

Monster Hunter Freedom Black Fatalis Guide

by AVJ

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BLACK FATALIS WALKTHROUGH

<< THE LEGENDARY DRAGON >>
<< SWORD AND SHIELD GUIDE >>
MONSTER HUNTER FREEDOM

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FAQ Version History

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- Started walkthrough for Black Fatalis walkthrough.

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Author Introduction

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Hi all! I am AVJ, a certified Monster Hunter adiktus.

Been playing the game for quite a while now.

I have the PS2 Monster Hunter and Monster Hunter G game,
as well as the PSP games of Monster Hunter Freedom 1 & 2
and the newest one in town Monster Hunter Portable 2ndG.

This should prove how much I love the game.

I play it for as long as I have an available time.

I am now in the verge of completing MHF though I have

already started and progressed in the other games as well.
I love the challenge of hack and slashing the monsters
and with a good strategy.
This will be my very first FAQ/Walkthrough
and hopefully not the last one.
I have been a fan as well of reading various FAQ's and
Walkthrough's as far as I remember. I made this FAQ/
Walkthrough in the same fashion as what other authors do,
TO HELP OUT one way or another.
You must have read a lot of Fatalis FAQ's before and
this one in no way may be different, it is to my approach
that I'd say separates my guide from the others.
If you care enough to know, read along....

GRADE A - INTRODUCTION

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#####  
A.1. Fatalis Quests in Monster Hunter Freedom  
#####
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Now well as you see from the Title, this is specifically
for the handheld PSP console US/EU version of the game.
The first installment. I haven't reached Fatalis in MHF2
or in MHP2G so this guide and quest listings may not be
the same with those games.

Note: in MHF, Fatalis quests are only available from the
Guild hall (online/offline) from the Blue Lady Bartender.

Note: the quest numbering <16/17> I put here means
I have unlocked all possible quests in that star level.
There are a thousand guides available on how to unlock
Fatalis in MHF. Research is the tool.

Fatalis Quest: 6 Star (* * * * * *) Hunter Rank 3
<16/17> Special Quest: Legendary Black Dragon
Reward: 6400z
Contract Fee: 2400z
Time Limit: 50mins
Location: Castle Schrade
Special Condition: Joining this quest
requires a HR higher than 3
Quest Level: 6 star (* * * * * *)
Goal Condition: Slay the Fatalis

Fatalis Quest: 8 Star URGENTS (* * * * * * * *) Hunter Rank 5
<02/08> Special Quest: The Legendary Black Dragon
Reward: 9600z
Contract Fee: 1600z
Time Limit: 15mins
Location: Castle Schrade
Special Condition: Joining this quest
requires a HR higher than 5
Quest Level: 8 star (* * * * * * * *)
Goal Condition: Damage Fatalis as much as
you can to drive him away

Fatalis Quest: 8 Star URGENTS (* * * * * * * *) Hunter Rank 5
<03/08> Special Quest: The Legendary Black Dragon
Reward: 9600z
Contract Fee: 2200z
Time Limit: 15mins
Location: Castle Schrade
Special Condition: Joining this quest
requires a HR higher than 5
Quest Level: 8 star (* * * * * * * *)
Goal Condition: Damage Fatalis as much as
you can to drive him away

Fatalis Quest: 8 Star URGENTS (* * * * * * * *) Hunter Rank 5
<04/08> Special Quest: The Legendary Black Dragon
Reward: 9600z
Contract Fee: 2400z
Time Limit: 15mins
Location: Castle Schrade
Special Condition: Joining this quest
requires a HR higher than 5
Quest Level: 8 star (* * * * * * * *)
Goal Condition: Damage Fatalis as much as
you can to drive him away

Fatalis Quest: 8 Star URGENTS (* * * * * * * *) Hunter Rank 5
<05/08> Special Quest: The Legendary Black Dragon
Reward: 9600z
Contract Fee: 2800z
Time Limit: 15mins
Location: Castle Schrade
Special Condition: Joining this quest
requires a HR higher than 5
Quest Level: 8 star (* * * * * * * *)
Goal Condition: Damage Fatalis as much as
you can to drive him away

Fatalis Quest: 8 Star URGENTS (* * * * * * * *) Hunter Rank 5
<06/08> Special Quest: The Plate of Calamity
Reward: 12000z
Contract Fee: 3200z
Time Limit: 50mins
Location: Battlegrounds
Special Condition: Joining this quest
requires a HR higher than 5
Quest Level: 8 star (* * * * * * * *)
Goal Condition: Slay the Fatalis

Note: Plate of Calamity is Crimson Fatalis,
you have to slay the Black Fatalis in the 15minute rounds
in order to unlock Plate of Calamity.

