

Monster Hunter Freedom Diablos Hunting Guide

by Zazomy

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Monster Hunter Freedom
Diablos Hunting guide
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Sam harris (aka Z)
Zazomy@hotmail.co.uk

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Introduction -

Hello ! Thanks for taking your time to read this guide by me, my very first (finished) guide! I will be covering information on the powerful desert horned wyvern Diablos. I will cover -
Attacks
Strategies
Carves
and some other stuff. First things first, this is my FIRST guide, and while i'm using a friends guide for structure (credit will be given in acknowledgements), constructive criticism is always appreciated, hopefully this will be my first of many guides. Any help given, be it by email or Neo PM, will be accounted for in Acknowledgements, at the end of this guide. If anything is missing, out of place, or more importantly, miss-spelled please PM me or Email me. You will be acknowledged and thanked. Now, lets get to the guide part !

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Basic Information -

Diablos, a powerful, dual horned, desert dwelling wyvern Capable of burrowing underground and catching it's prey unawares by bursting to the surface directly underneath it's prey. They are more powerful than their sub-species, Monoblos. For a start Diablos have two horns, not one. They have more health, exceptionally more powerful attacks and look much more intimidating!

There are two species of Diablos, the Diablos and the Black Diablos. The black diablos is more powerful and faster still, but has greater weaknesses to the elements than it's mundane counterpart.

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Attacks And How To Avoid Them -

Diablos are very dangerous when approached unprepared.

1) tail swing - Diablos will spin 180 degrees in an anti-clockwise direction, twice. This attack is fast and easily catches many hunters off guard. Sometimes not even standing between his legs will prevent you from being hit, don't worry though the attack is not a hard hitter, though it will send you off your feet if hit.

2) Figure of 8 - This one is nasty, normally performed after surfacing from a burrowing attack, Diablos will swing his tail in a figure of 8. Hunters standing too close behind, or to the sides of diablos will be sent flying and dealt exceptional damage. This attack is fast, don't be caught off guard ! After diablos resurfaces keep away from his sides and rear, unless you want a face full of tail. This attack, as well as the tail swing attack can be made less effective by removing Diablos' tail.

3) Charge - diablos will charge full pelt at you, horns first. Get hit by this one and you may not wake up. This attack can be easily avoided though, simply run sideways to his attack and, if he gets too close, perform a dive out of the way. like so :-

Diablos
-----> |Y
 |o
 |u
 |
 V

Diablos can turn while charging too, so consider using

this approach.

