

# Monster Hunter Freedom 2 FAQ

by Sigfriedsfriend

Updated to v1.10 on Apr 12, 2009

```
MM MM OOOOO N N SSSSSS TTTTTTTTT EEEEEEE RRRRR
M M M M O O NN N S TT E R R
M M M O O N N N SSSSSS TT EEE RRRR
M M O O N NN S TT E R R
M M OOOOO N N SSSSSS TT EEEEEEE R R
```

```
H H U U N N TTTTTTTTT EEEEEEE RRRRR
H H U U NN N TT E R R ()
HHHHHH U U N N N TT EEE RRRR
H H U U N NN TT E R R ()
H H UUUU N N TT EEEEEEE R R
```

```
                22
FFFFFF RRRRR EEEEEEE EEEEEEE DD OOOOO MM MM 2 22
F R R E E D D O O M M M M 2
FFFF RRRR EEE EEE D D O O M M M 2
F R R E E D D O O M M 2
F R R EEEEEEE EEEEEEE DD OOOOO M M 222222
```

Monster Hunter: Freedom 2 All Purpose Guide

Written By: Darin Dye <e-mail: gamemaster53539@yahoo.com>

Current Title in Game: Legend of Heaven&Earth

Date Started: 11/29/2008

Date Completed: 2/27/2009

Version 1.00

Version 1.10

- corrected elder dragon section
- corrected skills section (about Gunnery King, etc)
- Blangonga's whiskers can be broken
- updated weapons section
- added "important" note to boss section
- added Reader's Note in Lao Shan section

```
#####
*****
```

## LEGAL STUFF

This game was created by Capcom and the other affiliated parties. All rights to the game go through them.

This guide was created by me. As such, all rights to guide are mine. Further usage of this guide is easy, just shoot me an e-mail and I'll tell you if you can use this guide or not (e-mail is above).

```
*****
#####
```

TABLE OF CONTENTS

I) Ultimate Equipment & Explanations

- A) Best Weapons
- B) Best Armors
- C) Useful Skills
- D) Entertainment
- E) Making Ultimus Heaven & Earth
- F) Making Full White Fatalis Armor
- G) Rare Items
- H) Tips From a Master
- i) FAQs

II) Normal Bosses (Alphabetical Order)

- AA) Basarios
- BB) Blangonga
- CC) Cephadrome
- DD) Congalala
- EE) Daimyo Hermitaur
- FF) Diablos - Black Diablos
- GG) Gravios - Black Gravios
- HH) Gypceros - Purple Gypceros
- ii) Khezu - Red Khezu
- JJ) Monoblos - White Monoblos
- KK) Plesioth - Green Plesioth
- LL) Rajang
- MM) Rathalos - Azure Rathalos - Silver Rathalos
- NN) Rathian - Pink Rathian - Gold Rathian
- OO) Shogun Ceanataur
- PP) Tigrex
- QQ) Yian Garuga
- RR) Yian Kut-Ku - Blue Yian Kut-Ku

III) Elder Dragons (Difficulty Order)

- AAA) Kirin
- BBB) Kushala Daora
- CCC) Chameleos
- DDD) Lunastra
- EEE) Teostra

IV) True Bosses

- FFF) Shen Gaoren
- GGG) Lao Shan Lung - Ash Lao Shan Lung
- HHH) Akantor

V) Fatalis

- XXX) Fatalis
- YYY) Crimson Fatalis
- ZZZ) White Fatalis

VI) Contact Information

=====  
I) Ultimate Equipment & Explanations  
=====

In this section you'll discover the secrets hidden in the game that'll make

you turn into a HR6 dragon demolisher. If you have a question about weapons or armor, it'll probably be answered below.

-----  
A) Best Weapons  
-----

There is no such thing as a "best weapon" in the game, and what I mean by this is that there's no single weapon that can take down every single creature with ease. I think you'll discover this is true when you try to melee a 7-star plesioth or gravios to death (it doesn't happen).

NOTE: Chances are, if I left out a weapon you think should be in here, I left it out for 1 of 2 reasons: (1) never heard of it, or (2) too hard to make. What I mean by "too hard to make" is this: it requires 1+ items of insane rarity like a plate or ruby. The game really hates giving me useful rare items (it took me a couple weeks to get just the rubies needed to make full white Fatalis). I hope you understand. But, still feel free to shoot me an email for a weapon (remember, chances are I might not have heard of it).

However, here's a brief list of my "ultimate weapons" for each class:

+++++

GREATSWORDS

+++++

Siegmund (1056 atk, 15% crit rate, a little blue sharpness)

- Golem Blade to Golem Blade+ to Valkyrie to Spartacus to Siegmund

Fatalis Blade (1008 atk, 250 dragon, green sharpness)

- Direct upgrade from Black Blade

Fatalis Ancestor (960 atk, 380 dragon, nice blue sharpness)

- Direct upgrade from Black Blade

FYI: left out True Dragon's Jaw (\*Coral Cephalos Fins)

+++++

LONGSWORDS

+++++

Smolder Dragonsword (816 atk, 520 dragon, blue sharpness)

- Final upgrade to Fire Dragonsword

Blango Destructor (864 atk, 350 ice, blue sharpness)

- Follow the longsword that's made of ice with an ugly white fur sheath

True Devil Slicer (816 atk, 520 thunder, blue sharpness)

- Iron Katana to Iron Katana "Grace" to "Gospel" to Eager Cleaver and finish leveling up.

Divine Slasher (1104 atk, blue sharpness)

- Bone Katana "wolf" to "shark" to "dragon" to Supremacy Blade and continue.

+++++

SWORDS

+++++

Black Ruiner Sword (280 atk, 300 dragon, -20% affinity, blue sharpness)  
- upgrade of Black Sword

Azure Ogre Sword(182 atk, 500 dragon, blue sharpness)  
- upgrade of Blue Ogre Sword

Golden Falchion(252 atk, 480 fire, little blue sharpness)  
- Red Sabre to Corona, then continue until end

Hi Frost Edge(252 atk, 420 ice, little blue sharpness)  
- final version of Frost Edge

High Sandman Spike (252 atk, 320 sleep, green sharpness)  
- Bone Kris to Cheif Kris to Weary Finsword and continue  
(\* ) Great for putting bosses to sleep and using 2 Large Barrel Bombs+.  
Remember that creatures take 3x damage on the first hit while asleep!

+++++

DUAL SWORDS

+++++

Ultimus Heaven & Earth(280 atk, 300 dragon, little blue sharpness)  
- Upgraded version of Azure Ogre Sword

+++++

HAMMERS

+++++

Dragon Demolisher (936 atk, 410 dragon, tiny bit of blue sharpness)  
- Final upgrade of Dragon Destroyer

Tigrex Hammer (1144 atk, 30% anti-crit rate, white sharpness)  
- Upgrade of Striped Striker that's made in the shop

Onslaught Hammer (1092 atk, good blue sharpness)  
- Iron Striker to Iron Striker+ to Anvil Hammer to Onslaught Hammer

+++++

HUNTING HORN

+++++

Spirit Dragonwd Horn (884 atk, 220 para, purple-blue-red)  
+ purple-purple: speed up  
+ purple-purple (with speed up active): ESP  
+ purple-red-red: Attack Up [HI]  
+ red-blue-red-purple: +50 max health  
+ purple-blue-blue: Infinite stamina [HI]

!Hit all path!

purple-purple, reset, purple-purple-red-red-blue-red-purple-blue-blue

Bronze Bell (936 atk, purple-blue-yellow)  
+ purple-purple: speed up, then ESP  
+ purple-blue-blue: infinite stamina [HI]  
+ blue-blue-yellow-purple: All Wind Cancel

!Hit all path!

purple-purple, reset, purple-purple-blue-blue-yellow-purple

+++++

#### LANCES

+++++

Black Ruiner Lance (460 atk, 380 dragon, -20% affinity, blue sharpness)

- Final upgrade of Black Lance

Sealed Dragonlance (437 atk, 300 dragon, +15% affinity, blue sharpness)

- Final upgrade to Vermillion Rim

Dragon Rider Spear (506 atk, Def+12, blue sharpness)

-Knight Lance to Grayburg Javelin to finish

+++++

#### GUNLANCES

+++++

NOTE: Gunlances typically suck unless you're equipped with armor that gives you the Sharp Sword skill. Utilizing this skill's effect of reducing all extra sharpness damage to zero, you can now shell and let Wyvern's Fire loose without having to resharpen every two seconds.

Gun Chariot (437 atk, 320 dragon, Shell lvl 3, Long Type, Blue Sharpness)

-iron gunlance to iron gunlance+ to steel gunlance to special ops gunlance and keep going til you get Gun Chariot

Tigrex Gunlance (506 atk, Spread Type Lvl 3, -30% affinity, White Sharpness)

- Final upgrade to Rex Blast

(\*) Typically used to just shell a boss to death. Works wonders due to affinity having no jurisdiction on shelling damage! Say goodbye to Gravios and the Mono/Diabloses.

Black Gore Cannon (529 atk, Long Type Lvl 3, -10% affinity, little blue sharp)

- Iron Gunlance to Steel Gunlance to White Gunlance and continue

+++++

#### BOWGUNS

+++++

Almost a worthless weapon class in general, bowguns only keep up with melee weapons when you're wasting ammo like an action flick. Also, this ammo has to be high level (if you're using normal shot lvl1, prepare for a 40 minute fight against a two star boss). Basically, if you ever get the choice, use a bow instead. I've had a crimson fatalis bowgun waste 30 minutes killing a rathalos and rathian... then I tried again with the Akantor bow and it took 5 minutes.

Here are some good bowguns (if you must use them)

#### LIGHT BOWGUNS

Rajang Barrage (276 atk, Normal reload, moderate recoil, Rapidfire Crag lvl1)

- its only upside is that it can rapidfire Cragshot lvl1. This is a fun bowgun to use on elder quests, but I wouldn't recommend it for guild usage.

## HEAVY BOWGUNS

Destiny's Hand (324 atk, Fast reload, moderate recoil, Defense +20)

- Uses all three levels of all basic shots except for pellet shot, which isn't bad because pellet shot SUCKS. Uses most elements and all status afflicting shells. Powerful when upgraded. Shield recommended.

#####

IMPORTANT NOTE: Do not wear armor that has SpeedFire. This will allow you to

#####

never have to reload again, however, the recoil always becomes Strongest. This causes you to have to wait a solid second and a half after a shot before you can do anything. It's like every shot becomes a cluster shot in terms of recoil! Take it from me, not using the SpeedFire skill will make you a lot tougher to kill and make them easier to kill.

#####

IMPORTANT NOTE 2: Do not confuse RapidFire with SpeedFire. RapidFire is found

#####

in Light Bowguns and causes you to fire a volley of ammo at the enemy of the said type of ammunition. SpeedFire prevents you from ever having to reload, but a hidden side effect mentioned in the other note above makes any bowgun blow.

+++++

## BOWS

+++++

Almost a worthless class until you get the Akantor Bow, bows should be your last resort against a boss. With the exception of the Akantor Bow, a mission done with a bow takes about 2 to 6 times longer (just because of how little damage they do). The nice aspect of the bow, and the only reason they're appealing, is that it's the ultimate class in terms of mobility and attack rate. You can run while charging your shot and more times than not, if you're good enough, no boss will EVER touch you!

Throughout the game, creatures like the Tigrex and Gravios, Basarios, Diablos, Monoblos, and the Plesioth seem impossible to kill with melee weapons. There's no one bow that's truly good, but the fabled Akantor Bow is the only true ULTIMATE bow... and here's its stats:

Akantor Bow (300 atk, 200 dragon, 50% crit rate, Power Coatings)

OH MY GOD! Right? This bow does more damage than most weapons! Especially when you factor in how many more times you can attack with a bow, the first thing you'll say when you try out this weapon is "HOLY SHIT!" Then you'll try it with power coatings and crap your pants. Most elder quests are done before half of the power coatings are gone.

Other than the Akantor Bow there's the Glorious Victory, which is made of White Fatalis material. This isn't obtained easily, but is well worth the buy because it is essentially the Akantor Bow with a 100% crit rate. However, despite this conversion factor, no battle really lasts long enough for the extra power to out-do what the power coatings do for the Akantor bow. Simply stated, Akantor Bow is better for most situations (my personal opinion from personal observations).

-----  
B) Best Armors  
-----

Kinda like the weapons, there really is no defined ultimate armor, however, there are some armors with extremely practical skills that'll get you through just about 90% of the missions (i.e. any armor that has Earplug is godly).

In terms of armors being Ultimate, it all depends on where you are in the game. You start the game off in full Mafomofu, which negates the effects of cold areas. This armor has a really nice skill, but you're better off without armor in terms of the defense it gives you. Your first priority in the game should be killing the raptors and getting a decent defended armor.

Next comes your first "ultimate" armor. This is comprised of full Cephalos and gives you full heat resistance and negates hunger (so your stamina never decreases over time!). Of course this means you have to jewel your armor at the smith's shop to get these effects in full, but believe me when I tell you that full Cephalos armor got me all the way to HR3.

Once you hit HR3, you should be able to fight the Azure Rathalos. This version is easy to repeatedly kill and farm to make full Rathalos Soul armor. Rathalos Soul armor is AWESOME! Now you finally have an armor with an Earplug, which means a typical roar from a monster has no effect on you! With some quick jewelery, you can even get the High Grade Earplug, which makes you completely immune to every roar in the game! Just think, no more cringing at roars when you piss a monster off and are forced to take over half your health in damage (assuming he doesn't combo you out of the roar, killing you "instantly").

With full Rathalos Soul armor for blademaster AND gunner, you are now set to get to HR6! Once there, kill the hard version of the Azure Rathalos to get a massive upgrade of armor and skills (Rathalos Soul U armor comes with High Grade Earplug built in. Orgasm, I know). Plus, this armor has Reckless Abandon, which increases your critical hit rate 10% for every point Reckless Abandon gives you!

From the full Rathalos Soul U, the only other true upgrade is getting full Akantor. When jeweled properly, full Akantor gives you:

- Sharpness +1
- Earplug
- Reckless Abandon +2
- Sharpening Skl Inc

With this assortment of skills, every weapon your hands touch become elite; weapons with only green sharpness get blue, blue gets white, and white goes to the edge of the screen. Basic roars you're immune to, so only a special couple cases need an advanced strategy to win. And with Reckless Abandon +2 you have at least a +20% crit rate. Then there's the Sharpening Skl Inc, which makes sharpening a weapon faster than doing an evasive roll. Think of it, with that skill I've actually sharpened my weapon in between boss attacks (I never have to leave combat to sharpen any more!).

Plus, full Akantor for the gunner is nice too: Reckless Abandon+2, High Grade Earplug (a must), and Speed Fire. Speed fire is super nice as it cuts the time

it takes to charge your shots in half!

So, to recap, here's the list of "ultimate" armors:

- 1) Full Cephalos for gunner and blademaster (from start to HR3)
  - Never hungry, Full Heat Resistance
- 2) Full Rathalos Soul for gunner and blademaster (from HR3 to HR6)
  - Attack Up[Hi] and Earplug or Attack Up[Med] and High Earplug
- 3) Full Rathalos Soul U for gunner and blademaster (from HR6 to end)
  - Reckless Abandon +3 and High Grade Earplug
- 4) Full Dark Akantor for blademaster (for achievement gathering)
  - Reckless Abandon +2, Earplug, Sharpness +1, and Sharpening Skl Inc.

---

### C) Useful Skills

---

I included this section because some bosses can't be simply taken out and require special abilities to bring down. Below is a list of highly to somewhat useful skills. If an armor doesn't have at least one of these skills, its not worth wearing... ever.

Torso Inc. - doubles the skill values on the chest armor (triple if two are in effect, quadruple if three are in effect, etc).

ESP (Fencing+10) - You know when you hit an enemy and your weapon bounces off?  
This skill cuts out that animation.

Sharp Sword (Sharpness+10) - Negates extra sharpness damage from all sources.  
i.e. bouncing off an enemy deals no extra damage to your sharpness  
i.e. blocking with the greatsword takes off no extra sharpness  
i.e. shelling with the gunlance counts as a single slash instead of 20.

Sharpness +1 (Artisan+10) - All weapons get added sharpness to that gauge you see when you go to select it. You can visually see how much sharpness is added, and it's very nice.

Sharpening Skl Inc (SwdShrpner+10) - Super, super, super fast sharpening.

Runner (Stamina+10) - half stamina cost (ie sprinting, diving, dodging, blocking, demonization with dual swords, you name it, if it takes off stamina, the cost is halved).

Reckless Abandon +1 (Expert+10) - +10% crit rate

Reckless Abandon +2 (Expert+15) - +20% crit rate

Reckless Abandon +3 (Expert+20) - +30% crit rate

Earplug (HearProtct+10) - immune to most roars

High Grade Earplug (HearProtct+15) - immune to all roars



Dragon Wind Breaker (WindPress+20) - immune to all versions of wind, including when a dragon lands, takes off, and even Kushala Daora's wind barrier.

Adrenaline +1 (Potential+10) - When health less than 30%, defense up 30%

Adrenaline +2 (Potential+15) - When health less than 30%, defense and attack up 30%

Attack Up [Large] (Attack+20) - Attack power +5%. Basically permanent demondrug without using it. (try stacking with demondrug!)

AutoTracker (PsychicVis+15) - Bosses start paintballed, and that remains permanent through the whole battle, but instead of a dot there's a mini image of the boss that tells you what s/he's doing.

Quick Eating (Cooking+10) - Super, super, super fast eating animation.

Heat Resistance [Hi] (HeatResist+15) - never take heat damage

Cold Resistance [Hi] (ColdResist+15) - never lose stamina to cold

Never Hungry (Hunger+15) - stamina stops decreasing due to time.

Carving Celebrity (Carving+20) - gaurantees an extra carve from anything, even tails.

Divine Protection (protection+10) - occasionally take half damage!

Evade+1 (Evade+10) - adds invulnerability frames to your regular dodges

Evade+2 (Evade+15) - adds more invulnerability frames to your regular dodges

SpeedFire (SpeedFire+10) - Bow: Bow charges twice as fast  
- Bowgun: Never need to reload, however recoil goes through the roof (not a good thing) and makes any bowgun worthless

Gunnery Master (gunnery+10) - Increases damage from "external" weapons such as the dragonator, cannons, ballistas, etc.

Gunnery King (gunnery+15) - Increases damage from "external" weapons and increases gunlance shelling damage/effectiveness.

Bomber (BombStrUp+10) - bombs deal even more damage!

#### useless skills:

[element] Resist +(#) - adds extra defense against a given element. Never helpful especially in comparison to Earplug and any of the above USEFUL skills. If you get hit by a boss's elemental attack, you deserve all the damage you take (I say this because those are generally the easiest to dodge).

Elemental Attack Up - adds 5 extra points to the element on your weapon

Abnormal Status Attack Up - adds a little extra points to the status on your weapon (doesn't increase frequency of elemental hits unfortunately)

Precision (Precision+10) - Bowgun shells go perfectly straight for an infinite distance. Bow's arrows travel in perfect formation and don't drop as quickly.

Bad Side: If you need to shoot that far to hit something, the shells/arrows will lose power and just bounce right off. Little to no damage.

Gathering+1/+2 (Gathering+10/15) - allows an extra one/two items from a gathering spot. However, the number of gathers is random (meaning one time you may get 1 item and another time you'll get 10) so this never comes in handy.

As for the rest of the skills:

I never used them (or I don't fully understand them). This should be a big hint to you of how useful they are if I never needed them.

---

#### D) Entertainment

---

This section would be the bloopers in the game (funny moments) and the awesome battles and finales. If you have any good stories to tell, drop me your story at my e-mail <gamemaster53539@yahoo.com>. If your story is good I'll add it to the list and include your name (as it is your tale). Keep in mind that the tale has to be true. You can obviously expand on a scene to make it more like what would happen in real life, but don't send me an event that never happened.

---

#### DOWN FOR THE KILL

---

Not much for a back story, but it was still a funny event. On a Rathalos hunting mission with the Akantor Bow, the Rathalos was getting low on health. I had pumped all my power coatings into him and he limped back home to try to sleep it off. As he lowered himself into his den, I fired a volley of arrows into his body. The shock from the damage caused him to flinch while airborne, which caused him to slam hard on the ground. While he squirmed on the ground the music stopped. Mission complete.

