

Monster Hunter Freedom 2 Guild/HR FAQ

by Zelda911

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>                                MONSTER HUNTER FREEDOM 2          <
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>                                THE GUILD AND HR FAQ              <
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>-----<
 Version [GHR0]
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Version 1.0 - 26/09/07 - Guide Started with Wenlun88.
 Version 1.1 - 30/09/07 - Fixed some spelling mistakes.
 Version 1.2 - 01/10/07 - Added Challenge Quest Section.
 Version 1.3 - 03/10/07 - Added What is the Guild Section.
 Version 1.4 - 05/10/07 - Fixed some spelling mistakes.
 Version 1.5 - 18/10/07 - Changed the Guide Format.
 Version 1.6 - 31/10/07 - Added some extra information to the Guide.
 Version 1.7 - 09/11/07 - Fixed some mistakes.
 Version 1.8 - 10/11/07 - Fixed the date on the Version and added information.

>-----<
 What is the Guild? [GHR1]
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The Guild is also called the Gathering Hall. In this area of town can take Quests and go online to do Quests with your friends. You can also increase your HR (Hunter Rank) by clearing select quests. You also start at HR1

Quests with Friends

After doing Quests with friends you will get their Guild Card in here you can check what Armour, Title, Weapon, and Friendship Level.

>-----<
 - Quest Lady 1 [GHR1.A]
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This person will give you the first Quests 1*, 2*, HR 1, 2, and 3.

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- Quest Lady 2 [GHR1.B]
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This person will be stink to you until you unlock HR 4 Quests
She will give you HR 4, 5, and 6 Quest.

>-----<
- Quest Board [GHR1.C]
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This is used when you do Quests with friends only in the Online Gathering Hall.
Somebody will host a quest and you can accept it or not take it.

>-----<
- Treasure Hunting Quests [GHR1.D]
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You can do Treasure Hunting Quests here by yourself or on your own
Here's a link to how to get all the special Treasures
<http://www.gamefaqs.com/portable/psp/file/934395/50213>

And for the Maps

The Mountains
<http://www.gamefaqs.com/portable/psp/file/934395/50273>

The Jungle
<http://www.gamefaqs.com/portable/psp/file/934395/50449>

>-----<
- Areas/Maps [GHR1.E]
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In Monster Hunter there are different Area that you can go to to do Quests
These are

The Mountains
<http://www.gamefaqs.com/portable/psp/file/934395/50001>

The Jungle
<http://www.gamefaqs.com/portable/psp/file/934395/50002>

The Desert
<http://www.gamefaqs.com/portable/psp/file/934395/50032>

The Swamp
<http://www.gamefaqs.com/portable/psp/file/934395/50003>

The Forest And Hills
<http://www.gamefaqs.com/portable/psp/file/934395/50000>

The Tower
Part 1: <http://www.gamefaqs.com/portable/psp/file/934395/50098>

Part 2: <http://www.gamefaqs.com/portable/psp/file/934395/50099>

>-----<
- What is the G-Rank? [GHR2]
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G-rank are the harder Quests that appear in HR4 HR5 and 6 missions (6, 7, and 8* Missions)

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How to get to HR2 [GHR3]

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You will need to do these 3* Guild Quests.

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- Giadrome Assault [GHR3.A]

Quest Level: 3*

Area: Snow Mountains Day

Enemy: Giadrome - Starting Area: 8

Weapon to use: Any

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If this is your first time fighting it you will unlock the Sterling Hunter Video. The Giadrome can only go to Area 6 and 7. When in Area 6, 7, and 8 even if you have Armor that gives you cold resist it won't work it only works in area 4 and 5.

The Giadromes main attack is spiting Ice Chunks at you which will turn you into the snowman status (cured by Thawing Agent). The Giadrome usually fights with Giaprey. The Giadrome likes to jump around so attack it 2 or 3 times then roll so you don't get hit by it when it jumps. I suggest you kill the Giaprey before the Giadrome. Before the Giadrome dies it will try to go to the nearest Area. The Giadrome will give you 2 Carves.

The Giadrome does not drop shinies.

