

Monster Hunter Freedom Gold Rathian FAQ

by AVJ

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GOLD RATHIAN FAQ

<< SWORD AND SHIELD GUIDE >>
MONSTER HUNTER FREEDOM (PSP)

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<cookiemonsteravj@yahoo.com>

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FAQ Version History

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22nd May 2008 ver.1.0

- Started walkthrough for Gold Rathian in MHF.

26th May 2008 ver.1.1

- corrected GRADE B title

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Table of Contents

#####

Grade A - Introduction

A.1. Gold Rathian Quests in Monster Hunter Freedom

A.2. Gold Rathian History and Introduction

A.3. Gold Rathian Moves and Hunter Counter

A.4. Gold Rathian Elemental Weakness

Grade B - Preparation against Gold Rathian

B.1. Suggested Weapons

B.2. Suggested Armors

B.3. What to Bring

Grade C - Gold Rathian Rewards

Grade D - Gold Rathian Miscellaneous

Grade E - Credits Section

Grade F - Feedback / Comments / Contributions

Grade G - Legal Info

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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 amp with a good strategy.

This will be my second 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 Gold Rathian 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

A.1. Gold Rathian Quests in Monster Hunter Freedom
#####

This is specifically for the first Monster Hunter Freedom US / EU version of the game.

Note: in MHF, Gold Rathian quests are only available from the Elder (Chief of Kokoto) & Guild hall (online/offline) from the Blue Lady Bartender.

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

Urgent Quest: 6 Star (* * * * *) ELDER
<07/09> Hunting Quest: Wyverns of Land and Sky
Reward: 18000z
Contract Fee: 3000z
Time Limit: 50mins
Location: Great Arena
Special Condition: No
Quest Level: 6 star (* * * * *)
Goal Condition: Slay the Rathalos & Rathian

Quest: 8 Star (* * * * * * *) GUILD HALL
<01/17> Hunting Quest: The Queen of the Jungle
Reward: 9300z
Contract Fee: 1000z
Time Limit: 50mins
Location: Jungle
Special Condition: Joining this quest
requires a HR higher than 3
Quest Level: 8 star (* * * * * * *)
Goal Condition: Slay the Rathin

Quest: 8 Star (* * * * * * *) GUILD HALL
<15/17> Hunting Quest: The Wyverns of Land and Sky

Reward: 19200z
Contract Fee: 2000z
Time Limit: 50mins
Location: Swamp
Special Condition: Joining this quest
requires a HR higher than 3
Quest Level: 8 star (* * * * * * * *)
Goal Condition: Slay the Rathalos & Rathian

Note: These quests may not readily be shown on your quest listings, if it happens that these aren't available yet, that means you have to unlock it by doing various quests on that Star level. Check out other FAQ's on how to unlock these quests.

A.2. Gold Rathian Introduction
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Gold Rathian.

The most powerful Rathian variation of the series.
This Gold Rathian has higher HP, higher Attack, Fast and Loves to Poison anyone coming her way.
One with a thicker hide and a much powerful fireball.
Her moves are not at all extra different from the other rathian variations but her cunning strength and agility clearly separates her from the other variants.
This monster is sure to test a hunter's skills and ability.

A.3. Gold Rathian Moves and Hunter Counter
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- A.3.1. Straight Fireball (One Time)
- A.3.2. Straight Fireball (Three Times)
- A.3.3. Air Backflip
- A.3.4. Charge Attack
- A.3.5. Shifting Charge Attack
- A.3.6. Tail Swipe
- A.3.7. Head Butt (Bite)
- A.3.8. Scream
- A.3.9. Feet Scratch
- A.3.10. Fly Land

Note: Please also read the very informative FAQ
by Peaceful on WOLAS/Thunder&Lightning at Gamefaqs.

A.3.1. Straight Fireball (One Time)
Gold Rathian will shoot a straight forward fireball directly in your face. This move is deadly if hit but blockable in any sense. Gold Rathian usually do this move if you are a distant far from her reach. Usually happens when she turns around after a charge attack. She will lean her head a little backward and shoot that devastating fireball. Make sure it won't hit

you. Or the cats will cradle you back to camp.
For SNS users, this move by Gold Rathian is easy to block.
Dodge rolling is much safer so I'd suggest getting used to dodging everytime facing Gold Rathian.
This move also opens up an attack opportunity for blademasters.
Right after shooting a fireball, do a jump slash attack on Gold Rathian's head giving her a good damage. Make sure you are positioned to her side. Then do the Triangle+Circle if sword is drawn out or just a Triangle if sword is sheathed.
If you are very close to Gold Rathian while she performs this attack, roll underneath her and press Triangle for an upward slash and follow it up with a full Triangle, Triangle & Circle combo.
Great chance to counter attack her.
Make sure to roll out after one combo. Nice.