---

#### THE END TIMES

---

In was almost midnight in the volcanic belt and I was combatting the Crimson Fatalis. He called down a swarm of meteors that ripped the land apart, but under his shadow I found safety. Peturbed, Fatalis took flight with a blast from his legendary maw. With a quick roll I evaded and stood directly beneath his shadow. I knew what attack it was planning next. While he scoured the area in flames I prepared my ultimate attack. With my felynes giving me an added kick to my gunpowder I laid a trap for the Crimson Death, setting a cluster of Large Barrel and Large Barrel+ Bombs on the ground. As Fatalis landed to see what was left of the melting land he saw me standing before him, bow drawn. Angered at my ability to survive everything he could throw at me he roared. As I let the

arrow fly it connected with the barrels underneath Fatalis and detonated at the same time. A shrilling screech resounded through the land, and when the smoke cleared Fatalis was dead. (God I wish you could save the victory images, this one was epic!).

-----  
ROYAL ASSASSINATION  
-----

Deep in the forest and hills a Rathalos was struggling against a slayer of his specific breed. His foe never flinched, dodged all of his attacks, and countered with punishing blows that broke whatever part of him he struck. His skull badly broken and his wings smashed, the Rathalos's angry roars sent the woodland creatures off in fear. During one of his roars his adversary struck him right in the side of the head with such force that it knocked him unconscious. Just before he fell he could hear his mate calling for him as she circled above. The adversary saw her and tried to finish the Rathalos off, but with all his might he managed to survive the man's onslaught and return to his feet. With his wife at his side the Rathalos charged the man with renewed vigor as she cast a volley of fire at him. The man dove out of the way, barely evading the duo's attack. As he stood up the Rathian let loose another fireball from the distance as the Rathalos got back in position and charged again. Leaping out of harms way again, the man dodged the fireball. Unable to react to the sudden change, the fireball exploded right on the Rathalos' face, killing him dead in his tracks...

-----  
HEY, THANKS CEPHALOS  
-----

Something I'd never thought I'd say in the history of the game, but a big thanks goes out to those commonly annoying Cephaloses. Despite having caused my death more than any other creature (vespoid's paralyzing sting is next in line), they have done some pretty funny and amazing things to help me out. Here are two cases and none of them are lies:

(1) During a fight with a Tigrex, a Cephalos swam underneath him and grazed his hind legs. The little damage that does was all that was left... and the Tigrex fell over onto his side. Not dead, but knocked over.

(2) One I never thought was possible, a Monoblos had its horn stuck in the wall and a Cephalos surfaced right by my side. When it popped up and spat the sand blast, it went straight into the Monoblos's horn and actually broke it off! I didn't know what to think. I think God could've shown himself to me and all I could say was "Did you just see that!?"

-----  
ULTIMATE CAPTURE  
-----

While trying to farm Rathalos Plates, I always brought a Shock Trap and some Tranq Bombs in hopes that some day I might actually see one in the rewards. During the Troublesome Pair elder quest, I spooked him into area three and broke his head and ripped off his tail with the Divine Slasher. In hopes to get the jump on me, he took flight and soared around the area. In retaliation I sat down the Shock Trap and readied myself with a Flash Bang. As he skimmed across the surface of the land I threw the flashbang. At first I thought I threw it too late, but much to my joy he dropped right out of the sky and landed right on the shock trap! Overjoyed by the sudden success, I tranqed him to sleep.

-----  
THE LAND OF ANGER  
-----

Deep in the land of tremors a male and female Tigrex were under seige by a man looking for their claws. The man grew extremely impatient due to the fact that he had abandoned the quest two times before due to insanely poor luck at the teeth and claws of the Tigrexes. This time, however, he came with a vengeance and enough large barrel bombs+ to destroy a small village.

Recently warmed by a hot drink, he cautiously snuck up on the male Tigrex and placed a couple barrels under his tail while he wasn't looking. The plan worked perfectly as the man got just enough distance to detonate the bombs before the Tigrex could do anything. The explosion rocked the Tigrex and instantly threw it into a rage. As the man dodged its attacks and countered he felt the urge to make some bombs while the Tigrex was busy recovering from its misses. Despite his plan, it was interrupted when he suddenly "decided" to pick some damned herbs. The Tigrex, wasting no time, ran him over and killed him instantly.

Enfuriated by the retarded death, the man's wrath grew far beyond a level even the Tigrex's could comprehend. After taking another hot drink and a well-done steak, the man rushed back into the mountains for another go at the Tigrexes. Of course, both of them were together at the same time. Not stupid enough to fight the two of them together, he left the area to wait for one to leave.

After five minutes the two Tigrexes felt safe enough to leave the area, but they traveled together. Further infuriated, the man planned to murder the two of them in the worst way he could possibly imagine.

After another waiting period, the two separated. Siezing the opportunity the man rushed the lone Tigrex. This was the female, and she had fresh health. The two danced with each other, but it was clearly one-sided in the man's favor (alone with any creature he had an unlimited advantage with his bow). Soon enough he put her into rage, and even sooner she was growling at him from a distance. Putting his imagination to good use, the man set two bombs+ in her path. If she were to rush him he'd detonate the bombs and stop her just in front of him. Almost on cue, she saw the trap and reacted by detonating them herself from afar with a cluster of rocks.

His blood pressure skyrocketing, the man viciously attacked the female Tigrex. Despite his power, he failed to kill her before her mate came on the scene. Forced to retreat again, the man tried to calm himself. This was going to be the longest fight of his life just to get one stupid claw... he hoped he even got that.

Then another idea came to mind... and he rushed back into the Tigrex infested area. The moment he entered the Tigrexes were upon him, but not before he laid two more bombs+. The male, blinded by his primitive mind, rushed the man. Overjoyed by the Tigrex's stupidity, the man punished him by blowing up the bombs in his face before sprinting back to safety.

Soon enough the two Tigrexes separated again... and the man snuck up behind the male once again and bombed his underside while he wasn't looking. Enraged again, the Tigrex blindly charged. The man, thinking quickly, used the terrain to his advantage as he led the Tigrex into the wall. With its jaws embedded in the rock, the Tigrex tried to squirm free before the newly set bombs at his feet exploded. Unfortunately for him, the man was just fast enough to get the bombs off before he could retreat. Crippled by the repeated blasts he'd sustained over the last half hour, the Tigrex tried to limp away to safety. Forbidding to turn

off the fury of his own, the man shot an arrow all the way through the Tigrex. The arrow cut through the flesh, hitting both lungs and the heart, killing the Tigrex in its tracks... now all that was left was the female...

After kicking the carcass of the male in the head a few times to relief some of his rage, the man set out for the female... but she was gone. Sitting on a rock, the man waited for her to reappear. His patience awarded, she landed right before him. After gaining her attention, the man relentlessly fired upon her. After a maelstrom of arrows, the weak and dying Tigrex desperately tried to limp away and return home... but a quick arrow took out one of her legs. The man continued to pelt her with arrows as she struggled to get back to her feet.

Actually managing to get back to her one good leg, she made it into the opening so she could take off, but just before she could take flight a piercing arrow tore through her wing and struck her good leg, embedding deep and striking the bone. The break caused her to lose all control as she hit the ground. The man approached her and watched her squirm as he drew his bow again.

"God, just die already!"

The man let loose a volley of arrows into her face, killing her dead on the ground. His mission over after many tries, he could finally find peace. And he even managed to get the one claw he came for. Chances were his head would've exploded if he had to do this again...

-----  
THE ULTIMATE SACRIFICE  
-----

One day a rogue Tigrex claimed territory in the Mountains, despite the fact that that was the very area his parents were both slaughtered together against a man covered in the hide of a azure rathalos. Many years had passed since the man was last seen in the Mountains, and in that time he had grown to become a legend and now bore the hide of the strongest of all dragons... the white fatalis.

Though he did it just for fun, the legendary warrior returned to the Mountains to slay the rogue Tigrex. He had killed countless of their kind before and still had his uncanny knowledge of the working in the mind of the Tigrex. Accompanying him was his friend's little brother, who desired to see a Tigrex because he needed some good armor to replace his Kut-Ku armor.

Following the "Legend of Heaven&Earth" with his longsword, the young warrior traversed the jagged rocks. The legend found the Tigrex with no problem and pointed him out to the young man.

"Remember," said the man, "run around him and keep your sword away until the opening arises to attack."

The young man arrogantly waved him off and rushed after the Tigrex.

"Dammit!" the Legend uttered under his breath as the young man recklessly attacked the Tigrex.

Walking into position, the Legend waited for the Tigrex to make it's first mistake. Despite his warnings, the yound man attacked the Tigrex as it turned to attack. Unable to stop the Tigrex in time, the powerful beast trampled and crushed the young warrior. The impact knocked the young warrior unconscious.

When the young man came to, the Legend gave him quite a talking to about recklessly rushing in and attacking a creature as powerful as the Tigrex. Despite the lecture, the Legend still felt the young man wasn't ready to face the dragon, however, he couldn't leave him in the base camp and the Tigrex still needed to be killed.

Using his uncanny knowledge of the Tigrex again, the Legend found the Tigrex on his first try a second time. This time the young man stayed back and watched as the Legend knocked the Tigrex around with his greatsword. Two slashes broke the dragon's head, another cut off its tail, and after a clever feat of running the tigrex's teeth into the wall, the Legend slammed his greatsword into the Tigrex's legs, breaking it and throwing it onto its side.

Seeking the glory for his own, the young man rushed into the fray. Knowing that the Tigrex is most dangerous when its hurt, the Legend tried to shoo him off, but the Tigrex was already getting to its feet. Thinking quickly, the Legend swepted his sword across the ground and struck the young man, flinging him high into the air and just out of reach of the Tigrex as it plowed into him.

Though the young man was saved, the Legend wasn't as fortunate. The Tigrex continued to maul him as it dragged him along the wall and killed him.

-----  
BLACK ROCK IN THE SWAMP  
-----

Two developing heroes, seeking to become great enough in the eyes of the guild master so that they could face the legendary Akantor, journeyed into the swamp zone to combat the guilds most recent foe: a fully aged Gravios with an obsidian black carapace. The two men, decked out in full azure rathalos armor and equipped with dragon bows, cleared the swamp of all the minor enemies on the whim of the first man so that the confrontation against the Gravios would be 2 on 1.

With all the Congas, Thunderbugs, Bullfangos, and Remobras eliminated, the two searched the area for the Gravios. Upon finding the rock-covered dragon they spread out and attacked the dragon from both sides. The Gravios, thinking quickly, ran through the two men and put its back against the wall. As the two heroes approached the dragon mustered the pinnacle of its strength and swepted its fiery beam across the land. Both warriors, witnessing the move for the very first time, were struck down and rolled across the ground. Before any of them could get out of the way, the Gravios charged up another beam and blasted the lead man, killing him instantly upon standing.

As the man came to in the base camp he witnessed the felynes carrying his friend into the base. As it were, he was killed shortly after by a second sweeping beam.

"Damn, this isn't good," said the lead man, "We can't die again or we fail the mission. We'll have to be REALLY careful."

"Yeah, good luck," laughed the friend.

Once again, the two warriors confronted the mighty dragon. Staying close and vigilant for the sweeping move to appear again, the warriors carefully flanked and shot the massive dragon. Angered by their persistence, the dragon's roar echoed across the swamp.

After a long and trying thirty minutes, the warriors were lucky enough to keep away from the Gravios's flames. However, no end was in sight for victory, the Gravios had been limping for the last ten minutes and just wouldn't fall. The lead man attempted to set a Shock Trap, but the aged Gravios saw the trap and wisely left the area.

Angered, but still fearful of the instant kill the Gravios could claim either of them with, the two chased in pursuit. The ten minute alarm resounded. Time was growing short. Resorting to desperate actions, they each set a cluster of bombs in wait for the dragon. Unfortunately, the wise dragon swept its beam across the land and detonated the bombs prematurely. Now all they had left in their arsenal was their weak bows.

And the friend took a hit from the beam... leaving him with a thread of health left. The lead fired desperately at the Gravios, shouting for its attention with a flurry of arrows. Then the Gravios made its first mistake, it targeted the lead man. Doing its sweeping beam, the lead man ran behind the dragon and evaded the dragon's breath.

The lead man rejoiced at his friend's persistence to stay alive. And they drew their bows together, firing at the Gravios and killing it as it turned to face them again. The mission over, the two celebrated their victory. Now they were eligible to save the guild from the mighty Akantor...

-----  
A CRIPPLED CRAB  
-----

It was just a normal day in the desert. Not a cloud in the sky. The wind was hardly blowing. The cephalos' were swimming around casually, chasing each other across the desert. And there it stood, a single Daimyo Hermitaur, sifting and picking through the sand. With a poke and a prod, a little morsel burrowed deeper into the soft sands. The crab dug harder, jabbing its claws deep into the sand, paralyzing and immobilizing its prey. The crab celebrated its catch. It was going to eat well today...

And in a moment its life changed forever as three thunder-elemented longswords carved up its backside and legs. The flurry of slashes and shocks caused its legs to give out. Toppled onto its side, the pain stopped momentarily. And then it saw an attacker, a young human came around to its face. As it stood back up another whirlwind of slashes and shocks rocked its backside. The pain that pulsed through its spine caused it to lose control again and it crashed onto the sand. The pain was tremendous, and the attacks just kept coming. It tried to stand up again, but before it could a new pain shatter through its body as the shell on its back exploded as the horn broke off. The energy from the sudden pain sent new energy into its legs as it unintentionally threw itself forward and back onto the sand. It swirled around to face its adversaries and was seeing triple!

It covered its eyes, hoping what it saw was just due to the pain. And nothing happened. The pain ebbed and dropped slowly until a debilitating numbness replaced the pain. It wondered why the men had stopped attacking it, but the moment it moved its claws to peek out the pain in its sides and back resumed to their insane levels. Again its legs gave out, but before it could even realize it was down again its life ended.

-----

ANCESTRAL DRAGON NO MORE...

-----  
From all across the land the explosions and roars could be heard as two of the worlds most powerful hunters clashed with the White Fatalis. Evil, red lightning fell from the sky as the Earth shuddered in fear from the godly dragon's wrath. But still the hunters stood in fearless opposition. They had chased her all across the land and her time was near. Retreating to the very top of the Tower Fatalis asserted her dominance over all as she called down the heavens with her soul crushing roar.

The two warriors ran through the divine lightning and thunder, rolling into position so they could greet her upon her return to the Earth. Each warrior carried with him the last of their bombs as the lead man directed the attack. As he set his traps under Fatalis's shadow, his friend set up his in a well calculated spot. As the White Fatalis landed, she felt two objects under her...

Deploying the trap, the lead warrior fired his arrow into the bombs. The resulting explosion threw Fatalis back. Catching herself with one arm she avoided slamming against the ground, but she found her head cradled in between two more bombs. The twing of another arrow leaving the bow was the last she heard before the bombs surrounding her head went off, blasting her into oblivion.

Awe inspiring victory photo.

-----  
E) Making Ultimus Heaven & Earth  
-----

Making the ultimate dual swords is a very trying experience, but the payoff is ungodly. With these dual swords, any creature weak against the dragon element is melted in record time. Unfortunately these blades dull really fast (the folly of all dual swords), but I've never needed all 20 whetstones to rip down a foe. Below are the necessary steps required to get the Ultimus Heaven & Earth:

Steps to Getting Ultimus Heaven & Earth

- 1) Make the Iron Striker and upgrade to Anvil Hammer and finish with Onslaught Hammer.
- 2) Make full Monoblos armor and jewel for Adrenaline +2
- 3) Fight Ash Lao Shan Lung (7 star quest) with above material
  - a) use the two supply lg barrel bombs on yourself, which will activate the adrenaline +2 effect (+30% atk and def).
  - b) in the base, pick up a cannon ball from the pile
  - c) enter the stats menu and monitor your attack, and as soon as it falls to normal exit the menu screen and crouch. This will drop the cannon ball, do a sliver of damage to you, and reset your red health so you're permanently in Adrenaline +2.
  - d) attack Lao Shan Lung by triple pounding (triangle X3) his stomach  
NOTE: Do not go up the ramp and use the Anti-Dragon bombs, the time you waste pulling off that manuever reduces your overall damage. Just keep triple pounding him, it does a ton more damage than the bombs do.
  - e) Let loose everything you got at the end: use the dragonator (the drills in the gate's wall), ballistas, whetstones, etc.
  - f) Killing Ash Lao Shan isn't necessary at the moment, just farm his horn.



- 4) Now gather enough Azure Lao Shan Horns that you can fully upgrade the Fire Dragonsword to the Smolder Dragonsword.
- 5) With the Smolder Dragonsword and full Monoblos with Adrenaline +2 activated, fight Ash Lao Shan Lung again. Use your triangle X2 combo on his head until his stomach becomes accessible, then go for it. Keep your spirit gauge high enough to keep the additional attack boost and let all your power go. Do sets of triangle X2 and R X3 combos until he gets to the final area. In the final area, attack him until he reaches the gate and use the Dragonator on him...KO. You don't need to bring anything but whetstones. LOL, he's easy now huh?
- 6) Kill Ash Lao Shan Lung as many times as it takes for you to carve off two Lao Shan Rubies from his hips, shoulders, or head. All three parts can be carved up to three times each.
- 7) Buy two Blue Ogre Swords and upgrade them to the Azure Ogre Sword with the Ruby.
- 8) Now you can kill the Akantor (with ease). Using the Azure Ogre Sword and any good armor, kill the Akantor enough times until you can make the Akantor Bow. (the fight should be about 15 minutes long, depending on how well you know him and how aggressive you are).
- 9) With the Akantor Bow, download the Crimson Fatalis quest. Come prepared with steaks, cool drinks, and power coatings. The fight should only last approx. 25 minutes. (Focus on his weakspot, the head). Don't forget, the strategy for Crimson Fatalis is the second-to-last section of the guide.
- 10) After killing Crimson Fatalis 3 times, you should have accumulated 3 Fatalis Devil Eyes from breaking his head. Now, upgrade one of the Azure Ogre Swords to the Ultimius Heaven & Earth. Now you have the best anti-dragon sword and dual swords in the game!

---

#### F) Making Full White Fatalis Armor

---

By far the hardest armor to make in the entire game, the white fatalis armor is the true test for any warrior. In order to make the armor, not only do you need to beat the toughest of all bosses, but you need to be able to beat all the hard versions of the elder dragons too! Here is the easiest way to get it...

- 1) Download the White Fatalis mission.
- 2) Use the strategy for White Fatalis in the guide until enough materials are gathered.
- 3) Now, to get 5 jewels: 1 Rathalos Ruby, 1 Rathian Ruby, 1 Chameleos Jewel, 1 Fire Dragon Jewel, and 1 Daora Jewel.
- 4) Capture silver rathalos and gold rathian until jewels appears (cut their tail off and carve if you want an extra chance)
- 5) complete every 8 star mission to unlock the Hard Elder Dragon quests. Then kill them repeatedly with the best method for each until you carve off or are rewarded their jewel.

6) Gather enough money to buy the full armor set... and walk around in it! You should hear a unique holy chime every step you take.

-----  
G) Rare Items  
-----

At almost a constant basis throughout the game there are collections of items that you just can't seem to find. Below is a list of all of the items I've had to quest for and the easiest way to get them.

Dragonwood or Dragonmoss - Send the cat in your farm on a 500 point quest into the forest and hills. A rare item, it's never a 100% chance of getting.

Dragonwood+ or Dragonmoss+ - Send the cat in your farm on a 1000 point quest into the forest and hills.

Firestone - Cat in the farm for 500 points in volcano  
- rare mine in the volcano area in the upper half (below 6 stars)  
- Somewhat common mine in the volcano area in the upper half (6 star mission or higher)

Firecell Stone - Carve from Akantor  
- Rare mining reward in volcano (6 star or higher)

Rare Scarab - catch bugs in the forest and hills (6 star or higher)

King Scarab - same as Rare Scarab

Hercudrome - use bugnets in 6 star or higher quests  
- bug tree in the pokke farm or insect bush level 3.

Carpenterbug - Use bugnets in the 1-5 star missions  
- insect bush level 2 in pokke farm

Rathalos Plate - carve from tail of a rathalos or reward from breaking his head.  
Super Super rare item.

Rathian Plate - same as Rathalos Plate, but with a Rathian

Rathalos Ruby - carve Silver Rathalos's tail and capture him. A somewhat common tail carve and reward.

Rathian Ruby - same as Rathalos Ruby, but with the Gold Rathian.

Lao Shan Ruby - rare carve from Ash Lao Shan Lung's carcass. I've never gotten one from the rewards, so killing him is a must.

(Elder Dragon) Jewel - rare carve from an 8 star elder dragon mission, also rarely appears in the rewards.