A.2. Fatalis History and Introduction
#####

FATALIS. A legendary black dragon said to have prowled these

lands from the days of old. Many skilled hunters have sought to challenge it, but none ever return. A monster shrouded in mystery....

If you are new to the MHF game, seeing this monster will most likely prove yourself you've seen a dragon. This is the best boss monster of the game. A true dragon I must say. Before you jump in every fight, you'll see the great cinematic introduction of the feared beast, Fatalis. Without any doubt this is the hardest monster to beat in the game.

A.3. Fatalis Moves and Hunter Counter
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- A.3.1. Straight Fireball
- A.3.2. Flying Launch Fireball (Low)
- A.3.3. Air Fireball (High and Wide)
- A.3.4. Landing Fireball (Low)
- A.3.5. Crawl Forward Bite
- A.3.6. Hovering Tail Swipe
- A.3.7. False Crawl Forward Bite
- A.3.8. Ledge Bite
- A.3.9. Another Area Flight
- A.3.10. Moonwalk

Note: Please also read the very informative FAQ
by Ocu_87 (Oculus@gmx.net) at Gamefaqs.

A.3.1. Straight Fireball

This is actually the very first move of Fatalis upon the start of every quest. Fatalis will lean his head a little backwards and throw forward an uber powerful fireball. This is one hit K.O. if your defense is low. I have experimented on this move by Fatalis by actually standing still for the fireball to hit me. K.O. instantly, so this move is not in any way a pushover.

But this one is the easiest to avoid. Just roll over to a side when you see the fireball coming.

It's not a very fast fireball, thus could easily be dodged. This is one of the biggest opportunity for blademasters like me. Whenever you see Fatalis about to shoot this straight fireball, run/roll to his side legs and do your quick combo.

For dual sword users, this is a great opening.

One demonization combo and it'll sure deal a good damage to Fatalis. Remember, don't be all greedy, just one demonization and roll over for safety. How will you make Fatalis shoot straight fireballs?? First run in front of him when he's standing on two legs. Go a little distant, enough to avoid being hit if ever it belly smash in the ground. You will notice that if you are in a very good distance in front of him, he will surely try to hit you with the forward fireball. When you see Fatalis move his head a little backwards, dash or roll over to any side of his legs and demonize. One combo is good enough till Fatalis turns to any side. Do the same strategy. Run in front of him, make him shoot the forward fireball, run/roll to his side and

do one combo. I am as much a Dual Sword user whenever I fight Fatalis. If you're using SNS then do the universal combo, inflicts more damage and much easier to cancel and roll. Remember, just one combo on his legs whenever he shoots the forward fireball.

A.3.2. Flying Launch Fireball (Low)

When Fatalis attempts to fly, he usually flaps the wings as an indication that it'll fly up, and almost instantaneously when it's feet lifts off from the ground, a downward fireball follows. If you are in front of his face, then you're doomed. The fireball usually lands underneath the shadow. So taking refuge under Fatalis shadow is not really a good option when you see this move coming. Again, this is very easy to avoid. Just as soon as you see Fatalis flaps his wings, then go crazy and run forward (not towards Fatalis, away from him). There is no opportunity to attack whenever he launches to fly so better position your self with the next move, which is either of the next moves mentioned here. Again, the first fireball when Fatalis lifts off is an indication of the would be next move he'll do.

A.3.3. Air Fireball (High and Wide)

After the first fireball from lift off, Fatalis will fly higher. As I have suggested after the first fireball is fired, run crazy away from Fatalis, you will then have the opportunity to view him as he ascends to above. You will notice that he'll fire either 2, 3, or 4 sets of fireball, always in your direction. What to do now? First option is to run under his shadow. A nearby fireball will land on you but not really hitting you if you're under his shadow. Most often if you're under his shadow, only 1 or 2 fireballs will be launched. So be aware of this and run crazy away from him as he lands on the ground fast. Second option is to just run loose in circles and make sure you are able to view on what direction the fireballs are headed. I'd prefer doing this 2nd option, coz of the ease of seeing where each fireball lands. This way you determine how many fireballs are being fired just by simply running away from Fatalis. If you are running in a particular "small" pattern, most probably a nearby fireball will land in you. Again, as long as you are moving about, you are really safe. So Run loose!!! This move is also a good opportunity to inflict damage to Fatalis. Wait for him to land on four legs, then do a universal combo or one demonization in his face. Ouch! That'll hurt I bet. This is the most common thing you'll ever do to inflict much damage on Fatalis. Wait after he lands then combo his face. Easy.