A.3.2. Straight Fireball (Three Times)

Gold Rathian will shoot three (3) fireballs, one straight forward another to a straight left direction and another to a straight right direction. Most deadly attack if you are very close in front of her. One fireball can be blocked but most often cases, the next ones will land on you and deal a hefty amount of damage.
Rolling and dodging is good, if you are fast on it.
This is a common move coming from her and she likes to do it repeatedly specially if you are a distant off from her.
Make sure you won't be hit by this move or else you'll see cats bring you back home.
Again this move is also an opening for us hunters to take.
Right after shooting the fireball, do a jump slash attack on Gold Rathian's head giving her a good damage. Make sure you are positioned to her side. Then do the Triangle+Circle if sword is drawn out or just a Triangle if sword is sheathed.
If you are very close to Gold Rathian while she performs this attack, roll underneath her and press Triangle for an upward slash and follow it up with a full Triangle, Triangle, Triangle & Circle combo. Great chance to counter attack her. Note that you can attack her quickly as she launches the first fireball giving you longer time to make 2 full combos. You don't have to wait for all 3 fireballs dropping. Do the full combo as soon as you get the opening.
Make sure to roll out after a good combo. Nice.
This is also a good chance for you to either heal, sharpen, put a pitfall trap, plant a bomb or whatnot.
Use this time wisely. Again take note that she can do this move 3 times in a row so stay on guard always.

A.3.3. Air Backflip

This is Gold Rathian's most abused move. She will mostly do this unpredictbaly. Anytime! So be careful.
What she will do is move two steps backward and then do a backflip. This is where the poison checks in.
Don't get hit by the tail because chances are, it'll absorb your health full time. This poison last so long. You'll eventually need to replenish health alot of times.
Also when she does a backflip, even if you manage to dodge the tail, you'd either get trapped from the wind created by this move. And this is not good. She usually follows it up with a strong move.
What you should do is roll away. I am not advising you to block this move. Learn to quickly dodge and roll. When she moves 2 step back, that is your sign to roll away.

But this move is not at all to her advantage. When she does the backflip, quickly roll and position yourself to her back (the tail side..) and after she lands, do a jump slash attack to her tail. This should be a quick move. Not a full combo. Do a jump slash and roll. Easy. Our advantage.

A.3.4. Charge Attack

Gold Rathian after stumbling or turning will almost always do a charge attack. You can see it coming but not always blockable or easily dodge. She will "run" straight towards you and even if you try shifting directions, most probably she will shift "your" way. If you see her charge from a far distance quickly do a run away from her direction. When she's almost about to hit you, do the jump dash to avoid being hit. Good if you have a high defense armor as you can block the charge in expense of stamina loss. Again this move is an opening to take advantage because it is sure that she will stumble after this move. Giving us a full combo to any part of her. This move happens often specially when she is in rage mode so take note to always dodge this move in rage mode. She'll be very fast and the damage almost doubled. She can knock you down just by this move in rage mode. Also this move happens to be a chance to again do the other things besides attacking her, heal, sharpen, etc.

A.3.5. Shifting Charge Attack

Nasty! This is the most damage inflicting move she has as of date. The signature move of the one and only Gold Rathian. What she does is take a straight charge at you, then completely shifts to another direction from a stop. If you are trying to run away from her, chances are you'd still get hit as she shifts to another direction, usually to the direction where you're head at. This move is so confusing for first timers on Gold Rathian quests because it can be assumed as a normal charge attack. The shifting of direction is split seconds. Next thing you know, she's on you. So what you need to do is learn how to block the charge on the shifting move. When you see Gold Rathian preparing to charge, dash a good distance and when you see her suddenly stop, that's the indication that she'll turn quickly to another direction, notably on your direction. This is where you block. Sacrifice stamina for this by blocking rather than doing a dash heap which will usually hit you anyway. This shifting charge is so powerful it'll knock you off and Gold Rathian will most likely give you a fireball or a poison backflip afterwards. Be careful at this stage. She will do this signature move more often in rage mode, which of course doubles the damage. Meaning, more deadly. Usually what we should do here is just run away and block. Always check your stamina bar because it'll quickly drain your energy when running. You don't want to huff and puff while chasing your breathe and Gold Rathian on your face. Healing items are necessities if you are hit by this move.. Remember to quickly run away.