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- The Land Shark [GHR3.B]

Quest Level: 3*

Area: Desert (Night)

Enemy: Cephadrome - Starting Area: 2

Weapon to use: Eager Cleaver or Thunderbane

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If this is your first time fighting it you will unlock the Desert Hunter Video. It can only go to Area 1, 5, and 7 (It only moves to Area 7 when it is almost dead) The Cephadrome can be brought out of the sand by using Sonic Bombs. This can make it drop a shiny.

The Cephadrome is weak against Thunder/Fire. When its fin breaks it should be weak. Try to Paintball it so you don't lose it if it comes out of the ground you will have 1 to 3 minutes to attack it if your lucky you will make it finish and then you can hurt it. The Cephadrome spit mud 3 chunks at you this can do a lot of damage if you get hit by all 3 but if you roll none of them will hit you. The Cephadrome will give you 3 Carves.

Hitting it with a Sonic Bomb sometimes make it drop a shiny. This can be

Wyvern Tears (70%)

Cephalos Scale (20%)

Piscine Liver (10%)

>-----<

- The Lurking Desert Giant [GHR3.C]

Quest Level: 3*

Area: Desert (Day)

Enemy: Daimyo Hermitaur - Starting Area: 9

Weapon to use: Eager Cleaver

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If this is your first time fighting it you will unlock the One Horned Daimyo Video. It can go to Areas 1, 2, and 5 (It only goes to Area 8 when it is almost dead)

Cephalos and Genprey will be in those Areas, they can paralyze you so you should kill them first if possible. The Daimyo legs and head is its weak points. The Daimyo Hermitaur is weak against Thunder/Fire. When it shoots water at you it charges its shot by frothing up its mouth before it shoots the water when it does roll out of the way. When it jumps up roll out of the way or you take a lot of damage. Attack it when it hits the ground for massive damage. When it guards you can't attack its head so attack its sides until it stops guarding. When attacking its sides will make it flinch a lot. It can also be poisoned. The Daimyo Hermitaur Will give you 3 Carves.

The Daimyo Hermitaur may sometimes drop a shiny. This can be

Crab Pearl (75%)

Black Pearl (25%)

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- The Mischief Maker [GHR3.D]

Quest Level: 3*

Area: Swamp (Night)

Enemy: Congalala - Starting Area: 8

Weapon to use: Wyvern Blade "Fall"

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If this is the first time fighting it you will unlock the The Jungle Outlaw Video.

The Congalala is fast but predictable when it runs at you roll out of the way then you can hit it twice. When it does the fart attack but make sure that the fart does NOT hit you because if you don't have any Deodorant you won't be able to use any items. There is a chance to attack and when it jumps at you if you dodge it then you can hurt it but if it hits you are as good as dead. When it starts swinging at you with its claws stay away but when it falls down attack. Also if you stand next to it it will push its stomach out and if it hits you you will fly back you can dodge this by running around it then you can only attack its back and sides. If you attack its front your attacks will just bounce off. The Congalala is weak to fire. Its face can be broken to get a Vibrant Hide. The Congalala will give you 3 Carves.

The Congalala may sometimes drop a shiny if you attack its tail. This can be

Territorial Dung (75%)

Small Monster Bone (15%)

Brute Bone (10%)

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- Urgent Quest (Blangonga) [GHR4]

Quest Level: 4*

Area: Snow Mountains (Day)

Enemy: Blangonga - Starting Area: 8

Weapon to use: Wyvern Blade "Fall"

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If this is the first time fighting it you will unlock the The White Darkness Video. It can go to Areas 6, 7, and 8 (It will only go to Area 3 when it is

almost dead)

The Blangonga will call out Blangos with its roar. The Blangonga will to tackle you but it is easy to dodge but like the Congalala's. There is a chance to attack it when it hits the ground. The Blangonga jumps up and tries to land on you, you can just dodge it but you can attack it because he recovers quickly. The Blangonga lifts ice from the ground and it break into 3 pieces that can hit (you if you~~池~~ too close to it all 3 can hit you) After it lifts the ice chunk into the air you can attack its sides 2-3 times but if you get too close the ice may hit you. When the Blangonga gets into fury it shoots ice breath that can turn you into the snowman status and do some nice damage. Its fang can be broken with a fire weapon.