Felyne Fur Ruby - Keep doing 6-8 star quests in the desert. When you start in the "special" area, rummage through all the gathering points and you should get at least one every mission.

Monoblos Heart - rare carve from the Monoblos

Steel Egg - do some Treasure Hunting Missions (the elder IN the gathering hall)  
it's a common reward.

Expand Pickaxe - do the last two Treasure Hunting Missions. It's a reward.  
- do Kirin or Gravios training missions. It's a reward.

Lost Umbrella - common gathering item when you appear in a hidden area at the  
beginning of a 6 star or higher mission.

Union Ore - 6 star or higher rare mining in volcano  
- Mining item from mining+3 level in Pokke Farm  
- Use large barrel bomb+ in the caves at Pokke Farm

Carbalite Ore - a more common version of Union Ore.

Gravios BrainStm - somewhat common carve from 8 star gravios's tail  
- rare reward for beating an 8 star gravios

Firewyvern BrainStm - rare-ish carve from 8 star Rathalos/Rathian  
- rare reward for beating 8 star Rathalos/Rathian

Thunderbug Juice - kill a Great Thunderbug in a 6+ star mission. Common drop.

Monster Broth - same as Thunderbug Juice  
- or carved from a 6-8 star vespoid/hornetaur

Hornetaur Head - beat the "kill 50 hornetaur" mission in the gathering hall. It  
is a somewhat common reward. A decent rarity carve from a hornetaur.  
- common carve from a 6-8 star quest hornetaur

-----  
H) Tips From a Master  
-----

Don't think of me as arrogant for claiming to be a "true master" of the game. I  
gave myself that title because I can solo every mission in the game. There's  
only one mission I cannot do, and that is the 8 star double kirin mission.  
Below are a list of tips that will help you throughout the entire game.

=====  
GENERAL PURPOSE TIPS  
=====

- (1) Act as though every attack your opponent is going to make is the move(s)  
that are hard to evade. This will ensure that you are never caught off guard.
- (2) Observe your opponent's body language. Certain attacks come as a follow-up  
to certain movements and/or sounds. Ex: the rathalos and rathian turn around  
quickly if they're going to charge or slowly if they're going to breath fire.
- (3) Always keep a small portion of your mind dedicated to memorizing and  
keeping tabs on your surroundings. A simple wall or rock can easily spell  
your demise.

- (4) Don't get greedy with your attacks and never assume the creature is going to flinch from your next hit. (for hard missions especially)
- (5) Keep on the move when not attacking. Running circles around the enemy forces them to take longer to attack and thus give you more time to get into position.
- (6) Learn to win using the least amount of supplies. That way, when you do use supplies, the mission that was already easy becomes really easy.
- (7) Following all the above tips, you should notice you'll never get hit. With enough expertise you stop relying on defense and health, which makes beating missions much easier.
- (8) Utilize the invulnerable dive. When the boss goes so far out of range that it becomes unlikely that you'll evade the next attack, put the weapon away and prepare to evade while holding R. This dive cannot be done if you're facing the enemy.
- (9) Think outside of the box. If the above tips don't seem to work, think on it. You might not be fully understanding what I'm talking about.
- (10) The computer is smart. On occasions it will lead you so that you run into attacks and the computer will almost always use the attack it can hit you the easiest with. Ex: if the boss can instantly charge you and you're standing an inch from its face... guess what attack it's going to choose. Knowing this, plan accordingly with tip 1...

=====  
SPECIFIC PURPOSE TIPS  
=====

-----  
CUTTING OFF TAILS...  
-----

The best way to cut a wyvern's tail off is to use a greatsword (in all cases but the monoblos and the diablo). Use your normal opening for attacking its weakspot to attack its tail. This is pretty standard for most, if not all, bosses. If the greatsword just isn't quick enough, the longsword is your last chance.

Exception: the monoblos and diablo: Using a lance/gunlance, topple them over by repeatedly stabbing its legs (the only place you can attack them). Slamming them into a wall by holding your guard with your back against one helps to keep them from counterattacking. When they do topple over, put your weapon away and quickly find the tail and attack it. It doesn't take much to rip it off, however, the tails aren't necessary by any means.

-----  
BUILD THE FELYNE KITCHEN...  
-----

because with 5 cats you can get some really awesome effects from them. Initially you can only have three cats, and I don't know when they let you have five (because I never even bought a cat until HR5). But if you can get five

cats, below are some really nice combos...

MEAT + VEGITABLE = Health +40 and Attack Up[Hi]

Goldenfish Brew + Kirin Cheese = Health & Stamina +50

MEATS include: King Turkey, Dragon Head, Dragon Tail

VEGITABLES include: King Truffle, Demonshroom, Fatty Tomato

####

NOTE: Any effects given to you by the cats are temporary, meaning once you go

####

out on a mission, they wear off once you die or complete the mission, so make your first life memorable.

#####

FELYNE WHIM SKILLS NOTE: If your order includes an ingredient a cat specializes

#####

in there's a chance that, on top of the food's effects, you'll get what's called a felyne whim skill. These are very nice effects that last all throughout your next mission, so pick your cats wisely. As a cat levels up, the chance of them giving you a skill increases, so make sure you eat there often. Below are some of the memorable skills...

Gunpowder = turns all regular bombs into bombs+ when you set them

Temper = bow deals more damage, but arrows will have slightly warped paths

Mega Lucky Cat = high chance of getting good rewards

Dismantle [Hi] = high chance of getting an extra carve off a creature (or tail)

-----  
NEVER SCARED  
-----

As you should probably have noticed, when you face a wyvern for the first time in a mission and they see you your character will cringe in fear for a moment when the "I see you" symbol appears. This is easily counteracted by doing anything except standing or running. If you're crouching, rolling, or have your weapon out in any way when the symbol appears, your character won't flinch.

-----  
HIDDEN WEAPON EFFECTS  
-----

Some weapons have hidden special effects that aren't referred to within the game and require you to discover them on your own. Here are some I've come across.

For Greatswords...

The sharpness of the sword "increases" for the slash depending on what level

charge you get to. At the first ding the sharpness increases 1 level and at the max charge it's basically white or higher. This is observed the easiest with Gravios and Teostra when you slash their tails: normally you bounce off Gravios's tail, but with successive charges the slash becomes neutral. With Teostra, normally the slash just simply damages his tail, but at max charge it becomes a weakpoint slash.

For Dual Swords...

When you demonize (press R with weapons out) and press triangle+circle, you do a crazy slash combo. This attack comes with ESP stitched in, meaning that even if you'd bounce off you don't.

For Longswords...

- (1) When your spirit gauge maxes out and you demonize, your power attacks (the ones where you press R) gain ESP
- (2) While you are attacking with the basic triangle attack you are immune to normal winds.

For Hammers...

The super pound (hold R until fully charged, let go of R while still) comes with ESP.

For Bows...

The arrows have a "sweet spot" where they deal a ton more damage (example: if you shoot a Great Thunderbug from point blank with a fully charged shot from the Akantor Bow it will take almost 3-5 shots. At the right range, a single arrow from the cluster of 5 kills it instantly). To hit this sweet spot, have the arrows connect with the enemy at the peak of their flight path (where they stop going up and start going down)

For Gunlances...

Shelling (by pressing the circle button) and Wyvern's Fire (press triangle and circle while holding R) negate all armor! This means that Gravios's two foot thick rocky exterior is dealt the same amount of damage as it would to a Giaprey's body! However, despite the effect, shelling and wyvern's fire eat the piss away from the weapon's sharpness... unless you have Sharpsword!

For Bowguns or Lances...

Your guess is as good as mine. I never use these crappy weapons because I can kill the same enemy 20x faster with about any other weapon.

-----  
RAW VS ELEMENTAL DAMAGE  
-----

As I've mentioned throughout the guide, elemental damage has no bearing on making an enemy flinch (because it's "passive" damage). It deals damage in the background so to speak - it innocently lowers your opponent's health without letting their legs, head, etc to know about it.

Only raw damage will cause an enemy to flinch, and the more raw damage you cause in a smaller amount of time the easier it is to get your opponent to react (like falling over due to leg damage or simply cringing from a strong blow).

Typically, if a weapon has low raw but high elemental it means that it's a

weapon made to take punishment, because even though raw damage decreases with sharpness elemental damage does not. Even on red, 500 dragon damage deals 500 dragon damage. However, elemental damage never deals to the extent that raw does. It's only damage multiplier is the enemy's resistance to the element. Try it, a fight where the combined power between raw and element is 1000 and again with the same kind of weapon with 1000 raw and no elemental, the raw only run will be much faster.

If a weapon has high raw and low elemental, it's meant to cripple the enemy while secretly adding a tiny bit extra damage. This is the best weapon for general combat against a broad variety of creatures.

If a weapon has high raw and high elemental, it's a weapon meant to melt any enemy weak against the given element. A great example is the Smolder Dragonsword because it has 800 raw and 500 dragon. For a Longsword this is "holy shit" and is the best weapon against any dragon weak against the dragon element. It melts Lao Shan Lung and kills the elder dragons in record times.

To conclude: look for raw damage first, then elemental.

-----  
ULTIMATE GUNLANCING  
-----

The best way to use the gunlance is if you have the effect Sharp Sword as this savagely reduces the sharpness cost to your weapon. Here's how effective it is: you know how a single Wyvern's Fire takes off almost 1/4 of your sharpness gauge? With Sharp Sword, shelling and wyvern's firing takes off the same amount as a normal slash! Abuse this skill and just shell the crap out of your opponent. Remember, the shells and the wyvern's fire negate all defenses, even the white Fatalis's!

-----  
CAPTURING MONSTERS  
-----

For the most part, when bosses start to become low on health they'll give you little signals. When they give you these signals, that means they can be trapped and tranquilized for a capture. To capture a boss, simply lay down a shock trap, run them into it, and pelt them with 2 tranq bombs.

NOTE: Putting them to sleep doesn't work, it must be tranq bombs.

NOTE: All monsters take 2 tranq bombs to put to sleep.

NOTE: Tranq bombs only work when the boss is near death. If you hit him/her with both tranq bombs, and s/he doesn't fall asleep, s/he wasn't at low enough health.

Below are the signals each boss will give:

The Raptors: they run away

Bulldrome: he runs away

Yian Kut-Ku: limps

Yian Garuga: limps

Gypceros: plays dead

Rathian/Rathalos: limps

Khezu: completely loses focus on you and stands straight (you'll know)

Basarios/Gravios: limps

Monoblos/Diablos: limps  
Tigrex: limps  
Cephadrome: retreats and goes home to sleep  
Plesioth: flinches a lot more than usual  
Daimyo Hermitaur/Shogun Ceanataur: purple bubbles when pissed  
Congalala: sniffs the air and runs away  
Blangonga: limps  
Rajang: limps

#####

FLEEING NOTE: Monsters found in the Forest and Hills, Jungle, Mountains and  
#####

Desert all have zones where they will retreat to fall asleep. Upon reaching low health (ie limping) they will eventually retreat to the den and fall asleep. This is very opportunistic, because you can easily set a trap for them, wake them up, and capture them the easiest.

#####

FLEEING NOTE 2: Generally speaking, when a boss runs from battle and you catch  
#####

up to him/her, you've got another 5 minutes approximately before the boss will leave again. This comes in handy when trying to capture a wounded boss; the 5 minute guarantee allows a rather large window to trick the enemy into your trap.

#####

FAILURE NOTE: If you see the boss start to exhibit characteristics of critical  
#####

health, stop attacking him and DO NOT set the trap. Once they reach low health it's only a matter of time before they run. It has happened all too often that I've set a trap and the moment I do the boss turns and runs. Instead, wait for them to leave and set the trap IF the boss decides to stay and attack you. Just because you've caught up to the boss doesn't mean s/he'll always attack. Sometimes s/he's just passing through an area and REALLY wants to get somewhere else.

#####

FAILURE NOTE 2: Elder dragons cannot be captured. You'll find this rather nice  
#####

instead of crappy as time goes on. Kirin is included in this list.

#####

IF ALL ELSE FAILS: fight the creature over and over and study how long it takes  
#####

to subdue him. You should eventually get a feel for when the boss is in low health. This works in particular against the Cephadrome and Plesioth because they aren't nice enough to give clear signals.

-----  
i) FAQs  
-----



- Q) The elder dragons are very hard to fight, do I even have to fight them?
- A) No. In fact, it's probably best that you don't fight them the moment you unlock them. They have a tremendous amount of health and deal a ton of damage and can also chain attacks very easily. You never HAVE to fight one, they're not a requirement to advance through the game, but the best weapons and armors in the game will require that you can kill them with ease.
- Q) I can kill Lao Shan Lung, but why can't I kill Ash Lao Shan Lung?
- A) Lao Shan Lung is a true "damage over time" boss. The only weapons you can kill him with are ones that allow you to be constantly attacking the whole 30 minutes of the level. Look at the Lao Shan section of the guide for a more in depth method of killing him with ease.
- Q) Where is the normal Lao Shan Lung?
- A) He is a hidden 4 star mission. To unlock it, beat all gathering hall missions between 1 and 4 stars.
- Q) Fighting multiple bosses sucks! Is there a good method to completing these missions?
- A) The nice thing about the double battles is that both bosses start at lower health than they would alone. Most fights, like the Gravios+Iodrome mission, are easier to complete than the Black Gravios alone mission because Gravios has a lot less health than he normally does. The best tactic to completing these missions is to get the bosses by themselves. This is very hard to do in the Tigrex x2 and Diablos x2 missions, but is the only way to tackle them.
- Q) How do I find the Goldenfish for those gathering missions?
- A) They are the light green colored fish. If you look really really close you can see the difference, but at other times it's impossible to tell. Level up your Pokke Farm so you get the Honey Maker. There's a random item that appears in the bucket called Snakebee Larva that only goldenfish like. Use those if all else fail.
- Q) Sometimes when I fight the same boss over and over I notice that I can kill some easier than others... and the hardest one was the largest. Is there any correlation?
- A) Yes, the larger a boss is, the more health s/he has. In most cases, increased size also means they're harder to evade when they charge and some critical spots become harder to hit. If you're looking to make gold record larges, fight their highest level mission (and the colored version if available).
- Q) What's with the Hot Air Ballon?
- A) It's actually a really cool thing they've put into the game. Just wave at it and see what I mean. It's a one time, free, psychoserum. If you wave at the balloon it will temporarily paintball all bosses for about 5-10 seconds.
- Q) I have a weapon that has a combined damage, between raw and elemental damage, higher than another weapon that's just raw damage, but it makes the enemies flinch less often. Does elemental damage actually deal damage?
- A) Yes, elemental damage does deal damage, but it's "passive" damage (it has no bearing in making an enemy flinch). Only raw damage will cause an enemy to flinch, so try to keep this in mind if you want to immobilize an enemy.
- Q) Where's Fatalis?
- A) Beat all solo, special, and group training missions.
- Q) Where's Crimson Fatalis?
- A) You can unlock the crimson fatalis by killing 10 of every elder dragon, which includes the Kirin. Or you can download his quest (recommended because

he has a ton less health)

Q) Where's White Fatalis?

A) Haven't unlocked her yet myself. I'm told killing 100 of every creature does the trick. Your best bet is to download the mission "Ancestral Dragon." Here she has a lot less health than normal and can be killed in a single mission.

Q) Are the charms and talons even worth making?

A) YES!!! even though they seem to barely increase your attack and defense for the love of god make them. An extra 3% attack and defense may not seem like much but it really helps over time. Missions can end minutes sooner and you may be able to survive an extra hit! Plus, they stack with each other and other buffs, making you elite!

Q) I've heard about the Felyne Kitchen, is it worth the upkeep?

A) Oh yeah, but not until you can get 5 cats working in the kitchen. Check out my tips section above this one for more in depth felyne kitchen info.

Q) Using [status] throwing knives are really handy. Where can i get them?

A) There is a mission somewhere that gives you five to start with, but you can't keep any throwing knife you find or make. Every throwing knife is a supply item and will never be taken back home.

=====  
II) Normal Bosses (Alphabetical Order)  
=====

As you might guess, this section covers the boss creatures in this game. I cleverly excluded the raptors and the bulldrome because they're so easy to fight, if you can't beat them you should probably stop playing. They can be taken out using any weapon in the game and require no special strategy (but, for the bulldrome, if you hack him on his sides you'll never be hit).

This section goes in alphabetical order and doesn't look the prettiest, but it is that way for your convenience. If you know what you're looking for, it's a simple "Rathalos starts with an R, so he should be above the Khezu and below the Yian Kut-Ku" you know what I mean?

Okay, lets get this thing started...

####

NOTE: a (#) next to an item means optional

####

#####

"IMPORTANT" NOTE: None of the strategies below use any flashbangs. This is not

#####

a typo because I made this guide for those who want to be able to win without any handicaps or whatever excuse you wanna make. Yeah, flashbangs are nice and they make the fight go easier, but they're totally not needed in order to win.

I've completed every mission in the game without the need to use flashbangs, so I purposefully excluded them from the strategies. I built this guide from the way I approached the game: trying to win using the least amount of supplies.

-----  
AA) Basarios  
-----

The fledgling form of Gravios, Basarios is one of the easiest bosses in the entire game (minus his incredible armor). With body of rock and brain of air, Basarios is incredibly easy to overwhelm with the right equipment.

Health: meh, low

Roar: doesn't matter, he's too slow to get you

Breakable Parts: Chest

(+) Tail can be cut off

Weapon of Choice: Gunlance

Preparing for War: bring paintballs. Cool drinks are provided.

Finding Basarios: He spends about 99 percent of his time just below the surface of the Earth, but he can still be easily spotted to a well trained eye.

Here's the rundown: he is never in the first area to the right, and if you see a cluster of rocks that make an arch... that's his back. Hit him once and he'll immediately surface (which will drop an item sometimes).

Strategy: When you encounter him, if he's submerged in the ground, open the fight with a Wyvern's Fire (holding R hit triangle and circle). This will deal a tremendous amount of damage and is an easy hit.

Now he can actually be a "threat," but he's still not very hard to beat. Do nothing but shell him, because his rocky hide is so thick you'll just bounce right off. Get in close and block to force him to use his close range attacks. These attacks are easily countered and some open him up for continuous shelling. If you see him start his gas attack, hop back and stay on the outer fringe of the attack and shell his wing or head if you can.

Pretty soon you should notice his chest will crack and expose the meat underneath. This will allow you to attack him in earnest because then any hit on his underside will be a super effective hit!

Here he should get irritated and roar. Simply block the roar and continue the demolition. Keep close, stab him in the chest, and finish long openinged combos with additional shelling. Use Wyvern's Fire whenever you get it and just keep up your offense until he crumbles.

If it occurs where he'll actually run at you, simply get out of the way and fire a single shell into him as he passes by. Then put away your weapon and chase after him and try to get in close again so he'll melee you.

#####

AREA NOTE: For a little fun, try running him into the exploding rocks in the

#####

area. I actually managed to kill him one time doing that. Oh god that's funny.

-----  
BB) Blangonga  
-----

I giant white monkey that lives only in the cold of the Mountains, the Blangonga can be a difficult opponent until you get used to his attacks and movements. Quite nimble, your best defense is an open offense so you can easily evade his attacks. Mobility is your friend.

Health: Medium

Roar: Mid Range, earplug required but not absolutely necessary

Breakable Parts: face

Weapon of Choice: Fire Shield and Sword

Preparing for War: Bring paintballs. Hot drinks are supplied.

Finding a Blangonga: Always at the top three portions of the map or in the den area.

Strategy: (BOW) - dodge his attacks and fire into his side while he's recovering from the attack.

(MELEE) - same basic strategy with the bow. Follow him tightly, staying to his side and attacking while he does. Block his tremor attack if you want. Almost a full combo can be done until he gets pissed, then attack sparingly (and what I mean by that is don't get too greedy) in the same manor as you have been up until now.

The times to attack him: while he's puking snow, just as he lands after tossing a rock into the air, and any other clear opening you find (circumstances change for every attack, some leaving you extra prepared and ready to attack and others requiring more evasive action).

The best place to attack him: the hind-quarters. Run in and attack his back legs/butt. This will place you directly underneath his stomach when he turns to attack again... and since all damage from him comes from his paws (which you're behind) you're immune to all of his attacks.

When the Blangonga gets pissed and roars, this signals a pack of blangos to enter the battle. The boss is now accompanied by up to three additional blangos (one if there's another Blangonga in the stage).