A.3.6. Tail Swipe

Often times after spitting a fireball and you are very near Gold Rathian, she does this move in combo to scream or fireball. Very bad if you are near her. This is a sure hit. This tail swipe

itself is unpredictable in it's direction because Gold Rathian can either do two tail swipe in clockwise direction and follow it up with two counter clockwise direction. So blocking one swipe doesn't guarantee you safety because when she follows it up with the counter direction swipe, that's double hit on you. If you are under Gold Rathian, chances are you can do a full combo ONLY when she does the tail swipe in one direction. If she does the other direction, even if you are under her legs, that will still hit you. This up to this point is no safety, because another move will almost always follow. If you are knocked off on the ground pray that no fireball will hit you. Again a damage inflicting move from Gold Rathian but rather always easy to avoid as long as you are not caught up doing a jump slash on her. If you happen to have a flashbomb with you, this is the opportunity to throw it while she's doing the tail swipe. Gives you the extra time to inflict a couple of good combos to her.

A.3.7. Head Butt (or Bite.. whatever it really is..)
After a scream, or a tail swipe, Gold Rathian will try to bite / headbutt you. This is also a common move from her. Whether you are in front of her or a distant far. This move is blockable. This move is also a bit to your advantage. What you do is perform a jumpslash after her head bents down to bite. Make sure to do any attack only in front of her. If you happen to attack her on the backside, then sorry because for sure, the tail will hit you hard. Again only hit her in front after her head bents down. A quick jump slash and roll will do. Good damage and good timing.

A.3.8. Scream
This move from Gold Rathian will not do any damage to you. Easy. But, it'll leave you cower for a few seconds and that allows Gold Rathian to instantly do another move that could hit you. Best thing here is that you're sword should almost always be unsheated to be able to block it in quick response. Better yet, wear a High Grade Ear Plug armor set. This will protect you from the scream and instead work to your advantage. You can easily do 2 combos on Gold Rathian with a high grade earplug whenever she does this move. Take note of that.

A.3.9. Feet Scratch
This move happens whenever Gold Rathian prepares to enter rage mode. She will seize up on a stance then start scratching the ground with her two feet. Another notably thing to remember is that she will also took a frantic head shake upon this feet scratch. It'll took a alot of time for this moment to come to a halt and do the next move. So take this opportunity as it happens. Do the maximum combo you can hand on Gold Rathian. Almost always she fires three fireballs next to this move. This is always the best chance to chop off her tail or whack her face and body. This move is all to your advantage so long as you don't get stuck to her tail constantly whipping up and down. What you can do is render a full combo when she starts scratching then when she

turns to release a fireball or two, go erase off her tail. Easier said than done. This move is common to all Rathians so this is not in any way a new move from her. Again whenever she does this move, take it to your advantage.

A.3.10. Fly Land

What she does is fly a mid air move then land down in a quick second. She does this when she gets a full combo from you and somehow seems like a dodge move from her. But be alert again, you can get caught in the wind she created making you cower again without a high wind resistance armor. This is to her advantage as she can quickly do a charge attack afterwards. So learn to block as she flaps her wings back and when she's in midair, roll away from her. This is easy to avoid if you can block quickly and can work to your advantage also if you block off her wind, you can do the counter full combo on her.

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A.4.          Gold Rathian Elemental Weakness  
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Gold Rathian is weak to Thunder Attribute. Period. This happens to be your key element whenever fighting Gold Rathian. Always prepare a thunder element weapon or else you're going to have a hard time fighting her. Non elemental pure raw damage weapon is second best only if it has very high stats. Water is another recommendation but not as good as thunder.

GRADE B -PREPARATION AGAINST GOLD RATHIAN

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#####  
B.1.          Suggested Weapons  
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B.1.1. Kirin Bolt Indora (sns sword from thunderbane line)

Raw: 322
Thunder: 220
Defense: +3

B.1.2. Kirin Bolt Kami (sns sword from Kirin Bolt line)

Raw: 238
Thunder: 390
Defense: +6

B.1.3. Kirin Bolts (duals from SNS Kirin Bolt Ultimus line)

Raw: 252
Thunder: 300
Defense: +8

B.1.4. Sanctioned Blades (duals from Prototype Saw Slicer line)

Raw: 294
Dragon: 230

NOTE: These are final forms of each weapon line

recommended if applicable..

On WOLAS elder, using Thundertip is already enough to beat the Gold Rathian, but if Kirin Bolt Indora is already available then use it.

Again, I posted only the Thunder SNS/DS that I have and which I think can do the job on Gold Rathian.

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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 Gold Rathian does her scream. The scream is not deadly but it leaves you cower for a few more seconds thereby giving Gold Rathian the chance to K.O. you without this armor set.

But if you have this set, then you are almighty. Whenever she 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 Gold Rathian' wind when she lands from a flight. She usually don't fly alot but this may come in handy for her backward fly whenever she tries to dodge away from your attack. Optional at best.