Diablos

```
-----\                |Y
      \-----\         |o
        \-----\       |u
          \---(dive)--->
                |
                |
                |
                v
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Diablos' charge attack can be used to your advantage if you possess a weapon that you can block with, stand against a wall with diablos charging towards you, Block, and hopefully his horns will become lodged in the wall. Feel free to hack away at his vulnerable body. It's recommended that you remove his tail before his horns, once his horns are gone, he will no longer be able to get stuck in the wall.

4) Body slam - Diablos will turn to the side and slam his body into you, this does major damage, don't get caught. This attack is a bugger to avoid, If you can't run from it, Block. If you can't block it, Roll. If you can't roll, then you're out of luck. The only other tip I can give with this one is to keep your distance,

especially if Diablos is in rage mode. Here's what to do

Sword and Shield - Block

Lance - Block

Great sword - Block

Dual sword - Run or Roll

Hammer - Run or Roll

Gun - What are you doing this close !? (don't get this close)

5) Bite - Diablos will swing his head and bite, flicking his tail up in the air whilst doing so. This attack is great for melee hunters, it's slow, easy to avoid, and leaves Diablos open. If you're stupid enough to get hit by his bite, then you half deserve the large damage penalty. However, DO NOT be behind him when he performs a bite, His tail will almost certainly hit you, and whilst it does minor damage, it leaves you open. Not good.

6) Screeeeeeeam ! - Diablos shakes his head, and then screams. This is probably one of the most dangerous attacks he will perform, it leaves you open and, unless blocked is unavoidable. If you have sound proof armour, this attack is reversed, it leaves Diablos open for you to hack at. When Diablos shakes his head you have a minimal margin of time to block, or die. Chances are, Diablos will charge immediately after screaming, taking advantage of his stunned prey. While diving is normally enough to avoid most monster's roars, it only leaves you more open with Diablos, his scream lasts about 3 seconds and has you stunned for about 4, so when your dive ends you still get stunned for 4 seconds, while he's probably already charging at you. What to do in a LOUD situation -

Lance - Block

Sword and Shield - Block

Hammer - keep away, a long way away !

Gun - Again, you shouldn't be close enough to be affected, back off.

Great sword - Block
Duals - Stay away !

7) Burrow - An attack that has made diablo's famous, Diablos will dig underground before tunneling towards you, very quickly, and then popping up underneath you, this attack has been known to kill in one hit. It can be countered however, hunters who sport sonic bombs should use them the second Diablos' tail has disappeared underground, use common sense, be close to him when you throw it, and throw it towards him. He should be trapped, halfway out of the ground, as if stuck in a pitfall trap (Diablos is immune to pitfall traps, don't try them). He won't be stuck for as long though, so make the most of it. Sonic bombs don't work on Diablos when he is in rage mode, all you can do then is run, roll, and stay as far away from the column of sand that moves rapidly towards you after he's under, when he's in rage mode your mistakes aren't forgiven, and it's normally a one-hit-kill.

8) Fury mode - This is more of an indication than an attack. Diablos will growl, swing his tail a bit, and ... smoke will start coming from his mouth, stay away from his tail and away from his right foot, HIS RIGHT, not yours. You will receive minor damage and will be knocked over if you come into contact with these parts of his body whilst he's performing this "indication", and prepare yourself. Rage/Fury mode is SOOOO dangerous, he gets faster, stronger, and NASTIER. In fact, if he's not already limping, stay away from him while he's in fury mode. You may find, in the later stages of the fight that whenever you attack him while he's not in fury mode, he will go into fury mode. It is at this point that you need to get as many hits into him as possible, otherwise you will never kill him.

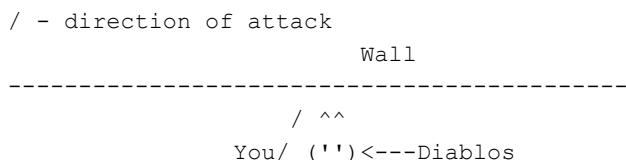
9) The Dreaded Trample - Once again, not an attack, but a well known killer. If Diablos is moving, and you touch his feet, you will receive damage, because he only makes you flinch you can receive multiple "tramples" without being knocked off your feet, causing the damage to pile up. Watch your help if you are going to attack his feet !

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Strategies -

Great sword strategy -

Great sword's are one of the recommended weapons for Diablos hunting. They have a long reach, to good damage, and can block. To start, try and get him stuck in the wall. Once he's stuck, go for his TAIL. The tail is a nasty weapon, it has long reach and does good damage, get it off and you rid him of a nasty weapon. Once his tail is off, aim for his horns, both of them. Standing on a ledge can be great for getting him stuck, and once he is drop off the ledge and attack slightly towards the wall and mainly towards his horns, like this -



Your attack should take you into his head, eliminating the need to aim

carefully. Once his horns are off, aim for his legs to knock him over. Once over get a few blows on his head. Rinse and repeat, you should soon have one dead diablo - you get 4 carves in total if you follow this guide, 1 from his tail, 3 from his body. Yes, I know that's less than Monoblos ... and I know it's not fair :(

Hammer strategy -

Hammer's are not suggested for killing Diablos, they have short reach, they bounce, and you can't block. However they are good for those who's motto is nothing but "A good offense is the best defense". You want diablo down, and fast. Because you can block you need to make the most of your roll ability, when in doubt, roll out. To start, get on a ledge, the first area you find him in should have a large ledge, and is full of constantly respawning genprey (they don't spawn forever, but you should try to ignore them, Diablos only stays in that area, as long as he's noticed you, for 5 minutes.). Get him stuck, if you stand on the ledge this should be more than easy, once he's stuck ignore his tail, you can't remove tails with a hammer. Go straight for his head, use the same approach as the great sword, slightly towards the wall, mainly towards his head. Once his horns are gone, attack the only part of him you can attack with a hammer, his feet. With a hammer he should get knocked over relatively quickly, then go for his head or his legs - if you go for his legs he should get knocked over again quickly, if you go for his head he'll receive more damage but it will take longer for him to get knocked back down, if you don't kill him first.