The Blangonga may sometimes drop a shiny. This can be
Territorial Dung (75%)
Blangonga Hide (20%)
Dung (5%)

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How to get to HR3 [GHR5]

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You will need to do these 4* Guild Quests.

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- Master of the Giant Lake [GHR6.A]

Quest Level: 4*

Area: Jungle (Night)

Enemy: Plesioth - Starting Area: 4

Weapon to use: Sonic Bow

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If this is the first time fighting it you will unlock the The Piscine Plesioth Video and when you kill it you will unlock Plesioth Ecology Video. It will always be in area 4 or 3 no matter what.

When fighting the Plesioth use the Sonic Bow if you have it because it is weak to Thunder/Fire and if you have a bow you can hit it in the water. The key is to stay away form it and shoot it when it can't hit you when it's in the water it will shoot a jet of water at you, you can dodge this buy rolling or standing next to it there is no need to Paintball it becasue it will only be in Area 3 or 4. The Plesioth will give you 4 Carves.

The Plesioth may sometimes drop a shiny if you fish it out of the water with Frogs. This can be

Wyvern Tears (75%)

Plesioth Scale (22%)

Plesioth Fin (3%)

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- Evening Hermitaur Sonata [GHR6.B]

Quest Level: 4*

Area: Desert (Night)

Enemy: 20 Hermitaurs

Weapon to use: Any

>-----<

The Hermitaurs are spread out around the Areas.

There will be 2-3 Hermitaurs in the Area you go to. After the all Hermitaurs are killed in a Area more will respawn if you leave the Area then go back.

The Daimyo Hermitaur will be there either run away or kill it if it finds you or if you find it. The Hermitaurs are weak so you should be able to kill them in 2 or 3 hits.

The Hermitaurs do not drop shinies.

The Daimyo Hermitaur may sometimes drop a shiny. This can be

Crab Pearl (75%)

Black Pearl (25%)

>-----<

- Pincer through the Sky [GHR6.C]

Quest Level: 4*

Area: Swamp (Day)

Enemy: Shogun Ceanataur - Starting Area: 9

Weapon to use: Devil Slicer or Anvil Hammer

>-----<

The Shogun Ceanataur starts in Area 9 so bring Hot Drink or drinks. It can go to Area 7 and 8 so you should try to Paintball it.

It's just a stronger and faster then a Daimyo Hermitaur and its legs are a little stronger now. So do the same you did to the Daimyo Hermituar. It also is weak to Thunder/Fire and is now immune to poison. The Shogun Ceanataur's attacks will do a lot of damage if your not careful. The Shogun Ceanataur has the same attacks as the Daimyo Hermitaur but it can jump on the ceilings and shoot water at you at the same time. The Shogun Ceanataur's shell can be broken with any weapon but if you use a hammer you can break it in 30 seconds by triple pounding its shell. The Shogun Ceanataur can have 3 shells, after you brake the second shell you can get a Wyvern Skull Shell in the reward. The Shogun Ceanataur will give you 3 Carves.

The Shogun Ceanataur may sometimes drop a shiny. This can be

Crab Pearl (75%)

Black Pearl (25%)

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- Trouble in the Forest [GHR6.D]

Quest Level: 4*

Area: Forest & Hills

Enemy: 20 Bullfangos

Weapon to use: Any

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You should Start in Area 8 and move on from there.

Kill them quick before they group like when 4 tackle you at once so you can't get up. Also in this quest you can find the Yian Kut-Ku so you can kill it or run from it.

The Bullfangos do not drop shinies.

The Yian Kut-Ku may sometimes drop a shiny. This can be

Wyvern Tears (74%)

Kut Ku Scale (16%)

Kut Ku Ear (10%)

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- The Ioprey Leader [GHR6.E]

Quest Level: 4*

Area: Volcano (Night)

Enemy: Iodrome - Starting Area 8

Weapon to use: Any

>-----<

The Iodrome starts in Area 8 and changes from to area to area until you find it or it finds you. I suggest that you bring Herbal Medicine to cure the poison. Now that you have strong weapons like the Devil Slicer you should be able to kill it in a matter of seconds.