B.2.3. Sharpness + 1

a. Skull Face S

b. Steel Mail U

c. Monoblos Vambraces S

d. Gravios Tasset +

e. Ioprey Greaves U

- Wearing this armor also activates Autotracker

- Total defense is 188

- I find this armor set really nice against Gold Rathian. You get sharpness + 1 which is so important especially on WOLAS Gold Rathian because sharpening is always a bit hard to find any opportunity against Gold

Rathian. You will very much need the extra sharpness that will last longer when fighting her.

B.2.4. Battle S armor set.

a. Battle Helm S

b. Battle Mail S

c. Battle Vambraces S

d. Battle Tasset S

e. Battle Greaves S

- wearing this armor gives you Guard Inc, Autotracker, Farsight, Strength recovery Item weak (negative)

- total defense is 161

- The main skill you want here is the Guard Inc.

It lessens the amount of damage you receive upon blocking of Gold Rathian attacks.

On normal armor set, when Gold Rathian fires three fireballs on you, one of the fireballs will surely land on you even if you are blocking. With this skill activated you can block all of her moves with lesser damage.

NOTE: you may also want to just use high defense armor such as Garuga set for higher defense.

you can also consider using the Sword Saint Piercing as it activates ESP skill which will allow your sword to continue its damage and not bounce off

Gold Rathian's hide. When she is on rage mode, the hide gets tougher to penetrate. Use the sword Saint Piercing to any armor combination you may want.

These armor sets are just what I use on Gold Rathian you can try other combinations that will suit your needs.

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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. 20 or less whetstones

e. 2 max potion (optional)

f. ancient potion (when KO'ed, this will replenish everything back)

g. 5 - 10 well done steaks (for stamina recovery)

h. 5 mega juice (for Dual Sword users)

i. pitfall trap

j. large barrel bombs +, LBB, SBB for extra damage)

k. flash bombs

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

The items listed are based on the WOLAS quests.

The Gold Rathian Queen of the jungle quest on HR 5 may not need all of this items.

Basically you bring lots of healing items because this

Gold Rathian loves to do damage. Often times the battles are more of defense oriented than attack oriented on our part. Gold Rathian loves to attack. This is a fact. No glitches whatsoever to help you out, that is why recovery items are a must. Remember to replenish or sharpen only when Gold Rathian falls down from a charge, does her feet scratch or shooting fireballs and you are a safe distant away. The pitfall traps may come in handy so you may want to consider bringing the constituents of a pitfall trap (net+trap tool) Strategy is the key to beating Gold Rathian. Use alot of flash bombs. This is your main offensive thrust. Yeah, believe it or not, flashbombs are your best friend whenever fighting Gold Rathian. Abuse it. Always bring flash bombs constituents whenever fighting her.n your direction. Don't use it when in rage mode. It does no effect. Throw it in her line of sight. Best to use after she charges and turns around towards you. Abuse it. Only throw it if she happens to be turning. Remember to attack only on openings. Do not overdo your combo. If you feel like you'll eventually get stucked on her while doing a combo, quickly roll away. In rage mode, one tail swipe is all you need for the cats to carry you back in camp. Again, lots of healing items and flash bombs. There you go, beat her up!

GRADE C - GOLD RATHIAN 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:

Carves from body:
Gold Rathian Scale
Gold Rathian Shell
Inferno Sac
Gold Rathian Thorn

Carves from tail:
Gold Rathian Scale
Gold Rathian Shell
Gold Rathian Thorn
Wyvern Marrow
Gold Rathian Plate
Gold Rathian Ruby

Note: It was mentioned in alot of forum sites that Gold Rathian Rubies can be acquired also in the rewards. Haven't experienced it yet though. The percentages of each parts can be read through Peacefuls' WOLAS guide over at Gamefaqs. Please read the guide as it is most helpful for any hunter of the game.

GRADE D - GOLD RATHIAN MISCELLANEOUS
#####

Sorry to say but there are no glitches that involve beating a certain quest nor bringing a spider web thing. Meeting Gold Rathian is proof enough that you have progressed well in the game. She will be an ultimate test on a hunter's true skill. Strategy is always the key. Use your time freely and don't be on a rush attacking her. Study her moves before applying your own. Gold Rathian will go down fast especially if using a thunder based weapon.

GRADE E - CREDITS SECTION
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GAMEFAQS / NEOSEEKER / SUPERCHEATS
- for hosting my Gold Rathian SNS Guide

Peaceful' WOLAS Guide - the very first guide I read about Gold Rathian 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!

HURT 19 - for doing WOLAS runs with me.

Jaz - as always. 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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