Eventually he'll limp away and try to retreat to its den. Follow it there and kill it. Don't waste time letting it fall to sleep, you will be waiting about 5 minutes for that to happen.

#####

EVASION NOTICE 1: Don't let yourself fall prey to his breath attack. This is  
#####

a very debilitating move because it "snowmans" you. Unable to do anything but walk and dodge until struck or time wears out really sucks. However, if you see him doing the fist slam, get into the tremor range because it'll break you out of snowman for zero damage!

#####

EVASION NOTICE 2: When he throws the ice rock into the air, stay in a

#####

cardinal direction to the rock as it lands. The little rocks that pop out as it hits go in diagonal directions, so if you're to the left, right, top, or bottom of the move you're safe.

#####

UNAVOIDABLE HITS NOTICE: When you go in to attack him, being underneath him

#####

and attacking his back legs are your safest bet... for all but one attack. Occasionally and without warning, the Blangonga may punch the ground and propell himself backwards. If you are under him or even behind him, this is almost always a gauranteed hit. Don't be too concerned though, it doesn't deal a ton of damage, but it can be all it takes if you're unprepared...

---

### CC) Cephadrome

---

A special dragon that has adapted for life in the desert, the cephadrome is one of the easiest to kill and the hardest to kill at times. This figure all depends on how much of a wuss he is that round. I've killed him in as little as a minute from the start of the mission to the end and as much as 30 minutes chasing him down. His brother, another piscine called the plesioth, is just as lame as he is, only you can easily attack the plesioth...

Health: low

Roar: None, but it still gets pissed

Breakable Parts: Dorsal Fin (fin on its back)

Weapon of Choice: Hammer

Preparing for War: Bring paintballs. Cool drinks and Sonic bombs supplied.

Finding the Cephadrome: The cephadrome resides in three areas, the two big desert locations and the temperature indifferent area directly above the bottom desert location. You can tell which one he is out of the little cephalos's by his fin, which is larger and darker than theirs.

Strategy: When you do find and identify him, throw a Sonic Bomb at him. If it detonates near him he'll pop out of the sand and be temporarily stunned. This is the best time to throw everything at him you've got. When he gets up, be prepared to be tail swiped if you were careless.

While he's out on land, stay close to keep his attention but far enough away so he doesn't use his tail whap (which is a body length from his head). When he lurches to use his breath attack, run to the side of his head and do the triple pound attack (triangle X3) and dodge away from him and rinse and repeat. If he falls down unconscious, beat the living hell out of him. You can easily manage to get two additional triple pounds on him while he's out cold.

Unfortunately, he has a nasty tendency to retreat back into the sands. I've had him give me the finger so many times in a row I had used all my sonic bombs on him and never once got a second attack in. Patience is crucial.

Here's the additional strategy where you have no sonic bombs and the bastard is still alive: since you have the hammer you also have a tremor attack. By holding down R and waiting until you see the flash, if you let go while standing still you'll slam the hammer onto the ground and send out a small ripple. The hit frame for this attack is everywhere near the tremor. Use this knowledge in combination of where the Cephadrome commonly swims by and blast his ass. After one or two taps, he should come out onto land. Otherwise you'll be waiting for him to attack and counter him... which can take days or even seconds. So... yeah.

---

#### DD) Congalala

---

Think a gay gorrilla that had a baby with a hippo. Yep, that's the congalala. A shit throwing monkey who's name is as annoying and as gay as he is, the congalala is my least favorite boss. This obnoxious primate is thankfully one of the early bosses and you only need to kill it a couple times throughout the whole game.

Health: Medium

Roar: Not truly a roar, but when it gets pissed it farts, which is as gay to get hit by as the effect it gives you does (no eating anything for a while).

Breakable Parts: Head, claw, and the object held by its tail

Weapon of Choice: Any melee you're good with.

Preparing for War: Paintball and Deodarant(#). Deodarant is supplied.

Finding the Congalala: Follow the left path two areas, he's usually in the woods there. If not, check the den and the surrounding areas. He's quite a piece when it comes to tracking him down. PAINTBALL is priceless for this pink furred %#^@#.

Strategy: Do a small combo to it every time while it's recovering from an attack. Stay to its side, run circles around it, whatever. Just make sure you're not in front of it in case it decides to charge.

There are two perfect times to attack it with full combos: (1) when it leaps into the air and bellyflops and (2) while it's resting from its slashing combo. Other than those, do small to medium hit and roll-out-of-the-way combos on its sides. Don't worry about getting nipped by its knuckles as it turns to attack you. Chances are you're not in real deep trouble.

When it gets pissed and sharts, your attack durations should be shortened to prevent getting slashed and damaged, but the strategy remains the same.

When it starts getting low on health it'll sniff the air, detecting food in the distance. If you don't kill it here, while it's doing this animation, you better pray you paintballed it or you might not find him for a while.

Eventually it'll go to the den to sleep. This should be it's final resting place.

-----  
EE) Daimyo Hermitaur  
-----

A gigantic crab-like creature, the Daimyo Hermitaur is like a biologic tank. With the skull of a large dragon for a shell and the claws in the shape of a shield, this boss is capable of repelling every attack thrown at it. But, despite its defenses, it's not so bad of a fight.

Health: medium

Roar: none

Breakable Parts: Both Claws, Shell x2

Weapon of Choice: Hammer

Preparing for War: Paintballs, and Cool Drinks are supplied when necessary.

Finding the Daimyo: Just look for a big creature that's out of the ordinary. You can't miss it.

Strategy: If you can sneak up on him, this battle can be amazingly short. Just attack him in the back while it's eating and keep pounding away (but only while its eating). Fairly quickly its shell will break and then you'll actually have to fight.

#####

NOTE: be careful about sneaking up on him. The Daimyo is incredibly smart  
#####

and here's what I mean: if it sees you at all and it's a great distance away, it will turn its back on you and start backing up. This is actually a cleverly hidden attack in which it rams you. Gay, I know, but it took me a couple times to fully understand what it means to be seen by a boss and noticed by a boss (that gold eye symbol that appears in the corner means, specifically, that the boss is in full offensive mode).

Now, to actually fight the Daimyo, run counter-clockwise circles around him and attack during its recovery periods. The main attack you should be utilizing is charging up (holding R) until your attack slot opens up and smash his legs (if not his shell). If you bash its legs enough it'll fall over. From there, smash its shell until it breaks or he dies... or gets up.

You can almost completely ignore what attack it's doing if you keep running counter-clockwise circles around it. However, should you find yourself in a pickle, do your dodge motion through its legs (preferably where the legs meet the body). It sounds odd, but it works when you know what you're doing.

Should he get angry, take your time. There's no need to rush.

#####

DODGE NOTICE: When it digs itself into the ground, just turn 180 degrees and  
#####

run straight away. The hit frames on the "surprise" attack are more horizontal than vertical. Put simply: run AWAY, not AROUND.

-----

FF) Diablos - Black Diablos

-----  
A large, two-horned, sand-dwelling wyvern, the Diablos is one of the most aggressive bosses in the game. Capable of digging its way through the desert, the Diablos can be a very elusive creature. Unfortunately, due to its long legs, striking it in critical areas are extremely difficult (even if you manage to knock it on its side, the only soft area readily accessible are its legs).

THE BLACK DIABLOS: No different than the normal Diablos, the only change is that he gets enraged easier and is about 1.5 times faster while angry.

Health: High

Roar: Extremely Long Range, requires High Grade Earplug

Breakable Parts: Horns x2

(\* ) Tail can be cut off

Weapon of Choice: Bow

Preparing for War: definitely bring paintballs, drinks and sonic bombs are supplied. Power Coatings(#).

Finding the Diablos: From the starting base, look for a well along the wall next to the tent. Climb into the well and jump down, this teleports you into the cave area. Take the path north into the non-temperate area above, the Diablos should surface somewhere within the first couple steps into the area. Quickly grab his attention before he burrows again (either shoot him or paintball him if you're close enough).

Strategy: In the centermost area (above the cave), there is a giant rock centered in the area. This area, along with the risen platforms found in a couple other areas, are objects that the diablos can accidentally wedge its horns into. This immobilizes him for a short time and is a great way to deal some counter-free damage. The easiest method to trick him into doing this is different for each weapon, as explained below.

#####

DODGE NOTICE: When he burrows into the sand, two things can happen: he can

#####

attack from below or retreat to another area. The best thing to do is prepare for the attack (just in case). To evade every single time, simply run to your left or right (relative to the Diablos). His attack direction is wherever you were the moment he fully sank below the sand. Using this, any left or right movement evades the attack once he's fully submerged.

#####

USING SONIC BOMBS: When the Diablos burrows into the sand AND is not enraged

#####

toss a sonic bomb near him. Tortured by the sound, the Diablos will partially surface. This is a perfect time to attack before he pulls himself out and returns to the battle. (if you want a laugh, set a pitfall trap as close to him as you can. When he pulls himself out and lands again, he'll get sucked back into the ground for a second round!)

#####

PAINTBALL THIS BASTARD!!! If you fail to paintball this @#&\$! and he leaves,

#####

be prepared to spend at least 10 minutes getting him to fight you again. He just loves entering an area and leaving the moment he surfaces. That, coupled with the path he takes doesn't mean that's where he teleports to, makes finding him insanely tiring.



-----

MELEE - run him into the wall by either blocking his rushing attack or doing

-----

the invulnerable leap out of the way at the last second. Don't worry, blocking his rush deals no transfer damage, so you can block as many times as you want and never get hurt. Now that he's stuck, hack his legs as much as you can before he pulls himself free. Basically rinse and repeat this step until he's dead. There's really no good method of meleeing him. Bow works better in my opinion.

If no object is available for him to run into, you're basically screwed. All you can do is hack his legs during the intermission between rushes. And once he gets pissed, you're almost completely screwed. My best advice, use a bow.

-----

GUNLANCE - Standing either out in the open (or with your back to a wall), put

-----

up your gaurd and await his charge. When he connects he'll either stop just past you or slide a half a mile away. If he stops, punish him by pressing triangle+circle and slice the underside of his tail. This will come in handy when the tail comes off (not only is his range reduced, the tail has two carves and his tail is even an item!)

Other than that, stab at his legs and shell him until he falls over. When he does, Wyvern's Fire him for added punishment and a ton of damage. Just remember to GAURD! None of his attacks deal transfer damage and he never combo attacks you. If you play it for a speed kill, he's going to kill you.

When he gets pissed, either shell or stab, not both. You don't have the time for both (and I suggest stabbing unless you have Sharpword active).

Other than that, block his rush, block his body slam, evade his digging attack and counter by stabbing his legs and you're golden.

-----

RANGE - run him into the wall by putting the object between you and him.

-----

Once he's stuck, get into position and blast him in the face until he pulls free, then get back into position for him to run into the object again. When you have to chase him down in another area, you may find a rise you can climb onto. Do this as his charge attack will connect with the rise and he'll get stuck a foot away from you. This is prime offensive territory for you for obvious reasons.

If he retreats to the lower desert area, you should notice some tall rocks sticking out of the ground in the upper left corner of the area. Although the diablos can't get stuck on these, the tallest one acts as a barrier that he can't pass through. However, YOU can shoot through this object and hit him. Cheap, cheap, cheap. Just remember: keep that pillar between you two and watch for his tail.

If no cover is available, stay as close as you can (but far enough away that a tail swipe won't connect) so you can dodge his rushing attack and shoot conservatively until he runs or dies.

-----  
GG) Gravios - Black Gravios  
-----

One of the largest dragons in the entire game, the Gravios is one of the most powerful of the normal bosses. That, coupled with his rock-hard body, makes killing Gravios a real pain. Although it is possible to tackle him with melee weapons, it's an extremely hard task to do: all parts are of insane hardness, so every attack bounces off of him (even his feet). The only "soft" spot is his chest... which is extremely hard to target with any accuracy. That, coupled with his extremely long tail, high grade roar, and explosive tendencies make meleeing him overly difficult. Take it from me, I've beaten the whole game, a bow is the best way to go.

THE BLACK GRAVIOS: Almost the exact same, but faster when angered and I believe he has more health. I'm not sure about the health though, it just seems like a longer fight. Plus, all of his gas attacks are fire-based (as apposed to sleep-based).

Health: High

Roar: Insanely long range, high grade earplug required

Breakable Parts: Chest x2

(\*) Tail can be cut off and carved twice

Weapon of Choice: Bow

Preparing for War: Paintballs(#) and Power Coatings(#), Cool drinks supplied

Finding Gravios: Volcano - Gravios can be found anywhere pools of lava meet land. This means the left two areas and the adjacent two to their right. This is a total of 4 areas, the uppermost and the one SW of it and the two areas to the right of the base are not included.

Swamp - Gravios circles the cave. This means: from the base, take the left path and stay out of the caves. You'll see him before you know it. Think wide open spaces that don't need climbing.

Strategy: While equipped with a bow, Gravios basically has 2 attacks: (1) he rushes at you and (2) he breaths his firebeam on you. Neither of these are difficult to dodge, even if caught off guard, because he takes a great deal of time preparing the attacks. Killing him with a bow/bowgun is easy easy easy. Just walk out of the way of his slow attacks and counter with a flurry of bullets/arrows. The only problem you'll have is surviving the aftereffects of his roar (Gravios can be fought well before High grade earplug armors are available, which means you're subjected to his full force while you wait to stop cringing). If you have a shield attached to your bowgun, make sure you're not doing anything so the auto-guard kicks in and blocks the roar.

Depending on how you're shooting him, you may see his chest crack open. This opens an extreme weakspot, so keep shooting him there when you can. Once his chest cracks a second time (exposing all the meat of his chest) that means you're almost done fighting him. Eventually he'll die. No difficulty.

-----  
MELEE STRATEGY- Get an armor with Guard Up+10 and grab a shortsword. With the  
-----  
corresponding skill (Guard Inc) you can now block Gravios's gas and breath

attacks! This makes penetrating his defenses possible.

With your shortsword in hand, rush Gravios and get in close (so close you're literally between his legs). The best time to do this is either during his breath attack or while he's recovering from his rush attack. From here, put up your guard and await his next attack.

The only three attacks he really uses on you when you're in close like this are: (1) two successive tail whips, (2) shoulder bash, (3) the sleeping gas. When he tail whips, if you're directly between his legs you'll quickly find out he can't hurt you. Use this to lightly slash his underside (lightly so you don't accidentally crawl out into attack range). Just press triangle twice, its a painfully slow battle, but there's no quicker/safer way.

If he shoulder bashes you, block facing into his attack (even if you're behind him). Once you're done staggering, jump in with a triangle+circle attack and slash his chest. During his recovery from this, his chest hit frames become unusually large, so a little less accuracy is needed to wail on him during this attack.

If he starts to use his gas move, block facing towards his center and wait until you take a "hit" from the gas. Then rush in and do a small combo to his underside. Otherwise, you could run out from under him and beat the crap out of his tail while he's indeseposed. If you attack the very tip of the tail you don't even have to block!

Other than those three close range attacks, he has one extra attack he'll rarely use where he leaps into the air and will either land shortly after or come crashing down onto the ground. In either case, run for where his tail's going to be so you can do a short combo to it before he recovers.

Fairly soon he'll get pissed and roar. If you can block this, great, but if you're caught off guard don't worry too much. Chances are he'll step on you so you'll have invulnerability frames for his next attack. But be careful, because he'll enter a rage several times before you'll be able to kill him.

Otherwise, the only other thing you need to look for is his chest breaking. When it initially breaks, don't celebrate because nothing's truly happened yet. But once it breaks the second time and his entire chest is exposed, celebrate because now he'll be taking so much damage he'll likely die in the next few combos!

#####

HARD DIFFICULTY CHANGE: Gravios gains 1 additional attack in his 8 star

#####

missions: along with his straight firebeam he can, instead, sweep it across the area. This is a very gay attack as the beam is unblockable, deals just about instant kill damage, and can hit from the farthest regions of space. The ONLY way to consistently dodge this attack is to stay close to him and run clockwise around him (with the attack) when he uses it. The closer you get to him while he's doing the move, the less distance you have to move, so keep that in mind. Don't worry, he never explodes after doing this move. A super easy way to dodge this attack, get behind his head...

HH) Gypceros - Purple Gypceros

-----  
An odd-looking bird-like wyvern, the Gypceros is a fairly unique enemy. Though its moves will remind you of the Kut-Ku, the Gypceros is also capable of stealing items from you and disorienting you with a brilliant flash of light from its head. Don't worry, all can be countered if you know what you're doing.

THE PURPLE GYPCEROS: No change, just faster when angered.

Health: Medium

Roar: none

Breakable Parts: Head

Weapon of Choice: Fire Greatsword or Fire Bow

Preparing for War: Paintballs, Antidotes(#) are supplied

Finding the Gypceros: There's no good way to find him, he travels to almost every area in the level (but the caves in the swamp). Finding him involves luck until you get the AutoTracker skill, so be sure to paintball him if you do see him.

Strategy:

-----  
MELEE - With the greatsword, run behind the Gypceros while it's attacking

-----  
and slash its tail, then quickly dodge forward and put away your sword so you can move and reposition yourself for the next attack. You know you've got a good enough greatsword if each hit on his tail causes him to flinch. Soon enough he'll become enraged, this shows no change for your strategy, just you need to be a little faster and a little more precise with your movements.

If you see him "chewing" the air, put up your gaurd so you can block his flash attack. If you don't block this attack you'll faint, so be sure to block it!

-----  
RANGE - Shoot him in the head, move, rinse and repeat. That's about it, even

-----  
when he's angry. Shouldn't be too long before the head bump breaks and his flash attack becomes nothing but a useless gesture. While angered, just slow down your attack rate to dodge and stay safe. Nothing special about this boss.

#####  
IMPORTANT BATTLE NOTE: At very low health it may appear that it dies. Be  
#####  
careful, the gypceros can play dead. A good way to tell: did the mission  
end?

-----  
ii) Khezu - Red Khezu

-----  
The first "boss," the Khezu is a very trying creature. I don't know what the

creators of the game were thinking by having you fight this creature soooooo early in the game; you're just getting used to the controls and the first boss has a ton of health (versus your bone weapons) and has a high grade roar. However, despite his incredible difficulty, it's truly not a difficult boss once you understand all of its secrets...

THE RED KHEZU: A little different than the original. Obviously faster than the normal, and has one additional attack (and a gay one at that): it can, at random and instantly, cover a massive area in front of it with the worlds largest and fastest bite attack ever made. You'll know it when you get killed by it. Unfortunately there's no warning to this move, so, thank God he rarely uses it.

Health: Medium High

Roar: Super long range, high grade earplug required

Breakable Parts: Back

Weapon of Choice: Fire Greatsword or Fire Sword & Shield

Preparing for War: Paintballs, drinks supplied when necessary

Finding the Khezu: Snowy Mountains - All 3 top areas and the nest

Swamp - just about every area but the base, make sure you paintball him here.

Strategy:

-----

Greatsword - Evade the Khezu's attacks until it does its long-charging breath

-----

attack. While he's charging up, run up next to him and start charging for the Max Power Slash (hold triangle until attack goes off automatically). His head should just start retreating when you peak and slam him over his fleshy head. Quickly roll away from him, put your sword away, and await your next opportunity. You can quickly draw-slash a leg and roll away if it does its leap, but shy away from that when he gets enraged.

When the Khezu goes into a rage it begins to sniff the ground aggressively (among the other signs, like a smoking white mouth). At this point his breath attack becomes too short to do the full power slash, so, go to the first "ding" and roll away. If the Khezu all of a sudden stops and just stands there like a retard, that means he's in super critical health and is about to retreat home to sleep. If you don't manage to kill him on the spot, follow him home and kill him (or capture him).

-----

Sword and Shield - There is an extra opportunity to attack here. In

-----

retaliation to his breath attack, do a round of slashes to his head. When he leaps, slash his legs a little. And, when he emits the electric field, wait for the second shake of his head and jump in with a well-timed triangle+circle to begin a short combo to his face just as the field ends.

When angered, end your combos a hit or two earlier for your protection. No real hard strategy required for the Sheild and Sword.

#####

BATTLE NOTE: Keep your eye trained to recognize its roar. It will do this

#####

move at complete random and is extremely debilitating (if you don't get

around its roar while its angry... you are dead). Luckily, roars are blockable, hence why I recommend Greatsword or Sword and Shield.

-----  
JJ) Monoblos - White Monoblos  
-----

A creature virtually identical to the diablos (actually it's the other way around, technically), the strategy for killing the Monoblos is the exact same as the strategy for killing the Diablos.

THE WHITE MONOBLOS: No change, just faster.