Lance strategy -

Lance, probably the best weapon for Diablos killing. Long reach, Veeeery long reach, Great block, and they're sharp. It's not vital that you get him stuck, if you're fighting him for his horns, then lodge him, de-horn him (attack his head while he's stuck) and then kill him, if you're fighting him to finish a quest, or not particularly to get his horns, then aim for his chest, his legs, and his head (if you get the chance). Lances are very precise and require good aiming, so removing his tail could be a challenge, but like they say, practice makes perfect. If you manage to remove his tail (Well done!), Aim for his chest, legs, and head. Lance fighting is straight forward (what a pun...) so I can't tell you much more about taking Diablos down with a lance, it's that simple.

Gun strategy -

No, guns are not for sissies. Guns are for mass damage fanatics that like to see nothing more than a big monster being consumed by big explosions, heap big blood going everywhere, and limbs flying around. Gunning is simple, use a light bowgun that can fire level two cluster shots, bring as many combo books as you need, 50 wyvern claws and 50 small bone husks. Perhaps bring some elemented shots, in case you run out of clusts and he's still walking. At the end of the day, gunning Diablos is very risky, with melee you can't run out of ammo. If you run out of ammo and he's still walking, abandon quest and bring more ammo this time. Now, I haven't gunned Diablos many times before, so don't start telling me I am teh sux at gunning. I'm going to tell you as much as I can about bringing him down with a gun. If you bring elemented shots, it's no big deal which one you bring, Diablos is not resistant to fire, water, or thunder. But if you do bring any, it's recommended you bring thunder or water, he's weakest to those. Unload your clusts into him, make more, fire, make, fire, make, fire ... you get the picture. Once out of clusts, release all remaining ammo into him if he still lives. He should die. Keep your so you don't get caught by a scream, avoid his attacks at all costs, and AIM CAREFULLY, you never know if that one shot you missed might have been enough to take him down, especially when your clustering him.

Sword and Shield strategy -

You're clever, Sword and shields and fantastic for killing ! Fast, nimble, blocks, sharp, deadly when elemented, possibly the number one choice for killing big D. First things first. The sword is weak but fast, has a short reach, but fast. Your main advantage in an encounter using Sword and Shield is speed. Get him stuck, stand on a ledge or block with your back on the wall, get him stuck, remove his tail, then remove his horns. After that is out of the way, attack his feet, be careful when he swings his tail, you may often find you can't get out in time to avoid it, so block. You may recieve a lot of trample damage due to how close you are to his constantly moving feet, so watch your health ! I often find that i can kill Diablos without knocking him over just by attacking his feet, its possible, but if you knock him over, take no chances, turn his head into mincemeat !

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Carves -

Aha, the reason you have been hunting Diablos in the first place (I presume). What good is a dead beastie without carves? The following carves are arranged by Elder quests, Hard quests, and G-classed quests - applying to body and tail carves also. Diablos have 3 carves from the body and 1 from the tail -

Elder Quest

-Body-

- Diablos Shell
- Blos Fang

-Tail-

- Diablos Shell
- Diablos Tail

Hard

-Body-

- Diablos Spine
- Diablos Shell
- Blos Fang

-Tail-

- Diablos Tail
- Diablos Shell

G Class

-Body-

- Diablos Carapace
- Diablos Shell
- Diablos Thoracic
- Blos Fang

-Tail-

- Diablos tail
- Diablos Shell

-Black diablos-

G Class

-Body-

- Black Blos Shell
- Black Blos Spine

Blos Fang

-Tail-

Black blos tail

Black Blos Shell

Black Blos Spine

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FAQ -

Q: How hard was diablo when you first fought him ?

A: Very, took me well over 10 tries to figure out a decent strategy

Q: I can't kill diablo ! what should i do ?

A: Practice makes perfect, or you could try using a different weapon.

Q: How long did it take you to write this guide ?

A: Too long.

Q: Could I try fighting Diablo with you on X-link ?

A: I'm sure I'd enjoy that, but i don't have X-link, nor do i have the patience to get it.

Q: Favorite weapon ?

A: That would be the light bowgun, though my favoured weapon for Diablo killing is the Lance.

Alright, last question

Q: I didn't get credit for submitting something, explain. NOW.

A: Either someone else submitted that same info, or someone submitted info similar but more detailed.

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Websites -

The following websites have my permission to use this guide

www.neoseeker.com

www.gamefaqs.com

If this guide is seen on any websites not listed above, please contact me right away.

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Acknowledgements -

A massive thanks to ...

Capcom - for making the greatest games of all time!

The Neoseeker MHF board and everyone who posts there - For being helpful, awesome (most of you), and masively supportive!

You - for reading this (thanks!)

Me - for writing this 3 hour long guide. Whoop ! Whoop !

www.mktstation.com/MHF - dammit that's some good info, nice one !

A special thanks to ...

JDhunter, Hammerburst, Uatemymonkey, Rekee soen, Xeros the slayer, Lokihunter, and any other friend of mine on Neoseeker - For being so freakin' AWESOME ! (order of mention counts in no way towards any form of favoritism)

Hell_fire - For being a brilliant, entertaining, and friendly Mod on the MHF forum, we all miss you man !

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Legal busniess ... -

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