A.3.4. Landing Fireball (Low)

After shooting Nth fireballs (again either 2, 3 or 4 sets),

Fatalis will start to descend. Be quick about this and stay alert the most. This is the very critical move Fatalis is doing because of the unpredictability of what happens next when he starts to descend. If you see him stop midway from his descent, Fatalis could either shoot again 2, 3 or 4 sets of fireball. So be aware of this. We could be greedy and start positioning ourselves to combo his face as he lands. This is where we should be alert. Run in circles again when he is shooting fireball but this time run closer in anticipation of his landing. The fireballs will land directly in front of him so don't be too close nor should you be too far. Do some circling about. That way, you'll see if he will continuously fire or will completely land. Upon landing, again a masterful opportunity to inflict damage straight to his face. Wait after he lands then combo his face. Easy.

A.3.5. Crawl Forward Bite

Nasty! This is the most damage inflicting move he has as of date. What Fatalis will do is, after standing on two legs, will crawl forward on four legs and will bite anything in front of him. Believe me, this is the most dangerous move from this guy. Blademasters are sure to die primarily of this move. In any way you are very close to any part of his body and he starts moving forward in a biting spree, this guarantees K.O. And take note, he likes to do this move a lot! Geez! So how do you avoid it? Once you see Fatalis about to go on four legs, run a good distance away from him. Notice what he does. Either a continuous biting or short biting but sort of a combo move from him. Usually I run along with him in a parallel direction with a good distance between him and me. Why I do so? Because this move of his also gives you the opening to attack again his legs. If he does the crawl forward bite, he'll usually stop for a few seconds to do the next move or stand up on two legs. This precious seconds are what we need to do one combo on his leg. I usually deal only with his right leg (not your right..) as this is a tip I read a lot from Fatalis FAQs. Some people tend to stay away from Fatalis when he does this crawl forward bite, but if you have an armor set good enough for 200 defense total, you can actually survive this move even when you are real close. I've experienced this a lot. And I know how the health bar decreases whenever I am near Fatalis, after doing a combo. Risky as it may seem but if you timed it right after he does this move, you actually can inflict a good hack and slash on him. Advisable only to good dodgers after a short combo.

A.3.6. Hovering Tail Swipe

I hate this move from Fatalis. While descending from flight, he will do this move when you are under his shadow or when you are in front of him waiting for him to land. This is again a formidable move from this beast because when you are hit by his tail, a fireball is sure to land in you. OK so that means KO. But, if you were hit by the tail and you stumble a few distance away, the fireball will not hit you This is unpredictable so before it even

happens make sure you are running away from him to avoid the tail swipe. Again this tail swipe happens when he is about to land. So be careful when you under his shadow.

A.3.7. False Crawl Forward Bite

The indications that he'll do this move are the same as with the true crawl forward bite. The difference is that when he is on four legs, he'll move one or two step only. This is the best move from him we're all waiting for. Usually he does this move then glitches towards the wall. So this is where the "wall hugging move" takes place. And this is the best chance to do maximum combo till your sword decreases sharpness. He will do this false crawl forward bite then most probably continue to the wall hugging glitch. If he does not do the wall hugging glitch it still is your chance to inflict your 2 to 3 combos. I just love waiting for him to do his move. Go a good distance parallel to him and follow him as he does this. If you see one to two steps only, that means false crawl forward move. Go berserk on his legs. Do demonization. Do universal combo. Nice.

A.3.8. Ledge Bite

If you are standing on any ledge, and Fatalis happens to be on ground and standing on two legs and maybe you're on the other side of the ledge, you will surely see him biting on the ledge. If you are standing on a ledge and Fatalis is in front of you, you don't have any chance of seeing this move come. K.O can come in a few seconds. So what you do is just run away from him whenever you are in the ledge and he is nearby. Sometimes you might even receive a gift from him called a fireball. Ouch! This is easy to avoid. Just run away. Easy.