Health: Medium High

Roar: Extreme range, high grade earplug required

Breakable Parts: Horn

(+) Tail can be cut off and carved twice

Weapon of Choice: Bow

Preparing for War: definitely bring paintballs, drinks and sonic bombs are supplied. Power Coatings(#).

Finding the Monoblos: From the starting base, look for a well along the wall next to the tent. Climb into the well and jump down, this teleports you into the cave area. Take the path north into the non-temperate area above, the Monoblos should surface somewhere within the first couple steps into the area. Quickly grab his attention before he burrows again (either shoot him or paintball him if you're close enough).

Strategy: In the centermost area (above the cave), there is a giant rock centered in the area. This area, along with the risen platforms found in a couple other areas, are objects that the monoblos can accidentally wedge its horn into. This immobilizes him for a short time and is a great way to deal some counter-free damage. The easiest method to trick him into doing this is different for each weapon, as explained below.

#####

DODGE NOTICE: When he burrows into the sand, two things can happen: he can

#####

attack from below or retreat to another area. The best thing to do is prepare for the attack (just in case). To evade every single time, simply run to your left or right (relative to the Monoblos). His attack direction is wherever you were the moment he fully sank below the sand. Using this, any left or right movement evades the attack once he's fully submerged.

#####

USING SONIC BOMBS: When the Monoblos burrows into the sand AND is not enraged

#####

toss a sonic bomb near him. Tortured by the sound the Monoblos will partially surface. This is a perfect time to attack before he pulls himself out and returns to the battle.

#####

PAINTBALL THIS BASTARD!!! If you fail to paintball this @#&\$! and he leaves,

#####

be prepared to spend at least 10 minutes getting him to fight you again. He just loves entering an area and leaving the moment he surfaces. That, coupled with the path he takes doesn't mean that's where he teleports to, makes finding him insanelly tiring.

-----

MELEE - run him into the wall by either blocking his rushing attack or doing

-----

the invulnerable leap out of the way at the last second. Don't worry, blocking his rush deals no transfer damage, so you can block as many times as you want and never get hurt. Now that he's stuck, hack his legs as much as you can before he pulls himself free. Basically rinse and repeat this step until he's dead. There's really no good method of meeleing him. Bow works better in my opinion.

If no object is available for him to run into, you're basically screwed. All you can do is hack his legs during the intermission between rushes. And once he gets pissed, you're almost completely screwed. My best advice, use a bow.

-----

GUNLANCE - Standing either out in the open (or with your back to a wall), put

-----

up your gaurd and await his charge. When he connects he'll either stop just past you or slide a half a mile away. If he stops, punish him by pressing triangle+circle and slice the underside of his tail. This will come in handy when the tail comes off (not only is his range reduced, the tail has two carves!)

Other than that, stab at his legs and shell him until he falls over. When he does, Wyvern's Fire him for added punishment and a ton of damage. Just remember to GAURD! None of his attacks deal transfer damage and he never combo attacks you. If you play it for a speed kill, he's going to kill you.

When he gets pissed, either shell or stab, not both. You don't have the time for both (and I suggest stabbing unless you have Sharpsword active).

Other than that, block his rush, block his body slam, evade his digging attack and counter by stabbing his legs and you're golden.

-----

RANGE - run him into the wall by putting the object between you and him.

-----

Once he's stuck, get into position and blast him in the face until he pulls free, then get back into position for him to run into the object again. When you have to chase him down in another area, you may find a rise you can climb onto. Do this as his charge attack will connect with the rise and he'll get stuck a foot away from you. This is prime offensive territory for you for obvious reasons.

If he retreats to the lower desert area, you should notice some tall rocks sticking out of the ground in the upper left corner of the area. Although the Monoblos can't get stuck on these, the tallest one acts as a barrier that he can't pass through. However, you can shoot through this object and hit him. Cheap, cheap, cheap. Just remember: keep that pillar between you two and watch for his tail.

If no cover is available, stay as close as you can (but far enough away that

a tail swipe won't connect) so you can dodge his rushing attack and shoot conservatively until he runs or dies.

-----  
KK) Plesioth - Green Plesioth  
-----

One of the most annoying wyverns in the game, the Plesioth is a "piscine" which is Monster Hunterian for "Big Pain in the Ass." Almost identical to a fight against a Cephadrome, the Plesioth is hard to catch and even harder to kill. Meleeing this dragon is out of the question, so don't even try. If you do manage to kill it via slashing, you had a very lucky round. Just wait until he spends 99% of his time underwater...

THE GREEN PLESIOTH: No change, just faster,

Health: medium high

Roar: none

Breakable Parts: dorsal fin (fin on back)

Weapon of Choice: Fire/Thunder Bow

Preparing for War: Sonic Bombs(#) and drinks are supplied

Finding the Plesioth: Desert - jump down the well when the mission begins. He's either in that cave or the area directly above.

Forest - left two beach areas.

Strategy: Shoot him to get his attention and he'll start swimming around. Hit him when you get the chance. Eventually it'll dive down before surfacing and firing a beam of water in one of two ways: (1) straight forward or (2) sweeps it horizontally. Unless it surfaces about a yard away, keep your bow away and crouch (just in case the horizontal is too low where you are). Hopefully, it will eventually go into a rage or simply jump out on land out of curiosity. From here, chase after it and keep pelting it with arrows, evading the beam when necessary. Just make sure you keep about an extra two body lengths away from its head, its tail is almost 4 miles longer than its neck.

Eventually the wuss will run for the water. There's no stopping this and is the lament of all hunters. Make sure you're not standing between it and the water at all times, because if you get stepped on, it hurts! Despite the great annoyance, you can easily tell when it's going to run: his attention will no longer be on you...

Soon enough, after enough punishment, he should die. Be this moment while he's in the water or beached on land, don't worry. It's materials are just about worthless. I've never needed Plesioth carves, ever. He sucks.

#####

UTILIZING SONIC BOMBS: Throw a sonic bomb above its head while it's in the

#####

the water to startle the wuss. At this point, it'll either pop out of the water for a moment and fight you on land (could be minutes, could be fractions of a second) or stay in the water like the bastard he is.



#####

REASONS NEVER TO MELEE: If you choose to fight him with a close range weapon  
#####

(because either you want to waste and extra 30-40 minutes or you're forced to because it's a training mission) be prepared for a long, long fight. Not only could it take him a while to notice you, but he's like a fish (and they don't like being out of water for any length of time). When he does pop out of the water and goes onto land, he has no problem simply standing up and hightailing right back into the water. Congratulations! You dealt no damage to him and it's probably been about 10 minutes already! Hooray!

If he does manage to grow a pair and fight you like an honorable creature, you're going to have fun. The plesioth is the biggest creature in the game and as a result has a tail swipe that covers a football field and a body check that hits the length of a bus and covers about half the level towards you. Your only prayer is that he spits the laser of water at you and lets you hit him over his head. Nicely, this is not his weak point for most weapons at green sharpness. No, you'll have to come within striking range of his tail and body checks to hit his soft legs. Have fun! Just remember, if you want to kill him in a timely manner... a bow is your friend.

-----  
LL) Rajang  
-----

The strongest of all the normal bosses, the Rajang will test the depths of your evasioneary and speed-killing skills. A monkey out of Dragon Ball Z, it appears as a black monkey at one moment and a Super Saiyan golden monkey in another. Thankfully, killing the Rajang is never required.

Health: High to Very High  
Roar: requires basic earplug  
Breakable Parts: Horn x2

Weapon of Choice: Akantor Bow

Preparing for War: Paintballs(#), 50 Power Coatings and Drinks.

Finding the Rajang: It can roam in just about any area in the volcano, but in the mountains it's only in the den or the top three areas. Paintballing can save a short amount of time, but isn't necessary.

Strategy: Stay close and slightly to ITS right at all times (you're going clockwise). Keep your analogue and dodge button ready to go full bore left at all times, because if you're hit by its punching fury when it's pissed you are dead.

Okay, with that in mind, fire clusters of arrows at him after every attack and keep running clockwise around him. In his normal form there are no surprises and he's a very simple fight. Punish him for every breath attack by double banging him with level 3 charge cluster (for the beam version).

NEVER EVER EVER be directly in front of him at any point in time. If you

commit this to heart, losing will be almost impossible. Almost.

Fairly soon he'll transform into his golden form (occurring at intervals of health). Here you need to be insanely careful, because if you get "fagged" even once you're either dead or at a sliver from death. Here's what I mean by fagged: led into an attack by a wall, or trapped against a wall so you can no longer run clockwise around him, etc.

The reason you need to run clockwise around him at all times is because he has a move where he suddenly hops from side to side while progressively moving forward a mile at a time. This attack always begins with him jumping to his left, so, if your moving clockwise you'll NEVER be hit.

Another nice note, if he's pissed (gold) and does the above move, he will always follow it up by propelling himself backwards with the slam of his fists (reminiscent of the Blangonga). This can be bad, because if you're not ready for this maneuver you can quickly find yourself on the receiving end of a supercharged punching flurry (Instant Kill). So, to evade this series of moves, know that he's going to do that move and start moving clockwise around the area you know he's going to be landing near. If there's a wall in your way, pray you can put away your bow and do the invulnerable leap in time...

The key to the fight is outlasting his transformed times. If you can do that you're guaranteed victory. Just keep in mind that the more greedy you get, the easier it is for him to hit you...

#####

DOUBLE RAJANG MISSION: Use the above strategy. The first rajang should fall in about 5 minutes (10 minutes early). Then his friend should jump in. Just do the same strategy to him and they both die. Total mission time: about 11 minutes.

#####

MELEE STRATEGIES: No matter what the melee weapon is, they all follow the same basic form as the bow strategy. Slash at his hind legs and stay behind his forearms, as this will make it very difficult for him to hit you. If you have the Evade+1 or +2 skill you can easily jump through his attacks and never be hit. Just remember never to let yourself get too greedy! Also, you may find it worth while to just let him wear himself out when he's golden. It doesn't last quite as long as you may think.

-----  
MM) Rathalos - Azure Rathalos - Silver Rathalos  
-----

The king of dragons, the Rathalos is bar far my personal favorite boss. The Rathalos is what everyone thinks of when they here dragon; he is the traditional bad-ass dragon that breaths fire and ravages his foes from the skies. Unfortunately for him, he's the most predictable boss in the game...

THE AZURE RATHALOS: Faster than the normal Rathalos, the Azure Rathalos also likes to do aerial attacks much more often.

THE SILVER RATHALOS: Even faster than the Azure Rathalos, the Silver Rathalos has removed its head as a weakspot and substituted it for its wings. Also, he spends about 90% of his time doing aerial attacks... heh, heh, heh.

Health: Medium, Medium (azure), Medium-High (silver)

Roar: medium range, basic earplug required

Breakable Parts: Head, Left Wing, Right Wing

(+) Tail can be cut off

Weapon Of Choice: Greatsword

Preparing for War: all is provided you could need

Finding the Rathalos: Forest & Hills - Go directly to area 9 from the start.

He always goes there as the first thing he ever does.

Tower - Where do you think?

Strategy: Almost no strategy required, but skillful ears are a must.

Remember to never be standing directly in front of him, just in case he instantly goes from whatever to charging. It's an annoying attack of his, but it should be the only you'll ever be hit by (and that should quickly become never).

While staying out of range, wait for him to either take flight or shoot a fireball at you. If he shoots a fireball at you, punish him with a quick slash to his head, then nimbly roll and put your weapon away. If he takes flight, run to the edge of his shadow (but NOT IN IT!) and wait. If you hear him firing fireballs at the ground, walk out from underneath the shadow and look at the ground. You should be able to see the shadow of the fireballs as they exit his mouth. Where you see the shadows begin is where his head is going to be. Use this to plan your slash.

FOR NORMAL AND AZURE RATHALOS:

If unragged: Wait until you hear a second distinct wingbeat AFTER the fireballs have ended and start charging. You know you picked the right wingbeat to start on if you peak the moment he lands. This will always make him flinch. So, roll sideways, put the sword away, and get back into position.

If enraged: wait until you hear the FIRST wingbeat AFTER the fireballs end. Again, you know you started at the right time if you peak as he lands.

FOR THE SILVER RATHALOS:

Follow the same timing strategy above, but place yourself at the corner of his shadow. Again, if timing and placement is perfect, you should peak and slam the sword on his wing the moment he lands. If hitting his wing is too difficult, aim for his shoulder because it counts as part of his wing.

Since you're using a greatsword, he should flinch for every full power slash. This means you have time to roll out of the way and put up a block to block any impending roar that signals him getting angry.

Obviously, when he's angry, you have less time to plan and make moves. So, use your knowledge sparingly. When you get good enough you can even time a full power slash after his poisonous air-dash attack.

Eventually he'll limp away and retreat to the den. Let him get there and go to sleep. Remember, you're using a greatsword! While he's asleep, do a Max Power Slash over his head for an extra triple damage!

#####

CUTTING OFF HIS TAIL SUPER EASILY: While he's airborne and you're under his shadow, pay attention to the direction his fireballs are flinging. His tail will be positioned directly opposite to where his head will be. To plan your position, look directly across his shadow and jump across it AFTER HE'S COMPLETELY DONE ATTACKING. If you don't his orientation might change! Now that you're opposite his head, wander out to either side a little bit and start charging where you know the tail's going to be. Two or three slashes and the tail is off.

#####

WARNING, WARNING, WARNING: NEVER let yourself be hit by his aerial kick attack that he does in place of shooting fireballs. This deals an incredible amount of damage and is guaranteed to knock you unconscious! Even if he's not in a rage, he has plenty of time to run your ass over for a second and unstoppable hit. Also, that kick poisons you, and you'll never get enough time (even if you somehow manage to survive the kick and the trample) to cure and heal your poisoned body in between attacks.

This scenario is easily prevented by staying on the fringe of his shadow whenever he takes to the air. He may still try to kick you, but he won't have enough time to go down to your level to hit you.

-----  
NN) Rathian - Pink Rathian - Gold Rathian  
-----

The Queen of dragons and wife to the Rathalos, the Rathian is a beautiful specimen of power and maternal rage. Although her attacks are nearly identical to her husbands, she spends all her time fighting on the ground and can be much more dangerous.

Health: Medium, Medium (pink), High (gold)  
Roar: medium range, basic earplug required  
Breakable Parts: Head, Left Wing, Right Wing  
(+) Tail can be cut off

Weapon of Choice: Longsword or Hammer

Preparing for War: all is provided that you'll need.

Finding the Rathian: No typical favorite. Look for her in the den first or an enclosed area like in a valley or in dense trees.

Strategy: Wait for her do a breath attack, then attack her head from the side, roll forward (across her face), and get in position to either evade or redo your assault.

####

NOTE: She has two breath attacks: (1) a single fireball or (2) a set a three  
#####

blasts. The way you can tell what attack she's using is this: if you hear  
her growl loud before firing, it's the triple bomb.

That's it. Maybe attack her tail every now and then if you're using a sword.  
Even if she's angry, it's the same tactic, just a little quicker.

#####

GOLD RATHIAN NOTE: Must use the hammer on the Gold Rathian, cutting damage

#####

no longer deals critical damage to her head.

#####

EVASIVE AND COUNTER NOTICE: The Rathian has a move where she moves one foot

#####

back and does a backflip that propels her into the air. This attack has a  
very thin attack range and will poison you if you're caught off guard. Once  
you witness the move you should automatically never get hit by the move  
because it's just that easy to evade if you're playing the field correctly.  
This is the best time to run behind her and attack her tail as she lands. If  
you're using a longsword you should easily get two triangle slashes on her  
tail.

---

#### OO) Shogun Ceanataur

---

Another crab-like creature and similar to the Daimyo Hermitaur, the Shogun is  
basically identical to it (like the Rathalos to the Rathian).

Health: Medium High

Roar: none

Breakable Parts: Left Claw, Right Claw, Shell (1 of 2 types)

ABOUT THE TWO SHELLS: One shell is a simple conch, and breaking it will reward  
you with a Wyvern Skl Shl. The other shell type is the skull of the Gravios,  
so, obviously, the reward for breaking that is Gravios Skl Shl.

Weapon of Choice: Hammer

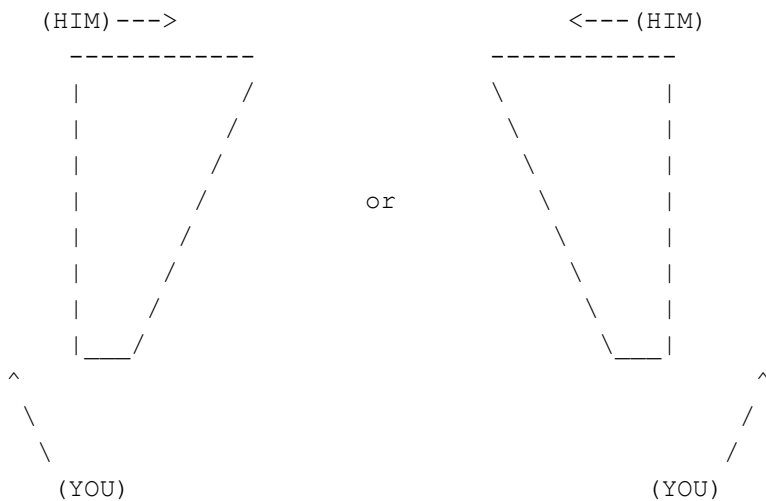
Preparing for War: Paintballs, drinks are supplied

Finding the Shogun Ceanataur: He likes wide open areas, so search there first.

Strategy: Just like with the Daimyo, try to stay out of his line of sight when  
you first see him. Try to sneak up from behind him and attack him while he's  
eating. This should run a loop where he will continue eating and ignore  
your assault. Speed is kind of an issue, because sometimes he'll just walk  
a couple feet away and continue eating or turn on you after finishing his  
first course. You know you're gonna win if you can break his first shell  
before he has a chance to make the above decisions.

Now, once you're in battle...

Run around him either clockwise or counter clockwise. This direction is dependant on what way he's facing when he's doing his crab-walk. Basically, his slashes cover a quarter circle area as shown below



You see the flat ends? If you're behind that line you're safe. The arrows projecting off (HIM) indicates what direction his front is facing.

Now you should be in attack position (assuming you were running diagonally towards him and not away). AND, since you're equipped with a hammer, you should have a fully charged attack waiting (hold R). Stand still and let R go so you unleash your Super Pound on him. If you hit him in the legs or the shell, good! Shell's great, legs are okay too. Hitting him in the legs will cause him to topple over eventually and open him to attack.

Fairly quickly he'll get pissed... and "SCHWING!" his claws extend. Damn. Now his slashes cover what can seem at times like 4X the area. Don't be too disoriented from this. Just continue running around him and attack his back with short bursts or his legs until he dies.

#####

DODGE NOTICE: For his version of the underground surprise attack, run

#####

sideways to his position. Unlike the Daimyo Hermitaur, the Shogun's surprise attack is more vertically oriented than horizontal. If you're close enough, try running behind him as he burrows into the ground. This seems to screw up his attack more times than not and leave you not needing to dodge at all.

-----  
PP) Tigrex  
-----

The most aggressive dragon in the game, the Tigrex could have you on the ropes to quitting the game early on. He makes a guest appearance in your third elder quest... and you'll never HAVE kill him until, oh, about 4 boss fights away!

Health: High

Roar: very short range. High Grade Earplug required for immunity, but not at all necessary.

Breakable Parts: Head, Left Arm, Right Arm  
(+) tail can be cut off

Weapon of Choice: Thunder Greatsword or Thunder Bow

Preparing for War: Power Coatings(#). Drinks are supplied

Finding the Tigrex: Desert - wide open areas  
Mountains - top three snow-covered areas

Strategy:

-----  
Greatsword - You'll want a greatsword above 600 atk for normal missions and  
-----  
above 900 atk for the hard missions. The thunder element is up to you, just have at least that much raw power. Elemental damage has no effect on making enemies flinch.

While normal: run around him in either direction and follow him closely so that when he does his rush attack and "falls down" instead of sliding to a stop you're right there. As quickly as you can, get to within striking distance and hold triangle with your character facing his center. This will ensure that your sword will fall directly on his head when he gets up and turns around. Hold triangle until the attack goes automatically and it should yeild a direct hit and cause the Tigrex to flinch. If he doesn't flinch from this hit, abandon the mission and grab a more powerful greatsword (in the atk stat). When he does flinch, roll away, put the sword away, and run!

while enraged: wait for the Tigrex to do a leaping attack. Since he's enraged he will always follow one leap with a second. AND, just like one following up another, always - after the second leap - he will taunt. This is the time to attack. Get into position about half his tail's length away from him (standing behind him) and start charging the moment you see his tail flick into the air. You know you timed it correctly with the tail if he turns around just in time to get bashed.

eventually he'll limp away and fly to his home. Like the Rathalos, let him go home and sleep. Then, while he's asleep, do a Max Power Slash to his head for an instant kill.

