Tower Vault:

Piercing Binder is a great combo starter but it's easy to whiff it on a non-downed monster. If you plant it in the monster's face, Flurry Rush into it and then Blade Dance it will explode for quite a large chunk of damage. (Or do the same button inputs but in archdemon.) It doesn't crit or scale off elemental but it's still an amazing move.

Tower Vault is more of a utility and better used along with Flight for a midair dodge or chaining spine riders back to back. Be aware that it does not have any iframes at all. It's more to be used to physically get out of the way of an incoming attack. It can also be quite spamable. [Take to the skies!](#)

## Frequently Asked Questions:

"I don't like Prot Polish or I don't have a charm that has it."

Then I highly suggest making your own sets using the setbuilder.

<https://mhrise.wiki-db.com/sim/?hl=en>

"How do I get a Prot Polish charm?"

Wisp of Mystery and Rebirth are your only options. Welcome to RNG's wild ride.

"I found a better set."

Not a question, but good. There's always room to improve with your own charms and tastes.

These are just my recommendations for places to start making endgame DB sets.

"What's my skill priority?"

Skill priority for elemental is WEX > White Sharpness > Sharpness loss mitigation > Primary Element > AB/CE/CritEle. These are just what I'm recommending currently. I'll update this as I run more math to be sure.

"Why is sharpness such a big deal?"

Because White sharpness is a 1.32 raw multiplier and a 1.125 elemental. Blue is 1.2 raw and 1.0625 ele. Green is 1.05 raw and 1 ele. Getting to white is going to be the best source of damage for a lot of meta options. And mitigation is required because DBs eat through sharpness like an owl goes through tootsie pops. If you want to stay at your optimal sharpness levels without stopping to sharpen too often you're going to need something to help you.

"Why Prot Polish and not Razor Sharp?"

It really comes down to personal preference. There are some sets where it's best to go prot polish to stay in your best sharpness but others you have the freedom to decide which sharpness loss mitigation you prefer. Do try both yourself and see which you like but I prefer Prot Polish. PP gang!

"Why no Crit Boost or Crit element?"

Crit Boost on elemental sets is simply not feasible because the other skills give more damage and there's no room. Crit Element has seen it's values nerfed from World so I have a feeling that it's not going to be as useful as just pumping AB, which got buffed. Neither of them are especially powerful because most elemental weapons have 0% affinity. But again, I need access to more math to be sure.

"Should I use Speed Sharpening on the Elemental sets?"

Currently I strongly recommend against this. You need those slots for the primary element. Besides, you could just use a Great Whetfish or sharpen from the relative safety of your Palamute.

"Where's Constitution, Stamina Surge, Marathon, Power Prolonger?"

All utility skills. Considering you still get access to some strong moves and movement options with Archdemon mode there's not a good reason to use these instead of more damage options currently. But you can feel free to sub out AB decos for any of them if you so choose.

"Latent power?"

Latent power is special. On paper it sounds like it's made for DBs except for the "when certain conditions are met" part. [Gaijinhunter put out a video explaining exactly what the conditions are.](#) This makes it worse than Crit Eye in EFR terms. While the stamina cost reduction does make it slightly more valuable I don't think it's worth considering over more consistent damage skill options.

"Should I be using Dash Juice?"

Up to you. I personally feel like my Palico with "Go, Fight, Win" is enough stamina cost reduction help to get through a fight. But Dash Juice certainly helps.

"This seems like pretty low armor values."

Yea, but we're also really dodgy. We even get a parry/dodge move. Practice makes perfect. Just be sure to upgrade all of your armor to its max value with armor spheres.

"What about Rampage DBs?"

The problem with rampage DBs is they split the value in half. If you give it 10 status and 15 element then you're putting status on one sword and element on the other, effectively giving you half the listed values for both which is terrible compared to basic trees. And if you give both the same element (can't give both the same status) then it only sets it to 20 which is way worse than all the best elemental DBs from standard trees. Basically I don't see any case where it's ever worth it to use rampage DBs over standard trees. But that could change with more rampage tiers being released.

"How do I progress through the game with Dual Blades?"