A.3.9. Another Area Flight

This move happens not really often. What he does is take flight from one area then hovers to the next area. Not a damage inflicting move from him but quite annoying if you are bombing him. So what you do is just fly to the other area and wait for him to land. This is good because as he lands, you are sure that no fireball from the air will land on you. Great opportunity again to do a good combo to his face upon landing.

A.3.10. Moonwalk

I find this funny. What he does is stand on two legs and walk (the legs in motion) but not really moving a space. This is a great chance to do 2 to 3 combos on his legs. Doesn't happen too often but when it does, make sure to jump on his legs and go crazy combo.

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A.4. Fatalis Elemental Weakness

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Fatalis is weak to Dragon Attribute. Period. Don't even bother using weapons with no Dragon Attribute. To find his elemental weakness, one only has to view any Fatalis armor and it'll be quick to point out that the only negative resistance the armor has is Dragon. So don't bother with other weapons. Take one with a dragon attribute. Period.

GRADE B -PREPARATION AGAINST FATALIS

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B.1. Suggested Weapons

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B.1.1. Eternal Schisms (dual sword from Ancient Stone)

Raw: 182
Dragon: 510

B.1.2. Ultimus Heaven & Earth (dual sword from Twin Dagger line)

Raw: 322
Dragon: 360

B.1.3. Black Ruiner Sword (sns from Master's Dagger line)

Raw: 308
Dragon: 480

B.1.4. True Black Dragon Sword (sns from Master's Dagger line)

Raw: 336
Dragon: 400

B.1.5. Eternal Strife (sns from Rust Stone)

Raw: 112
Dragon: 630

B.1.6. Blue Ogre Sword (sns from Dual Dragon Ultimus DS line)

Raw: 140
Dragon: 650

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B.2. Suggested Armors

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B.2.1. High Grade Earplug set

- a. Garuga Mask
- b. Rathalos Soul Mail
- c. Rathalos Soul Braces

- d. Rathalos Soul Coil
- e. Rathalos Soul Greaves
- wearing this armor also activates Sharpening Skill Inc. and Spectre's Whim
- total defense is 125
- use this set if you don't want to be caught up when Fatalis does his scream. The scream is not deadly but it leaves you cower for a few more seconds thereby giving Fatalis the chance to K.O. you without this armor set. But if you have this set, then you are almighty. Whenever he screams you'd be unaffected and thus gives you the chance to perform your good combo.

B.2.2. High Wind Resistance

- a. Black Piercing
- b. Diablo Mail +
- c. Diablo Vambraces +
- d. Chain Belt +
- e. Ioprey Greaves U
- Wearing this armor also activates Autotracker and Hunger x 1.5
- Total defense is 132
- Use this set if you don't want to be caught up against Fatalis wind when he lands from a flight. Gives you the best chance to instantly go furious mode on combo just as soon as his feet lands on the ground.

B.2.3. Dragon Resistance +10

- a. Hornet Helm S
- b. Hornet Mail S
- c. Hornet Vambraces S
- d. Hornet Tasset S
- e. Hornet Greaves S
- Wearing this armor also activates Good Luck and Hunger x 1.5
- Total defense is 171
- I find this armor set really nice against Fatalis. You get minimum damage inflicted to you by his moves. I use this set and notice that when he does the forward crawl bite, you get lesser damage compared to other armor set. The dragon resistance does some wonders after all.

B.2.4. Any High Defense Armor Set

- if you are not at all concerned about armor skills then go for high defense armors.
- Whatever armor combination that will give you 180 defense total is good enough.

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B.3. What to Bring

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This is strictly for blademasters:

- a. 10 mega potions
- b. 10 honey
- c. 10 potions

- d. 2 max potions
- e. life powder (from supply box)
- f. 5 mega juice (DS users)
- g. 10 well done steak
- h. 2 large barrel bombs +
- i. 3 large barrel bombs
- j. 10 large barrel (for LBB)
- k. 10 gunpowder (for LBB)
- l. 13 monster broth (for LBB +)
- m. 15 whetstones (I usually consume about 10 with schisms)
- n. power up items (mega demondrug/demondrug/power pill/
power seed)
- o. power talon
- p. power charm
- q. armor talon
- r. armor charm
- s. Combo books 1, 2 & 3
- t. Any item to trigger the explosion of the bombs (SBB,
paintball)

Take note: inventory capacity is 20 spaces only so choose
best what you'll bring.