-----  
Bow - Run circles around him and shoot him at the end of each of his attacks.  
-----

That's it. Even angered, the strategy is the same. Just make sure his toes don't barely clip you during his rush. His feet actually come out in a semi-circular motion, meaning that even though the distance between his feet may be 10 feet (for the sake of argument), as he moves a foot the distance between is temporarily 11 feet. Simple way to never get hit... roll or get out of the way sooner.

-----  
A cross-bred abomination between a Rathian and a Kut-Ku, if you can combat either of the two you can fight the Garuga. The Garuga has no original moves, all of its attacks are taken from either the Rathian or the Yian Kut-Ku.

Health: Medium

Roar: mid-range, basic earplug required

Breakable Parts: Head x2

(+) Tail can be cut off

Weapon of Choice: Hammer

Preparing for War: bring paintballs

Finding the Garuga: It is either in the very interior of the map, or the very exterior. Think large, wide open spaces.

Strategy: Encircle the garuga any direction you want and keep your hammer charging while it attacks. If it does the breath attack, punish it by blasting it in the face. It's a slow strategy, but it's a common move.

Here's how to approach that: when you run in to attack, make sure you're facing "through" his head, that way a simple press of the X button will make you roll forward and across his face. This lets you attack and quickly get out of the way while still being able to hit the weakspot.

When the Garuga gets angry, nothing changes but the pace of battle. Make sure you're never directly in front of it, because it can suddenly cancel whatever attack it's doing and go into its trampling move instantly. This is by far its most annoying move, but sometimes you just can't help it.

After a long enough time, the Garuga should crumple and die.

#####

NOTE: Make sure you really punish it for taunting. When it skuffs its foot

#####

and growls, that is the perfect time, if you're close enough, to run up and triple pound him (triangle x3) in the face. This should be a 100% flinch move, just make sure you realize how fast he can recover if the first hit causes him to flinch. Don't bet on him not using his instant dash move.

-----  
RR) Yian Kut-Ku - Blue Yian Kut-Ku  
-----

A tiny bird-like wyvern, the Kut-Ku is one of the easiest bosses in the game. It has very little health in relation to its cousins, and isn't very powerful. It doesn't take much to overpower this little bird.

THE BLUE KUT-KU: faster than the normal when angered.

Health: low

Roar: none

Breakable Parts: Head x2



Weapon of Choice: Hammer or Longsword

Preparing for War: Sonic bombs are supplied.

Finding the Kut-Ku: It likes to wander in wide open areas in both the swamp and the forest and hills. So, the caves are a no-no.

Strategy: Do little hit and run bashes/slashes to its face in between attacks. If you're using a sword, it's wings and tail are additional weakspots.

Use the sonic bomb early in the fight (he is immune while angered). This will cause him to be stunned for a long time. This is a perfect time to just unload hell on him. I've commonly brought him down by about half on this opening tactic.

When he's angry, just take more time for safety. There's really nothing special you have to do to kill him. Just pay attention to your position, because the Kut-Ku has an annoying habit of doing an instantaneous rush move that cannot be evaded at close and sometimes even mid ranges.

Just circle him if you don't know when to attack. Also, make sure you punish him for taunting by doing a full triangle x3 (for hammer) or triangle x2 (longsword) combo on him before rolling out of the way.

Sooner or later he perishes.

=====  
III) Elder Dragons (Difficulty Order)  
=====

Somewhat late in the game you are introduced to the Elder Dragons: a collection of monsters so powerful that it requires two missions to kill them. Luckily you do not have to kill them to keep going upwards in the game, however, the best weapons and equipment in the game comes from these creatures.

In general, the missions have 50 minute time limits just like all the other missions. But, there's an additional scheme for the elder dragons: if you have dealt at least half of the dragon's maximum health before 25 minutes have passed, the dragon will retreat. This does not fail the mission for you, in fact it actually wins the mission for you. This was cleverly put into the game because the elder dragons take about 30-40 minutes to kill, and this spreads out the playing time for you to recover your health.

Now, if an elder dragon flees, when you fight that same elder dragon again it basically resumes from your last fight. If you broke his horns off in round 1, he still is missing them in the succeeding rounds until dead and so on and so forth for the other breakable parts of the dragon. Along with breakable parts being still broken, the Elder Dragon has whatever remaining health it had from the last fight too. If you don't understand, listen to this: in the first round against Kushala Daora she fled after taking quite a beating. In the second round, I smacked her about 10 times and she died (meaning if I could've hit her another 10 times in the last round, she would've died then).

#####

TITLES: Unlike the other monsters, these "super bosses" that require a great

#####

deal of time and effort to kill reward you their titles sooner. For all other creatures and the Kirin, 20,30,40, and 50 kills gets you a added title for your guild card. The elder dragons give you titles at 10,15,20, and 30 kills.

-----  
AAA) Kirin  
-----

A horse-like creature make entirely out of electricity, the Kirin is either a very easy fight or is a very annoying fight. It is basically an Anteka, those moose-like creatures you see in the Snowy Mountains. The Kirin is practically immune to cutting weapons, so either shooting it or bashing it are the only two roads to killing it in a timely manner.

#####

NOTE: The Kirin is registered as an elder dragon in the Monster Reference, so  
#####

don't complain to me. The only trait the Kirin shares with the other elder dragons is this: if you kill all elder dragons 10 each, a special mission is unlocked in the Gathering Hall...

Health: Low

Roar: none

Breakable Parts: none

Weapon of Choice: Hammer or Akantor Bow

Preparing for War: Drinks and bombs(#) are included

Finding the Kirin: Look in the top three snowy areas

Strategy:

-----  
MELEE - Start charging the hammer and stay just out of range of its lightning  
-----

strike. Then, while its summoning thunder attack ends, let go of R and the tremor from the super pound should hit the Kirin as it turns to face you. The moment the shockwave hits roll to the side and evade its next attack, then start charging for the next hit.

Nothing changes from this strategy as the battle goes on. Just be careful of sudden changes in attack strategy from the Kirin as the battle goes on. Also, be prepared to exchange blows, the Kirin is extremely nimble.

-----  
RANGE - Shoot it while it's summoning the thunder for a safe expedition in  
-----  
the snow. Don't be afraid to set the barrel bombs in random locations, chances are the Kirin will blow them up itself on accident.

#####

LIGHTNING NOTICE: There are numerous patterns of lightning the Kirin can

#####

summon, the most annoying being the one that strikes around the Kirin. I found out during the Training Missions with the sword that you can actually

attack it still! Remember the old saying: "Lightning never strikes the same place twice?" Use this knowledge to find where and when to rush the kirin when it does this particular pattern.

#####

THE GAY KIRIN: Out of all of the creatures in this game, the Kirin absolutely  
#####

loves to lead you into his/her attacks. Almost half the time it turns to attack you it's positioning itself so that you mindlessly run into its next attack. You'll see what I mean when you're trying to re-position yourself after a lightning attack and you "just so happen" to run into that little &#@\$'s charging attack. It wouldn't be so bad if the hit frames on said move were accurate (it should be the width of the horn, but it's like a full body length away from the horn on either side!).

-----  
BBB) Kushala Daora  
-----

The tempest dragon, Kushala Daora is the hardest to kill initially and is a very misled boss amongst the hunter community. It is said that poisoning it will cause it to lose its wind barrier, and this is true, however, given the amount of poisoning things you can bring with you, you could poison her a maximum of two times (and the poison only lasts a couple minutes). Now, ask yourself this, do you think you'll be able to break its horns in under 2 minutes when it takes me 5 to break them off when I'm immune to its wind and I'm wielding the ultimate dragon elemented longsword?

In order to even combat Kushala Daora, you need to be able to get past her tremendous wind barrier. There are five ways to do this: (1) poison her, (2) knock her down, (3) break her horns, (4) sing a song that gives you All Wind Cancel, or (5) wear armor that gives you Dragon Wind Breaker.

- (1) Poison her by throwing 5 poison throwing knives into her. This will poison her once for about a minute. Then you're screwed the rest of the match once she summons the barrier. Don't use this method. You'll never, ever win.
- (2) After sustaining a couple hits to the face (from any weapon) she will reel backwards and land on the ground on her side. While like this she'll squirm a couple times before getting back to her feet. By knocking her down you temporarily remove her wind barrier. Unfortunately, as long as she still has her horns, a simple roar will resummon the barrier.
- (3) In order to break her horns you need to deal dragon damage to her. Lucky for you, no decent dragon-elemented weapons are available until late in the game, so this can only be used in conjunction with (4) or (5). Once her horns are broken she can no longer call on her barrier.
- (4) Defeat the Shen Gaoren a couple times so you can buy the Bronze Bell hunting horn. By playing the blue-blue-yellow-purple notes you gain the All Wind Cancel ability for about 4-5 minutes. While this is active you are totally immune to the effects of wind, allowing you to get right in her face without worry. Also, the Bronze Bell has over 900 attack, so every couple hits will cause her to fall over!

(5) There are two armors that give the Dragon Wind Breaker skill. Either get full Chameleos armor (not recommended, and it looks horrid) or full black Diablos armor. The Black Diablos armor will need to be jeweled to get WindPress above 20, but it looks so much better and is so much easier to make than the Chameleos armor. Having Dragon Wind Breaker makes you totally immune to the effects of wind, meaning you can attack Kushala Daora like any other creature in the game! And don't worry about needing an earplug, you'll never get hit after her roar... or at least it should be very seldom.

Health: High

Roar: mid-range, basic earplug required

Breakable Parts: Wings, Head

(+) Tail can be cut off

Weapon of Choice: Smolder Dragonsword (longsword) or Dragon Demolisher (hammer)

Preparing for War: Definitely grab the Supply Flash Bombs. Hot drinks supplied.

Finding Kushala Daora: Mountains - top three snow areas

Forest - left two coastal areas

Strategy: Make sure you have Dragon Wind Breaker or All Wind Cancel active before entering battle. Once you do, get up close to Kushala Daora and stay off to her side. Now you play the waiting game. Wait for her to do her breath attack, then, just after she lets the attack go, hit her in the head and then get out of the way. Don't get greedy, she can punish you a lot for a single mistake (on the 8 star mission, a single breath attack is an instant kill).

After a couple hits to the head, she'll fall over. Take this opportunity to let all your power go (if you have the Longsword, just mash R on her head). She takes a little more time than you think for her to get to her feet, so don't get too worried. If she tramples you, it isn't much of a concern because it deals a ton less damage than a breath attack from her. If she tries to blast you, the lag on her attack should give you even more time to get away.

An UNGODLY annoying move that Kushala Daora just adores at times is taking into the air and attack from about 8 feet off the ground. If you don't have a longsword leave the area and come back a couple seconds later. When you come back into the area she'll be back on the ground (but sometimes she'll just take off again as soon as she starts). Just rinse and repeat the leave and re-enter until she stays grounded. If you have the longsword, slash at her legs while she's airborne. Just take a bunch of caution, a lot of her most annoying and painful attacks come from that stance.

The best way to attack her in the air is to stay underneath her (to a certain degree). Staying underneath her protects you from her breath attacks but not from her tail and swift attacks. If she positions herself over you, this means she's going to tail whip you. Quickly get out from under her on her right side because her tail whip hits everything directly under her and to her left a little ways. Quickly counter and slash her a couple times in the legs (or once in the tail just after the attack has ended. You have about a tenth of a second to slash her tail in between tail whips, but it can be done and hits for effective damage!) and then roll to your left, which will reset your position on her right for the next attack. After a long time she should land and resume the fight on the ground once you deal enough damage to put her into another rage. Definitely not the preferred method of damaging her...

About every five minutes Kushala Daora will leave the fight and fly elsewhere. She only visits two areas though, so finding her is a snap.

When she gets pissed she WILL roar, which is usually followed by an additional roar that will ignite her wind barrier (hence tactic (1) is not used by any person who is going to kill her). This doesn't mean anything to you except that you should be extra cautious of her wind attacks, because they do double damage now.

After 25 minutes, and she's still alive and is under the 50% marker on health, she'll flee entirely from battle. Congrats! round 1 is complete! Relish the victory for a minute and gather your rewards. Just remember, next fight resumes from the stats she has at the end of this battle, so if you broke her horns here you can wear anything and use any weapon for the next fight because her horns will still be broken. Also, don't be startled by her death in the second round about 5-15 minutes into it, that just means that's how much health she had left from the last fight...

---

#### CCC) Chameleos

---

The Silent Dragon of the Mist, Chameleos is by far one of the hardest bosses in the game to track down and kill. Literally invisible, he only appears while he's in the middle of an attack. The note about him appearing while he's being electricuted is complete bunk, I've shocked his ass and it did absolutely nothing of the sort.

Health: Medium Low

Roar: none

Breakable Parts: Horn, wings (I imagine)

(+) Tail can be cut off (I imagine)

#####

NOTE: I say "I Imagine" because Chameleos webbing and tails are items. However,#####

I have never killed it any other way than by bow/greatsword and always target the head. I've heard longsword is really good too, but I'll take my 10 minute bow kills any day over 20 minute longsword kills...

#####

ANOTHER NOTE: Chameleos's webbings and tails are reward items, so don't think#####

you have to kick yourself into trying to break them. Just kill Chameleos and get the items in the pile. Besides, Chameleos tails and webbings are worthless for all but a select few things in the game (it's armor is it I think).

Weapon of Choice: Akantor Bow or Fire Greatsword

Preparing for War: Bring stuff that can restore stamina in great amounts

Also, bring some paintballs (or wear armor with AutoTracker), he's notoriously difficult to keep track of without them.

Finding Chameleos: Forest & Hills - area 9

Strategy: Paintballing him never shows his exact location, just what area he's in. Knowing this, and the fact that none of his attacks are elemental, try to come to war in full Tigrex so you constantly know what area he's in at all times. This could save you about 20 minutes alone (you can easily spend 10-15 minutes looking for him at every 5 minute interval, since he'll fly away and land somewhere else and be invisible).

Now, that's what's nice about his invisibility; in most games when an enemy is invisible there's a distortion of light so you can still tell with a certain ease where the opponent still is. Not Chameleos, he has perfect active cameo. So, what this means is that you'll have to slash or shoot around until you hit something, then he'll start attacking you and reveal himself with every attack.

Meleeing is not a good method of fighting him, but this means you'll have to wait until you get the Akantor Bow to actually hurt him. Don't worry, there's no purpose to killing Chameleos, so you can easily leave him alone and never fight him in the entire game. But here's the battle strategy:

-----  
MELEE - Try to get a grip on his location and keep about 4 bodies' distance

-----  
between you and him (so he can't strike you with his tongue whip and steal an item from you). Then, under the cover of either of his two breath attacks run up to his side and start charging your strike. Keep holding until the attack goes on its own and the blade should come down onto his head while he's turning to attack you again. This hit will cause him to flinch every time (he has a very low pain threshold). The nice thing about this is he's now visible!.. until he does this retreating move of his that re-activates his active cameo.

That's it. Run up to his side, charge, blam. That's really all you can do, because everywhere else causes you to bounce off of him. Even at white sharpness.

-----  
RANGED - Locate the general location of his head and shoot him there. Soon

-----  
he will flinch, his active cameo will temporarily stop, and the fight will continue. If you're using the Akantor Bow, every other shot should cause him to flinch, making him visible for 90% of the fight.

Just remember to keep moving, the only time you should stop circling him is when you're shooting him.

If you brought power coatings for your Akantor Bow, every shot will make him flinch (if you're at the perfect distance and the arrows critical). This is extremely cheap and easy, as you can have him dead 9 minutes after the mission starts.

#####

WARNING NOTE: Never let yourself get hit by Chameleos' breath attack! The

#####

acid ball will eat off your armor and cause him to deal an extra twice as much damage. Couple this effect with his damage x2 due to rage mode and you

could quickly find yourself losing 90-100% of your health each hit.

#####

WARNING NOTE 2: Also, never let yourself get hit by his misty breath attack.

#####

This is his worst effect by far because he reduces your stamina to 25, the lowest it can possibly go. This means no dodging, no shooting, no guarding, nothing that consumes stamina readily. In conjunction with the effect, you are also restricted from restoring your stamina for a couple minutes. This really sucks: no stamina and you can't eat anything to restore it!

#####

WARNING NOTE 3: Try to never let yourself get hit by its tongue attack as

#####

this will permanently remove an item from your list. Unlike with the stealing cats, killing Chameleos will not return this item to you, so if you lost something precious abandon the quest so you get it back.

-----  
DDD) Lunastra  
-----

The female elder dragon of fire, Lunastra is the second most annoying boss in the entire game. With the ability to burn you with her presence and trample you at the same time, fighting this dragon takes as much mental preparation as it does for equipment preparation. Just like the other elder dragons, only the dragon element can break her horns and permanently remove her barrier.

Health: High

Roar: mid-range, basic earplug required. (If she still has her horns, a blast of air will go out from her upon landing. This will knock you away and give her an easy attack)

Breakable Parts: Horns, Wings

(+) Tail can be cut off

Weapon of Choice: Hammer

Preparing for War: Bring extra Cool Drinks on top of what they supply to you.

Finding Lunastra: Top most areas of the volcano or the first area on the left.

Strategy: Upon confronting Lunastra, keep your weapon sheathed (because she's more than likely in a pool of lava or out of range at the moment). She will roar upon discovering you, activating her fire barrier for the first time. Now, here's why you wanted your weapon away: since she's concealed in the lava, if she does her homing rush attack you'll have a second to react and dodge. Do the invulnerable leap (hold R + run away + jump) to evade this super cheap move.

Now, stay very close to her but far enough away that her fire barrier doesn't eat away your health. Run around her counter-clockwise and wait for her to do her flamethrower attack. If you see her kinda crouch and black dust starts pouring out from under her, RUN AWAY. This is the gayest move in the entire game (you can never tell what pattern, or even how far, the attack

will reach with any certainty).

#####

DODGE NOTICE: That gunpowder move she and Teostra has can never be "read"

#####

with any degree of certainty. By this I mean that there's no tell-tale signs of how the move is going to work. Sometimes the explosions are so close a few inches away you'd be safe, and other times the explosions are so far away you'll be hit about a mile away. Despite the range of possible combinations of explosion distances, nothing changes in the look or sound of the attack. The best bet you have of dodging: put away your weapon and put some distance between you and them. Do the invulnerable dodge if needed.

Now, lets assume she's doing her flamethrower move. Start charging up your hammer (hold R) and wait for her flamethrower to end. Quickly release R and super pound her over her head (keep in mind you cannot be moving when you release R). Hit her with the shockwave of the super pound, not the hammer itself. You NEVER want to be anywhere near her front end, EVER! She and Teostra have an annoying habit of suddenly charging and canceling out of other moves to charge you. That combined with the fact that their charges home in on you, you could very quickly find yourself dead.

After a couple blasts to the head she should reel back and fall over onto her side. Triple pound her (triangle x3) in the face and get out of the way. One round is all you can do safely. You should notice that she no longer has a fire shield anymore. Knocking her over temporarily takes it off. In addition to this nice turn of events, with her fire shield off her hind legs become a weak spot to hammer damage. Wait for her to flamethrower and just mash her hind legs. This does a ton of damage very quickly (seems more effective than hitting her over the head).

Once her health drops below a certain point she'll go into a rage (like every boss does). If she still has her horns, she's going to roar, and if she roars with her horns still in tact you better be out of the way of the wind gust she'll emit upon landing. If she doesn't have her horns, she'll simply cancel out of what ever action she's doing and attack you again. If you're directly in front of her, she'll charge and run you over. There's a quick 25% of your health.

Now it's just rinse and repeat the above strategy. If the fire barrier is up, wait for the flamethrower and super pound the head from a distance. If the barrier is down, triple pound the hind legs during the flamethrower move. Chase her from area to area every 5 minutes when she leaves and STAY AWAY FROM HER FRONT AT ALL TIMES. Keep your weapon away until you're in close so you can dive away when needed. That's it.

After 25 minutes she should flee, assuming you haven't killed her before the marker. Remember, if she fled, what health she has left is what she'll have in the next fight.