It's pretty simple like most other Blademaster weapons. Good progre Build armor that looks cool to you or has skills you want to use. Keep it upgraded with armor spheres so you aren't carting. Same for weapons. Pick something you like and be on the lookout for good looking tier upgrades down other trees that you're not currently using. ssion trees for Dual Blades are: Kamura, Ore, Kulu-Ya-Ku, Nargacuga, and Magnamalo. I wouldn't recommend getting into elemental stuff until at least high rank where you can make primary element attack decos. But you could also just wait to make the elemental options until you get to the current endgame and then use raw to farm out all the best elemental DBs. Your choice. Fortify is also an amazing skill if any one fight is giving you problems.

"What Dango should I eat for?"

Booster and Fighter are my two staples for DBs. Then it's either the daily if it's relevant to what I'm doing or Medic so that I can get back to full health quicker with a Mega Pot. Weakener is also an option for 3rd slot but until I know exactly how this Dango works I'm not gonna use it because it was pretty lackluster in World.

"What skills should I get on my buddies?"

[I wrote a guide for this.](#)

"How do I get X armor?"

It's probably through Buddy Plaza. Give [Gaijinhunter's video](#) a watch for what materials are gotten from where in the plaza and for what armor sets.

"My charm's rarity is different from yours but I have the same skills?"

Charm rarity doesn't really mean anything, the skills that are on it matter more. Also it might have been because when I was putting together the build cards I simply didn't change the charm and just said what the charm was supposed to have on it instead.

"Do you have any other guides or know where I can find more info like this?"

I've also made [a guide for Long Sword](#). If that weapon is too weeb for you then you can find many other similarly good guides pinned in the weapon channels of the Monster Hunter Gathering Hall Discord server. Link to that in the credits.



## Afterwords:

Dual Blades feel amazing compared to World for me. I'm really happy with all the new tools we acquired like Shrouded Vault. I really like Piercing Binder. Having something to start your combos with on a downed monster and then you get rewarded with a huge number that you don't typically see with Dual Blades feels great. I like the choice to play arial and how strong it is. The meta weapons are still some elemental variety which feels less boring than "just build raw lul." Prot Polish getting changed to 90 seconds is just what I wanted even if they gave 3 levels to compensate. Archdemon actually gets a real reason to make use of it. So much love for two tiny swords.

## Changelog:

April 11th 2021. Document v1.0 released for game version 1.1.2 (Pre-Chameleos)

April 13th 2021. Document v1.1 released for game version 1.1.2 (Pre-Chameleos. Swapped sets to favor maxing Primary Element Attack.)

April 23rd 2021. Document v1.2 released for game version 1.1.2 (Pre-Chameleos. Swapped out Aknasom for Anjanath, reluctantly >\_>)

## TBD:

Once the spreadsheet I'm using updates to include Element Exploit, automatic MVs and a few other things I'll give everything a pass again finding mathematically optimal sets. I'll also probably do some sort of matchup recommendations. But of course the meta will get shaken up with the updates coming soon so I'll probably wait to do major doc updates until after we have access to new content. (EDIT: SEE TOP OF PAGE.)

## Credits:

[Nigh#0101](#) for his math spreadsheet being the most user friendly and complete one I've found so far.

[/u/Folseus-](#) for his post about DB MVs and how they've changed from World. It inspired me to pick up the weapon again and fall in love with it.

[CookBook#3853](#) for his SnS album which gave me some wonderful ideas about how to format my images.

[Ninepunch#9789](#) and [DInOsaur#1718](#) for some troubleshooting, assistance, and inspiration to move everything off imgur and into a doc.

[The Monster Hunter Gathering Hall Discord's #dual\\_blades](#) room for being a good place to discuss setbuilding and general gameplay with the weapon. (Agree to their rules to see all the individual weapon rooms!)

Various community members for small suggestions/additions. Too many to list but I appreciate them.

[And readers like you. Thank. <3](#)

Hey look you made it to the bottom. Grats. If you have any further questions, comments, suggestions, or you'd just like to tell me exactly how wrong I am about all of my opinions you can message me on Discord. T3h Phish#5878 And if you see somebody with the character name "Phish" then thas me. Send me your guild card! =D