Basically you bring lots of healing items because this
Fatalis loves to do damage. Often times just being
near him, you'll notice your health bar decrease.
One hit K.O. is the usual scenario if not,
almost 95% damage received. I recommend bringing
lots of Large Barrel Bomb + materials as it a
very good tactic to bomb him when he lands.
You inflict great damage and as the bomb explodes
you get the opportunity to do 2 combos whichever part of
Fatalis body you want. Bombing him is a good strategy.
Not necessarily the best one but good in dealing big damage.

GRADE C - FATALIS REWARDS
#####

The very reason why you are fighting this beast is to get
the materials you needed in order to make weapons/armors
to progress in the game.

Here's a rundown:

HR3 Black Fatalis:

- * Fatalis Crust
- * Fatalis Eye
- * Hrd Fatalis Crust
- * Fatalis Sharp Eye
- * Fatalis Webbing
- * Fatalis Wing

HR5 Black Fatalis:

- * Fatalis Scale+

- * Fatalis Carapace
- * Thick Fatalis Scale
- * Fatalis Hvy Shell
- * Fatalis Spike
- * Fatalis Gore

Red Fatalis:

- * Crimson Fatalis Scale
- * Crimson Fatalis Shell
- * Thick Fatalis Scale
- * Fatalis Hvy Shell
- * Crimson Fatalis Horn
- * Fatalis Gore

Note: Please also read the very informative FAQ by Ocu_87 (Oculus@gmx.net) at Gamefaqs.

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GRADE D - FATALIS MISCELLANEOUS
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Glitch:

To the PRO's of the game you have no need of reading this as you are already all aware of this. To the new players of MHF, here is heaven for you.

There is a glitch and whoever is the rightful author or discoverer of this glitch, I give you all the Good Karma you deserve. I won't be mentioning any names in particular coz I have read this glitch from so many forums and sources. If you are the original author, then Good Karma to you.

First, open up the HR 5 (15minute) Fatalis quests in your urgents. There are four Fatalis urgents and the main difference is the armory you will be provided on which Quest and contract fee you take.

Most people do the glitch with the first quest < 02/08 > from my listing above.

But I'd suggest you do the quest < 05/08 > coz of the maximum armory you get that could help you out in this quest.Ok, so once you have opened up the 15 minute urgents, do the quest and repel the Fatalis 4 to 6 times. Repel in this quest means winning the battle without having to kill Fatalis.

Just repel Fatalis with the same quest that you initially took for 4 to 6 rounds. That's clear now. The final look of Fatalis should be something like with all horns broken, 2 scar on his face, an X scar on his chest, tattered wings with some parts with holes.

If you're 15minute Fatalis looks this way, then you are in for a big surprise. What you do is after seeing your Fatalis in this form, abandon the quest right away and head to the HR 3 50-minute Fatalis quest.

You'd be surprised to know that this Fatalis has the same

look and health as the one you were fighting in the 15minute rounds! Geez! Now you are in for a real treat! Just do your tactics and this Fatalis is sure to go down less than 15 minutes. Now you can start collecting pieces for your armors/weapons. Great glitch! It helped me a lot and as an appreciation, I am sharing this as well to you my dear reader. Again credits only goes to those who have originally posted the glitch. This is not my discovery. I am just sharing this to you. Credits to original author.

GRADE E - CREDITS SECTION
#####

GAMEFAQS / NEOSEEKER - for hosting my Black Fatalis SNS Guide

Ocu_87 Fatalis Guide - the very first guide I read about Fatalis.
Very much thankful to your guide.

SkiesofCrimson - Awesome site and group.
I read along your guides as well.
The best in town.

PinoyPSP Team Hunters - the true blue pinoy MHF team. Mabuhay!

Sussy - my Persian cat. You are the best Felyn chef. :P

Jaz - for giving me my PSP. Labyusobra!

GRADE F - FEEDBACK / COMMENTS / CONTRIBUTIONS
#####

If you care enough to correct from any information that is misleading, do so e-mail me at cookiemonsteravj@yahoo.com. If you want your name published on this FAQ give me a good reason. If you hate what I did, e-mail me as well. This FAQ is supposed to help people. So if you find that I offended anyone by this FAQ inform me. You can also add more information to this guide so that new MHF players get a lot of help from us. Just e-mail me.

GRADE G - LEGAL INFO
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