#####

DODGE NOTICE 2: Her "homing" rush attack doesn't actually home in, however,

#####

it can curve in a multitude of angles. Here's how it works: if she doesn't simply rush straight ahead, she'll curve in your direction. Once she starts curving in that direction, she must maintain that curve until the attack ends. This means that if she's rushing to your left, if you run right you



can evade it without having to roll out of the way. Obviously if you're too close and within a certain distance from her there's no time to adjust or react to evade. Plus, her head is huge, so evading is either really easy because you're already out of the way or you're 90% likely to be hit. To make things worse, she likes to cancel moves into this. Sometimes you just can't win, so don't worry. Just wait until you've beaten the Akantor and gotten some really nice weapons and equipment if you're getting to aggravated.

-----  
EEE) Teostra  
-----

The male elder dragon of fire, Teostra is by far the most annoying boss in the entire game. He is an exact copy of Lunastra, just with twice the health (hence why she's the second most annoying). If you're going to fight Teostra on purpose, you're gonna want to have some of the best weapons available.

Health: Very High

Roar: mid-range, basic earplug required. (If he still has his horns, a blast of air will go out from him upon landing. This will knock you away and give him an easy attack)

Breakable Parts: Horns, Wings

(+) Tail can be cut off

Weapon of Choice: Hammer

Preparing for War: Bring extra Cool Drinks on top of what they supply to you.

Finding Teostra: Top most areas of the volcano or the first area on the left.  
- The two big desert areas in the desert

Strategy: Upon confronting Teostra, keep your weapon sheathed (because he's more than likely in a pool of lava or out of range at the moment). He will roar upon discovering you, activating his fire barrier for the first time. Now, here's why you wanted your weapon away: since he's concealed in the lava, if he does his homing rush attack you'll have a second to react and dodge. Do the invulnerable leap (hold R + run away + X) to evade this super cheap move.

Now, stay very close to him but far enough away that his fire barrier doesn't eat away your health. Run around him counter-clockwise and wait for him to do his flamethrower attack. If you see him kinda crouch and black dust starts pouring out from under him, RUN AWAY. This is the gayest move in the entire game (you can never tell what pattern, or even how far, the attack will reach with any certainty).

#####

DODGE NOTICE: That gunpowder move he and Lunastra has can never be "read"

#####

with any degree of certainty. By this I mean that there's no tell-tale signs of how the move is going to work. Sometimes the explosions are so close a few inches away you'd be safe, and other times the explosions are so far away you'll be hit about a mile away. Despite the range of possible combinations of explosion distances, nothing changes in the look or sound of the attack. The best bet you have of dodging: put away your weapon and put

some distance between you and them. Do the invulnerable dodge if needed.

Now, lets assume he's doing his flamethrower move. Start charging up your hammer (hold R) and wait for his flamethrower to end. Quickly release R and super pound him over his head (keep in mind you cannot be moving when you release R). Hit him with the shockwave of the super pound, not the hammer itself. You NEVER want to be anywhere near his front end, EVER! He and Lunastra have an annoying habit of suddenly charging and canceling out of other moves to charge you. That combined with the fact that their charges home in on you, you could very quickly find yourself dead.

After a couple blasts to the head he should reel back and fall over onto his side. Triple pound him (triangle x3) in the face and get out of the way. One round is all you can do safely. You should notice that he no longer has a fire shield anymore. Knocking him over temporarily takes it off. In addition to this nice turn of events, with his fire shield off his hind legs become a weak spot to hammer damage. Wait for him to flamethrower and just mash his hind legs. This does a ton of damage very quickly (seems more effective than hitting him over the head).

Once his health drops below a certain point he'll go into a rage (like every boss does). If he still has his horns, he's going to roar, and if he roars with his horns still in tact you better be out of the way of the wind gust he'll emit upon landing. If he doesn't have his horns, he'll simply cancel out of what ever action he's doing and attack you again. If you're directly in front of him, he'll charge and run you over. There's a quick 25% of your health.

Now it's just rinse and repeat the above strategy. If the fire barrier is up, wait for the flamethrower and super pound the head from a distance. If the barrier is down, triple pound the hind legs during the flamethrower move. Chase him from area to area every 5 minutes when he leaves and STAY AWAY FROM HIS FRONT AS MUCH AS POSSIBLE. Keep your weapon away until you're in close so you can dive away when needed. That's it.

After 25 minutes he should flee, assuming you haven't killed him before the marker. Remember, if he fled, what health he has left is what he'll have in the next fight.

#####

DODGE NOTICE 2: His "homing" rush attack doesn't actually home in, however, #####

it can curve in a multitude of angles. Here's how it works: if he doesn't simply rush straight ahead, he'll curve in your direction. Once he starts curving in that direction, he must maintain that curve until the attack ends. This means that if he's rushing to your left, if you run right you can evade it without having to roll out of the way. Obviously if you're too close and within a certain distance from him there's no time to adjust or react to evade. Plus, his head is huge, so evading is either really easy because you're already out of the way or you're 90% likely to be hit. To make things worse, he likes to cancel moves into this. Sometimes you just can't win, so don't worry. Just wait until you've beaten the Akantor and gotten some really nice weapons and equipment if you're getting to aggravated.

=====  
IV) True Bosses  
=====

As the name of this section implies, below are the true bosses of the game. These great superpowers take a lot of preparation to bring down and can kill you readily. Just a few mistakes could cost you your life...

#####

IMPORTANT NOTICE: You will notice that this section gets very specific for what  
#####

weapon you should use to bring the enemy down. Normally I'd say something like: "use a hammer," but now, when I say you need the Smolder Dragonsword, you are really going to want that specific weapon. Otherwise you may not deal enough damage to even make the boss retreat. THESE ARE TRUE BOSSES! You will need the best of the best equipment to bring them down. Now, I am nice, if you do not have the weapon of choice, look in the Best Weapons section for the way to make it.

-----  
FFF) Shen Gaoren  
-----

A gigantic version of the daimyo hermitaur, this hermit crab-like creature lives inside the empty skull of a Lao Shan Lung and wanders the land at a snails rate. This is the first creature you have to fight that can actually hurt you by stepping on you (the latter, fatalis, kills you if he steps on you). An ugly adaptation of this crab is that it can "stand on its tip-toes" if you will. It can crabwalk across the land like the hermitaurs and it can also extend its legs, making striking it utterly impossible. Due to its hard exterior, a white sharpness is required to hurt him with bladed weapons. Fortunately, like all shellfish, a hammer can be used to crack its shell, so use a hammer to take down this giant foe.

Health: Very Very High

Roar: none

Breakable Parts: Shell x2

Weapon of Choice: Onslaught Hammer

#####

WEAPON NOTE: Yeah the Gaoren is weak against fire... but you MUST remember that  
#####

elemental damage has no bearing on making an enemy flinch and half the battle with the Gaoren is making it flinch. Whatever raw damage you can do is best and takes the utmost priority.

Preparing for War: Bring 20 whetstones, healing and stamina is provided

Strategy: The Shen Gaoren appears in two different missions: (1) Approaching the gates of the guild and (2) attacking the city itself. Fortunately, the

strategy to taking it out doesn't really change. You'll still be using the same method of attack, so whatever is written below will work indefinitely for both missions.

-----  
THE BEGINNING OF THE FIGHT: The first couple minutes of the mission the  
-----

Gaoren isn't even in the level yet. This lets you roam around, get used to the surroundings, and gather what materials you'll need to combat him. Start off every round by grabbing all the first-aid meds, rations, and lifecrystals. If you're in the TOWN map, run to the carts on your right and search the merchant stalls. The first on the right gives nothing but bombs, which you can't really use as a melee class. The second donates healing supplies, which includes the super special SUPPLY MAX POTION that fully heals all your health and increases it to its maximum limit!

With all your supplies, make your way into the first trench (if you're defending the guild) or make your way until you see him (in Town).

-----  
ACTUAL COMBAT: Okay, the Gaoren will do nothing but walk towards the gate.  
-----

During this time he will keep his body near the ground. This is the prime opportunity for you to attack him. Run underneath him and triple pound his underside (triangle x3). Stay right in the middle of his body, between both sets of legs, because if you don't you'll likely get fagged by him "crushing" you with his knees or elbows or whatever they are on a crab. He detests being this low to the ground, so be as aggressive and as precise as you can be during this time.

When the Gaoren gets into position to attack the gate he'll start lifting himself into the air. Now you're pretty much screwed because his weakspot is now too high to hit. Luckily, if you're using a hammer, his feet are the next target weakspot. Unfortunately, attacking his legs will come at a high price because it's very easy to get tremored and stepped on. To reduce risk and loss of life, target his back legs and attack only right after that foot moves. If you can manage to deal enough damage to a foot before he attacks, you may be able to prevent his attack entirely.

That's all there is to actually fighting the Gaoren: smash his soft underside while he low to the ground and focus on a single leg when he's too high. Be sure that you're attacking the same leg throughout the entire round, because the more damage you do to a leg the weaker it becomes and the more damage it takes.

#####  
BIG DAMAGE NOTE: Every now and then, if you manage to make the Gaoren flinch,  
#####

his legs will give out and he'll slam onto the ground. Him landing on you will cause damage, but never enough to really matter. The nice thing about this is that you can hit him while he's down... and his head is an insane weak spot. If you have the Onslaught Hammer in white or blue sharpness, a single hit actually causes the screen to shake! Deal as much damage as you possibly can during this time by triple pounding him twice before it can get back to its feet.

-----

PREVENTION: The most trying thing of this confrontation is that there's more  
-----

than one way to fail (you can die three times to lose, or the gate is destroyed). Depending on the equipment you're using, neither methods of loss are important. If you stay in good position the only damage you'll take is when it falls on you... which is actually a good thing (note above).

Now, the only part that can be difficult, is keeping the gates alive. The Gaoren is a nasty boss because he doesn't even need to be at the gate to attack it (in the Guild Base region), because it is concealing a high energy cannon inside of its shell. When defending the Guild, it will raise on its feet and rest its shell on the catwalk found in certain areas. You have a couple moments from the time it gets into position to stop this attack. The best, and only, method to stopping this is to knock a leg out from under him. DO NOT use the Anti-Dragon Bomb, (1) because it won't stop the attack and (2) it does less damage in comparison to what damage you deal by simply attacking it the whole time. Just attack the singled out foot. If you can deal enough damage you should be able to knock the foot out and stop the attack before it manages to pull it off.

Other than the cannon attack, the only other attack it uses against the gate is using its claws to slash the gate. This is almost impossible to stop because of how fast it hits from activation. The only way you can prevent this from hitting is if you are lucky enough to knock a leg out just before the attack hits. Most of the time this is a guaranteed 10% damage, but you shouldn't worry until the gate gets within 30%.

Sooner or later it should die. If you're defending the Town in the 8 star mission, this should be around 10 minutes left in the fight. If you're defending the guild, the only place it can die is in the gate area. This means that it will retain at least a sliver of health until it enters that area. Then, and only then, can its health actually reach 0 and die.

#####

ALTERNATE EASY METHOD: Contrary to its name, this note is only "easy" because

#####

killing occurs in about 10 minutes earlier. However, this requires that you have the Ultimatus Heaven and Earth. If you have this weapon (and sharpness+1 active so it has white sharpness) the fight's a breeze. Follow the same strategy above, but your only attack should be the "demon dance" attack (demonize by pressing R and then press triangle+circle).

-- NOTE: You don't need any stamina to do the "demon dance." Even if your stamina falls below the limit before you actually start attacking, pressing R and then hitting triangle+circle while you're summon the power counts as one combo and you can engage the dance with no stamina in the bar!

The largest dragon in the entire game, Lao Shan Lung is a boss that has health as big as he is. With the encounter lasting at least 25 minutes, Lao Shan Lung is a true damage over time boss. The goal of fighting Lao Shan Lung is to repel him from attacking the guild base. Simply removing half of his health will cause him to flee at the end of the 35 minutes... but actually killing him is where the problem is (unlike the elder dragons, his stats don't carry over from fight to fight if you don't kill him. Every mission is a brand new Lao Shan).

ASH LAO SHAN LUNG: He's a faster, stronger version of the normal. Also, he has almost half as much more health (about 1.3 times health). Plus, this is the only form you can get the Lao Shan Ruby from, and you can only get it by carving it from his dead body.

#####

READER'S NOTE: Please DON'T pester me about exactly how much health he has,

#####

because I honestly don't care. 23333 or whatever, I measure his health by how long it takes to bring him down with [insert weapon here]. Plus, this strategy is based for those who don't need to know everything there possibly is to know... they just wanna kill him without having to sit down and calculate everything and then try.

Health: Insane

Roar: High Grade, full range

Breakable Parts: Back, horn, shoulder, and face

Weapon of Choice: Onslaught Hammer or Smolder Dragonsword

(\*)Smolder Dragonsword is top priority.

(\*)Ultimus Heaven & Earth is the best weapon against him, you can fight just using them. No armor needed with this weapon.

Preparing for War: Dawn full Monoblos armor that's jeweled for Adrenaline+2.

Also, bring a couple potions for backup, rations are nice too. Whetstones are a must. \*full monoblos because I'm assuming you don't have full rajang.

Strategy:

#####

IMPORTANT NOTICE: This strategy is for those trying to kill Lao Shan Lung.

#####

If you're trying to just repel him, this can be used too, but you don't have to be as aggressive.

Make sure you have full Monoblos armor that's jewel for Adrenaline+2.

You MUST have this armor on if you want to kill him (and you need to kill him to get the Lao Shan Ruby from the Ash Lao Shan). Otherwise you'll never deal enough damage to kill him. Well, you can bring supplies for making and using 12 large barrel bombs+, but do you really want to gather up a stockpile of scatterfish, nitroshrooms, fire herbs, and large barrels? Or would you rather bring only some Whetstones?

-----  
BATTLE PREPARATION: When the mission starts, run into the base and gather up

-----  
the rations, first-aid meds, mini-whetstones, and supply large barrel bombs. Start off by exiting the base anywhere, set one of the bombs, kick it, set

the other, and kick that one. This should result in you having under 30% of your max health... and Adrenaline +2 kicks in and you get an extra 30% attack and defense power! Now you're really cruising, but your red health will probably raise your health back above the Adrenaline marker. To solve this dilemma and keep your power permanent throughout the battle, run back into the base, grab a cannonball from the bucket, and enter your status menu. Look at your attack power and wait for it to fall. As soon as it does, exit the menus and crouch (press X standing still). This will drop the cannonball on your toes and will do a sliver of damage (which will reset your red health just before the adrenaline marker). Now, as long as you don't raise your health back above the 30% mark, your extra 30% attack and defense will stick. This extra damage really accumulates over 20 minutes...

-----  
BEFORE THE GATE: from areas 2 through 5 Lao Shan Lung will meander down the  
-----

canyon as he approaches the gate. If you have the hammer, skip to the next paragraph. If you're using the Smolder Dragonsword, slash his head as he enters the area and comes in range. As soon as his stomach crosses over the invisible barrier and is able to be hit, the next paragraph begins.

Rush underneath him, between his front legs, and attack his stomach. Triangle is your best friend here for both the hammer and the longsword. You will quickly find out that there's a certain timing issue here: if you get pushed aside, behind, or etc, you will either bounce off his legs or get crushed by his massive feet. Here's how you time your attacks: you should notice that his stomach moves forward on the second step in his series, start attacking as the stomach moves forward. This allows you to do your triple pound for the hammer (triangle x3) or the double slash for the longsword (triangle x2). Also, if you're using the longsword, don't be afraid to hit R three times in a row and do your full spirit combo on his belly (in fact, use that as many times as you can!).

Every now and then Lao Shan will flinch and coincidentally will crash against the floor. This will deal minor damage and isn't anything to be afraid of.

In the middle of every area you can run up a path that extends over his back. Avoid using these to apply the Anti-Dragon Bomb to his back. The anti-dragon bombs don't deal a whole lot of damage (in comparison to you) and the time you waste setting them up and using them you could've dealt over 4 times the damage with your own weapon. To make a long story short, never deviate. Just keep wailing on his stomach.

When he reaches the end of an area and you have to retreat back to base to reach him in the next area, run out from underneath him to your left. Run along the wall (the same side the door is on) just after you see his tail swing sideways. If it's the Ash Lao Shan, the tail deals a ton of damage, so avoid getting hit by it at all costs. You should have your weapon put away, that way you can sprint and dive in case you need to.

From here nothing changes. When each area begins attack his head if you have the sword while you wait for his stomach to come within range. Then, when his stomach comes within range, focus on it. Never leave from under him until he reaches the end of the area, then run to the left side and rush past his tail after it swings (very noticeable swing). Then, after area 5, the final confrontation begins...

#####

EVASION NOTICE: At the end of Area 3 Lao Shan runs into a barricade. This  
#####

is a futile attempt from the guild to try to slow him down, because with a quick two shoulders he demolishes the barricade. This used to be the time I'd die because I'd get caught up in his feet and as a result would get crushed and killed. But, after a couple more rounds, I found a really easy way to survive the onslaught (which allows you to keep attacking him for an extra minute, which makes killing him much easier). When he reaches the barricade, center yourself with his stomach and DON'T ATTACK. After two rushes he'll continue walking at his normal pace, which will let you get in an extra two or three full combos before you have to retreat.

-----  
FINAL CONFRONTATION: In the final area, where you actually are trying to  
-----  
keep him from destroying the gate, the battle for the guild gate begins.

Just like normal, run out to where he's going to pop out and wait for him to enter the area. When he enters the area his head is already in attack range. If you hear the music start and you don't see him, you're looking down his retreat path if you fail to kill him.

Again, if you have the LONGSWORD, attack his head. Well, you can do the super pound on his horn, but it will deal minimal damage because he's got good defense against impact damage on his head. Super Pound is hold R until the flash, then release while standing still. Then, just as usual, attack his stomach as it comes within range.

If he manages to make it to the gate, he'll let you know by roaring. At this point, run out from under him and climb back up to the top of the gate. Look for a big button in the center of the gate (between the two mounted crossbows). Wait until he's next to the gate and push the button. This activates a cinematic where the hydrolic drills in the wall extend and impale Lao Shan. This deals an incredible amount of damage. I've tested the fight with and without the Dragonator, as it's called, and it's worth about 5 minutes of punishment!

If he manages to survive that blow, jump off and start attacking him again with everything you got.

Lao Shan has two attacks: (1) he shoulders the gate for 10% damage or (2) he stands up and bashes his head on the gate for 0% damage. Don't worry about attack (2) unless you're actually standing on the gate, because that's the only time it can hurt you. As for attack (1), follow the evasion notice above to evade it.

After time ends, if you failed to kill him, he will retreat from the gate. This is technically a victory, however, if you're looking to kill him to get his titles or if you're looking to obtain the Lao Shan Ruby you'll need to bring his health down to 0 and kill him. Keep in mind that if you're going for the Lao Shan Ruby, he needs to be Ash Lao Shan (level 6 urgent quest) and you can only get it from carving it from his flesh (or at least I've never gotten one from rewards and I've killed him over 35 times!).

-----  
Total rubies I've ever gotten: 5
Total rubies due to awards: 0 |  
Total rubies from carves: 5 |



-----  
#####

VICTORY NOTICE: As repeated from before, if you fail to kill Lao Shan he

#####

DOES NOT pick up in the next mission. He refreshes himself for every mission.

#####

CARVING NOTICE: You can carve him up to 9 times: three from the head, hind

#####

legs, and shoulders respectively.

#####

WHERE'S NORMAL LAO SHAN? Beat all guild quests from 1-4 stars and he'll

#####

appear in the 4 star missions to finish it all up.

-----  
HHH) Akantor  
-----

The final boss of the game, the Akantor is a terrifying dragon until you become proficient at killing him. Despite being the final boss, you can kill him with little resistance in about 15-20 minutes if you're using the Weapon of Choice. With a temper and physiology of the Tigrex, the Akantor is a danger to all that are near it. The only creature the guild fears besides this epic dragon is the legendary Fatalis, whom you'll need weapons forged from the Akantor if you ever dream of killing him...

Health: Very High

Roar: Wide-range. Earplug not required for below strategy.

Breakable Parts: Face x2, Chest, Back

(+) Tail can be cut off

####

NOTE: The roar is an attack, just like the Tigrex's. The attack radius of the

####

roar is massive and also summons lava to burst from the ground in concentrated fountains all around the Akantor. This is not the worst thing he does, in fact it's almost a relief.

Weapon of Choice: Azure Ogre Sword

Preparing for War: Bring whetstones, cool drinks, and stamina increasers. Go to the Felyne Kitchen (with 5 cats) and order Goldenfish Brew and Kirin Cheese. This increases your max health and stamina to their ultimate threshold and is very nice.

Strategy: You start off on the opposite side of the arena from the Akantor. Use this time to pop a Cool Drink and start up your heat defense. From here the Akantor will do one of two things: (1) He'll straight up charge you, which cannot be evaded at this range so block it (transfer damage is minimal, just

take the hit it's not so bad) or (2) he'll dig into the earth and attack from below.

#####

EVASION NOTICE: When the Akantor digs into the ground he becomes prone to  
#####

using three surfacing techniques:

- (1) He will surface right underneath you. This is easily avoided by running constantly until you feel the earth shake. Then, quickly change direction to the side. You're going to want to run across his back, not along it.
- (2) He will surface in a random location. The marking of this move is that lava spurts will pop up in a circle about where he's going to surface.
- (3) He will reset his location near the middle of the arena (about 1/3 of the distance between you and him from the starting positions).

He will use surfacing method (3) about 90% of the time, but don't assume that is all he will ever do.

To combat the Akantor you'll want to get insanely close to him. So close you are literally underneath him (specifically between his front and back legs). If you ever get spooked out from under him and you're staring at him from a distance, run around him clockwise until he attacks. Use this time to get back under him from the side.

Now that you're underneath him, attack his hind legs and stomach. This will cause him to topple over every couple minutes or so and open you to go all out on his face or tail. Attacking his head will deal more damage, but the crappy thing about the akantor is that he doesn't drop items from breaking stuff off of him. Attacking his tail will eventually cause it to fall off, which allows you two carves that have about an 80% rate of giving you the Akantor Tail.

When he does fall down you'll likely have a couple options based on where you are:

STILL BETWEEN HIS HIND AND FRONT LEGS: press X and roll underneath the little crick in his front leg and attack his head with everything you got. You can unleash a full combo on his face before he gets up.

STUCK BEHIND HIS BACK LEGS: Unleash on his tail. You'll never get to his head on time.

That's pretty much it. Get underneath him, attack his hind legs until he falls over, and attack his head or tail. When he gets back up, return underneath him and redo the process. However, you're never completely safe while under him. Below are the attacks he can do that you'll need to keep a constant eye out for.

IF HE SLOWLY RISES ONTO HIS BACK FEET, MAKING LITTLE NOISE...

back away a tiny bit and center yourself with his gut and put up your gaurd. He will roar, which will deal a minimal amount of stamina damage. Take this time to rush him and attack his stomach or legs while he finishes roaring. Don't worry about exposing your ears to his roar after you block, because the move can only hit once, and since you blocked it... yeah.

IF HE QUICKLY RISES ONTO HIS BACK FEET, SCREAMING AND ROARING...

Get out from underneath as fast as you can! He body slams the ground that

has a stunning area of effect. The best way to evade this is to place yourself on the outside edge of his ankle and block (so the tremor doesn't stun you and you can attack sooner).

IF HE SCREAMS LOUDLY AND IT APPEARS THAT NOTHING IS GOING ON...

Run towards his head, but stay underneath him. This is his tail whip move and it covers an astonishing 270 degrees with a range of about a mile! The only safe zones for this move are on HIS right flank (your left) or underneath him on his right side (your left). If you're feeling really good you can keep attacking his far right leg.

IF HE SUDDENLY RUSHES WHILE YOU'RE UNDERNEATH...

It's a guaranteed hit, hands down. But if you read his body language you can be hinted that he might be using this move: if there's a momentary gap in between him getting into position and him attacking, there's a chance he'll use this move. Just like from the opening rush, blocking it and taking 10 damage is much better than taking the full hit for 100.

When the Akantor dies, carve the four items from his hide and then go for the tail. You should easily carve from both bodies if you keep the fight near where you started, which is very easy. I've never taken the fight outside of your starting point. Just make sure the first thing you make from the Akantor is the Akantor Bow. This ungodly weapon can overpower most melee weapons, and can give you record times for kills. Also, its the only weapon you can wield that strong enough to tackle your next challenge... FATALIS!!!

=====  
V) Fatalis  
=====

By far the strongest creature in the entire game, Fatalis is capable of killing you from any health with any defense in a single hit! That, coupled with his super hard shell that hovers his whole body and super high health, the Fatalis is the true test of power. Each of the three versions of Fatalis require the same armor and weapon, however, they are not the same creature. Each type of Fatalis requires its own strategy to beat...

Unlocking Fatalis: Beat all solo, special, and group training quests  
Unlocking Crimson Fatalis: kill 10 of every elder dragon and 10 kirin  
Unlocking White Fatalis:

OR

You can download all three of them. This method is preferred because you're supposed to kill them in a single mission (meaning their health is much, much lower). An example: the normal Crimson Fatalis mission takes about 4-6 rounds to kill it. The download quest takes 25-30 minutes in 1 round...

-----

## XXX) Fatalis

-----  
The simply named Fatalis is a grey and black dragon, also known as the Legend of the Schrade. A dragon with such extreme power that even the guild has no defense against, this winged adversary may be too much for them, but for you and the right equipment he's as tough to kill as a felyne...

Health: insane

Roar: short-range, high grade earplug required

Breakable Parts: Head x3, wings, chest

Weapon of Choice: Akantor Bow

Preparing for War: Bring 50 power coatings and stamina food. Healing items aren't necessary because he kills from full health. Full rathalos soul U armor makes this fight much easier.

Strategy: You start on the battlements right before the legendary dragon of old. Turn and pop in the Power Coatings into the bow and prepare to attack.

You should start the battle by focusing all your Power Coatings into his wings. Draw his attacks by making him turn to face you. While he's turning you should notice his wings fan out. Shoot the wing closest to you here and get moving again. If he crawls at you, hold your fire because the wings are compressed and hard to hit and you don't want to waste good coatings. If he spits a fireball at you, simply walk to the side and shoot his open wings. After a couple of flinches his wings will tear and you should be almost out of power coatings. Congratulations, you're now guaranteed Fatalis Webbing!

Now that his wings are clipped, focus the rest of your fire on his head and only his head (you'll time out for a loss if you focus on anything else). From here on out it's just evading his attacks and firing a cluster of arrows into his face.

The perfect position to fire on Fatalis is about the length between its back legs to its front legs. Basically, you should be far enough away so that when Fatalis gets on all fours it's head is right where you are. This prevents him from crushing you under his gut. But, don't think you're all clear yet, because he'll rush forward too. This, also, is an instant kill (and it just has to touch you, even a scrape is fatal).

Other than crushing and trampling you, it's only other ground-based attack is shooting a fireball at you. This is easily evaded because it takes him a second to let it loose. A good rule of thumb for attack Fatalis is to shoot him in between and just after attacks. You never want to find yourself recovering from your own attack while it's attacking you.

Other than the crushing rush and the fireball, which you can easily sidestep and counterattack, Fatalis will take flight in one of two ways: (1) it will propell itself into the air with a fire blast or (2) it will flap its wings and take off. Either way, when it takes off put some distance between you and Fatalis. Turn the camera so you can see what Fatalis is doing in the air, because it has several ranged attacks from up there.

From the sky it has two different versions of the fireball attack: (1) it will fire a single mid-range blast or (2) it will fire off three consecutive fireballs going from short to mid to long-range. The second attack (2) is the most dangerous if you can't see what Fatalis is doing. An experienced Fatalis hunter can tell just by seeing how far the first shot goes whether

another two are coming, but if you see Fatalis rear his head back after the first blast, the next two are coming...

After it's done attacking (it'll do (1) or (2) up to two times), Fatalis will descend back to the earth. If it's tail is curled under its body as it comes down, run up near its shadow because it'll hover over to you if you don't. At this point two things could happen: he could fire on you from above, which is very short range, or he could simply land. Him landing is the only worry, because if you're not ready for it he'll land on you and kill you. If Fatalis is descending and its tail is stretched out behind it, it's coming in for a direct landing (no additional attacks).

Other than the two ground and two air attacks there's one more thing Fatalis does on occasion: about every 5-10 minutes it'll switch sides of the battlements. It does this by taking flight and then it goes even higher so you can't even see it. It does no attacks from here, but you have a good minute to gather up supplies and prepare for the next set of attacks.

Follow its shadow to the other side and look to the sky. When the shadow stops, that's where he's going to land. If you grabbed the Supply Large Barrel Bombs, place them a distance away from the shadow in the direction Fatalis was flying. There's no good measurement of how far to place them until you memorize where Fatalis' head's going to be, but if you can manage to blow the charges on its face it does unholy damage. If you have no supply bombs left, climb the ladder to the mounted crossbow cannon and dail up the Ballistas. Press the use button to mount the ballistas and take aim with the R button and shoot Fatalis down. As soon as it lands, start pressing away and X to get out of the cannon and jump down to continue combat (the rises make him hitting you must easier, so don't stay up there longer than you have to).

After about 20-30 minutes, Fatalis will fall (downloaded version).

#####

CARVING NOTE: Carve from his head, shoulders, and hips for a grand total of  
#####  
nine items (three from each).

#####

BATTELEMENTS NOTE: The guild is so afraid of Fatalis that they designed this  
#####  
base especially to combat him. The castle schrade is decked out with mounted crossbows, cannons, and the prototype Dragonator. The appropriate time to use the crossbows is when Fatalis is switching sides of the castle, shooting him while he descends. Once he hits the ground, get out of the turret and get back on the ground or face quick death by his jaws. To use the cannons, go into the base and grab a cannonball from the box next to the supply bin. With the cannonball in hand, waddle over to a cannon and press O to fire the cannonball. The one overlooking the Dragonator is worthless, however, the one on the other side can be used readily to shoot Fatalis out of the air. Timing can be difficult, but there's no glitch here; the cannonball's path is exactly how it looks. As for the Dragonator, leave it alone. The time it takes to set up Fatalis for the blow you could easily do the damage the Dragonator would do.

#####

HIDDEN SCHRADE DEFENSE: If you can lure Fatalis under the gate in the center

#####

of the castle, it will drop down on top of him and temporarily cripple him and pin him to the ground. This deals quite a bit of damage to him (about 2-3 minutes worth of damage). To do this, stand near the entrance to the alleyway and pray Fatalis decides to charge you and accidentally end up under the gate. You can't simply lure Fatalis into the gate, you have to trick him. If you're standing too close to the gate Fatalis will turn his back on you and walk away. He's not about to walk into a trap. While he's pinned, take advantage as much as you can by placing some bombs at his feet, then blow them up once he recovers from the gate.

-----  
YYY) Crimson Fatalis  
-----

A dark dragon of pure hatred, the Crimson Fatalis can summon a meteor shower to rain down on the earth and destroy everything around it. The Crimson Fatalis dwarfs his brother, the normal Fatalis, by coming to battle with some actual power. Capable of tearing you to shreds with his claws and dive bombing you from the sky, you'll find it very easy to get killed if you're not carefull...

Health: insane

Roar: short-range, high grade earplug required

Breakable Parts: Head x3, wings, chest

Weapon of Choice: Akantor Bow

Preparing for War: Bring 50 power coatings, cool drinks, and stamina food.

Healing items aren't necessary because he kills from full health. Full rathalos soul U armor makes this fight much easier.

Strategy: Don't pop the cool drink right off the bat, you'll want to use them sparingly just in case you get killed. Don't worry about the heat damage until you start running low on health (about 25% green left). Trust me, the lessened health due to heat damage has no bearing on him being able to one-hit you. He does that from 150 health (max possible).

Do start by popping in the Power Coatings into your bow and focus them on Fatalis's wings. Stay back far enough so his claws can't reach you and you can easily raise your aiming line to his face. Shoot his wings in between his attacks and his turns. Just before you lose all your power coatings his wings should tear. Congrats! You just gauranteed yourself a Crimson Fatalis wing!

Draw his movement from side to side so he takes longer to attack, allowing you to pummel his face with arrows. If he slashes or roars, start charging so you can shoot the Rapid arrows into his face as he comes out of the attack. If he shoots a fireball at you, walk out of the way and start aiming where his head will be when he pulls himself back. Every one of these attacks you should be able to put a fully charged Rapidshot and one PierceShot in his head before he attacks again.

#####

EVASION NOTICE: The Crimson Fatalis has an annoying move that I refer to as

#####

his "diving" attack. This move is executed very suddenly and if you're not already out of the way there's a slim chance of evading the move. To ensure your safety from this move, after each volley of arrows start running to either side of you. If he does any other move, get back into position and continue your assault.

The Crimson Fatalis is a fan favorite of his meteor summoning move. By this I mean he uses it the most throughout the battle. It's not uncommon for him to unleash this attack 4-6 times in a row before resorting to one other attack. Fortunately, this move is easily evadable: don't move. If you stay centered with his body, the closest the meteors will get will be a couple feet to your left and these won't hit. If you're uncomfortable with this, run a little closer to Fatalis and go right a little bit (no meteors hit there).

Other than his slash, roar, meteor shower, and fireball attacks, the Crimson Disaster will also take to the sky on occasion. He does this in one way, by beating his wings and then taking off. When he does this, immediately put your bow away and look up as high as you can with the camera. If you can still see him, run as far away as you can because he's going to start bathing the area in fire. If you can't see him, run for his shadow because he's about to divebomb you.

After his aerial assault, Fatalis should lower himself to the ground (if he divebombed you, he's already on the ground a mile away so quickly chase after him. The farther away you are from him the easier it is for the meteors to hit you). While he's descending, rush over to where he's going to be so that he doesn't have to "chase you down" before starting his pre-landing attacks. Once you draw the attack, run out of range of his blasts and start shooting again.

That's basically it. Evade his attacks and shoot him in the face. Remember not to be standing directly in front of him just before he attacks. You don't want to be caught off guard for his "diving" move.

Other than that, the only thing I can say is about his Rage mode. You will notice that when the Crimson Fatalis gets pissed he'll roar and the scales on his body that aren't black will glow red and orange! While under the effects of his Rage mode he takes a fourth less damage from all your attacks. That, coupled with you shooting him anywhere but the head will result in a time out failure. Just remember to shoot for the head.

After 25-35 minutes, the Crimson Fatalis should fall (downloaded version).

#####

CARVING NOTE: Carve from his head, shoulders, and hips for a grand total of

#####

nine items (three from each).

-----  
ZZZ) White Fatalis  
-----

With its white hairs and heavenly roar, the White Fatalis is almost more of a diety than a dragon. With the ability to call an evil thunder from the heavens,

the White Fatalis is by far the most destructive and deadly boss in the entire game. Whomever can kill the White Fatalis and craft all of its armor is a true master of the game...

Health: insane

Roar: short-range, high grade earplug required

Breakable Parts: Head x3, wings, chest

Weapon of Choice: Akantor Bow

Preparing for War: Bring 50 power coatings and stamina food. Healing items aren't necessary because she kills from full health. Full rathalos soul U armor makes this fight much easier. Also, bring supplies to make and use a total of 12 large barrel bombs+. YOU HAVE TO HAVE THESE IF YOU'RE GOING TO WIN!!!

#####

IMPORTANT NOTICE: Making 12 large barrel bomb+ is very trying, so if you get

#####

the chance buy a cat with the Gunpowder ability. This transforms your normal large barrel bombs into the plus version upon setting it. This saves you a ton of time and money from having to gather 12 scatterfish to make the bombs. This is invaluable if you're going to farm her for her materials.

MATERIAL LIST: 2 large barrel bomb+, 10 large barrels, 10 scatterfish, and the book of combos 1-4. 50 power coatings, 1 gourmet steak.

Strategy: From the get go get your power coatings going and fire on her wings. You'll want to do this early for one reason: once she goes into her rage mode she never comes out, and while she's in her rage mode she takes 1/10 damage. Do you want to hit a non-critical area of her while she's like that? NO!

Remember the Crimson Fatalis's "dive" attack, well she has it too. Just like with her little brother, never get greedy enough to attack her the moment before she attacks. If it's the diving attack you've just died once... so take the necessary preemptive measures and never stand directly in front of her while you attack.

Once her wings break, she should be about a couple more shots away from going postal, so place your shots carefully. Until then all she should do is slash, blast, and roar at you. Watch her slashes! It's so cool, she coats them in pure energy when she slashes! Instant kill if it touches so be warned.

Similar to her twin brother, the Crimson Fatalis, the Ancestral Dragon has an elemental move similar to the meteor showers, but instead of flaming rocks falling from the sky a red lightning pummels and shakes the earth around her. However, unlike with the Crimson Fatalis, you cannot evade this move by simply standing still while she roars, oh no. You have to move in closer and slightly to the right (so she doesn't crush you if she decides to bed down for a second). The closer you are to her, the safer you are during this move. But once she's done screaming you should immediately take position so you can keep shooting her face. Feel free to pop some arrows into her body while you're in close too.

After about the 5 minute marker, she should get angry and coat herself in raw power (red electricity coats her chest). This is the ultimate defensive move



in the entire game. While like this she takes 1/50 the damage she would to all parts of her body normally. This makes the possibly 15 minute fight and turns it into a 40 minute fiasco.

While enraged her attacks become far more deadly because she'll start doing her ultimate attack where she takes flight, lands on the tower above, and calls an all out armageddon blast on the entire arena! Giant lightning blasts destroy everything in the area, but luckily for you you have the Invulnerable dive. The notice below explains what to look for and how to evade this awe inspiring attack...

#####

EVASION NOTICE: While enraged the White Fatalis is more dangerous than

#####

anything you could dream of. If you see her taking flight, quickly put away your weapon and observe her shadow that's still on the ground. If it takes a couple moments for the shadow to start moving, run as far as you can in the opposite direction because she's going to do the triple blast from outside the arena before landing back in the arena. If the shadow moves almost immediately after she takes off, she's going to get into position and then divebomb you, which is easily evaded if you are moving... but if you see the shadow head for the bulk of the tower, run into the lower left corner of the map as quickly as possible because she's going to unleash her ultimate attack. While she's landing, look out over the ground because there are two designs to this attack: (1) The lightning starts at the interior and works its way out or (2) the lightning starts on the edge and works its way in. If (1) occurs, quickly run into the center of the arena as the lightning clears from the center. If (2) occurs, start sprinting towards the wall and dive when you see the ground near you start to glow. Once the attack's over, Fatalis will descend upon the land in a very specific location, which will come in handy later...

She should do her ultimate attack at least once during her first rage. You should notice her slowing down and the energy barrier gone fairly soon after she gets going.

Now that she's normal again, keep shooting her in the face just like you've been doing since her wings broke. Fairly shortly after this she should get pissed a second time. Now the barrier is permanent... and all you can do is slowly widdle down her health. However, here's where the Large Barrel Bombs+ come into play.

Patiently shoot her in the face until she takes off. Observing her shadow as told in the EVASION NOTICE above, she should occasionally do her ultimate attack from atop the tower. Take evasion as necessary and do this next step as quickly as you can: you should notice that after unleashing her ultimate attack she always lands in the same exact spot and that her head, by extension, will always fall in the same spot. Knowing this, run out to where her head is going to be resting as she lands and back up a couple steps and place two Large Barrel Bombs+ about a body length apart from each other. When she lands, the two bombs should cradle her nose. Shoot her in the face with a pierce shot to activate both bombs. The twin explosions will cause her to flinch and is a guaranteed head break (if the damage was all on her face).

Here's a quicky for the position the bombs need to be in: you'll notice there is a large patch of brownish tile that her head crosses when she lands. From the very corner of that patch, move one adjacent tile down and set one bomb

of the far corner and the other one a couple feet to the side of it. If you don't see what I'm talking about, then just let her land and slash her face with an arrow. Look at your position with respect to a marker you can easily identify and memorize that exact location. That's where the bombs are going to go.

Thankfully, the bombs deal regular damage as though she never had a shield up. By concentrating this damage on her head, the weakspot, she will fall about 10 minutes sooner than if you'd blow them up on her legs.

Now it's just rinse and repeat. Shoot her in the face as many times as you can while you patiently wait for her to do her ultimate attack. Evade the lightning, bomb her face, and the cycle begins again until you've run out of bombs (then you just shoot her in the face until dead).

The total mission will take roughly 30-45 minutes (downloaded version). But hey, you've finally tackled the game's strongest monster!

#####

CARVING NOTE: Carve from his head, shoulders, and hips for a grand total of

#####

nine items (three from each).

=====  
VI) Contact Information  
=====

author: Darin Dye <gamemaster53539@yahoo.com>

feel free to e-mail me your stories or any problems you find in the guide. Also, fell free to let me know if there's something you'd like to see here that could be helpful for you or others.

This document is copyright Sigfriedsfriend and hosted by VGM with permission.