The Iodrome can only spit poison at you this is its most powerful attack. The Iodrome also jumps alot so if your using a Longsword when it jumps at you use the /\ attack you do extra damage and it won't hit you. The Iodrome is an easy kill compared to the Giadrome (I know I tried the 3* Giadrome Quest and it was harder than this) It will run into the closest area before dying. The Iodrome will fight with Ioprey. The Iodrome will give you 2 Carves

The Iodrome does not drop shinnies.

!-----!

- HR2 Urgent Quest (Tigrex) [GHR7]

Quest Level: 5*

Area: Snow Mountains (Day)

Enemy: Tigrex - Starting Area 8

Weapon to use: Devil Slicer or Imperial Gunlance

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The Tigrex is easy if you

A. Use the Devil Slicer it's weak to Thunder.

B. Use a Gunlance with full Hermituar Armor and with 5 Hvnly Shield
And 3 StoneWall Jewels.

The Tigrex starts in Area 8 and can change to area 6 or 7 so bring Hot Drinks you should also bring Flash Bombs, Shock Traps and Tranq Bombs.

Tigrex attacks with an ear piercing roar, you will take damage from if you don't guard. The Tigrex can also tackle you which might one shot you. It can also when in fury mode charge at you multiple times is also hard to dodge. But if you don't you're dead. When Tigrex tackles you he'll have his back to you making it a great opportunity to attack his tail his tail can be cut off. Sometimes it will do a 360 spin, Tigrex spins around in a 360 degree angle. There is no opportunity of attack but if its tail is cut off then there is a small chance to attack. Another attack which leaves it vulnerable is when it lifts chunks of ground and throws it at you, distance is the key here. He will attack with a pound to the ground and launch a three pronged hit. This can spread and cover a large range. Three missiles of gravel launch from the ground and collide with whatever they touch this can turn you into the snowman status When it is weak it will start to limp then it will fly to Area 3. When you get there it will be asleep so set up a Shock Trap then Tranq Bomb it to capture it because fighting it now will be hard because it is a small Area and if it goes into rage mode it can easily kill you. The Tigrex will give you 3 Carves.

If you use the Gunlance you can just guard until there is a chance to attack then you can poke it to death. When the Tigrex Roars you can Guard and it won't hit you then you can either poke it three times or shoot it twice. The best place to be is in front of a wall so when it runs at you it won't go far because it will hit the wall then you can poke it. You can reload when the Tigrex is in rage mode because after it runs into you you have a small chance to reload.

When the Tigrex gets its teeth stuck in the wall it may sometimes drop a shiny. This can be

Wyvern Tears (75%)
Tigrex Scale (20%)
Tigrex Claw (5%)

When the Tigrex's Tail is cut off you can carve it once and you can get

Tigrex Tail (80%)
Tigrex Scale (20%)

<=====>
How to get to HR4 [GHR8]
<=====>

You will need to do these 5* Guild Quests.

>-----<
- The Runaway Diablos [GHR9.A]
Quest Level: 5*
Area: Desert (Day)
Enemy: Diablos - Starting Area 9
Weapon to use: Blango Decimator
>-----<

The Diablos starts in Area 9 but moves to Area 2, 7, or 5.

The Diablos is weak to Ice. You can get its horns stuck in a wall then attack it for massive damage. It will try to dive in the sand in order to attack or move to another Area. When the Diablos dives in the sand it will stay in the same place for about 5 seconds so if you use a Sonic Bomb on it while it is still in the sand it will get stuck so you can attack its head a few times while it can't hit you. When it does its slide you can dodge it by rolling under its legs. This can backfire if you roll into its wing. If you hit its head it will break its horns when this it won't get stuck in walls. The Diablos will give you 3 Carves.

The Diablos may sometimes drop a shiny when its horns stuck in a wall.
This can be

Wyvern Tears (95%)
Diablos Spine (5%)

When the Diablos' Tail is cut off you can carve it once and you can get

Diablos Shell (60%)
Diablos Tail (40%)

>-----<
- Valor in the Swamp Zone [GHR9.B]
Quest Level: 5*
Area: Swamp (Day)
Enemy: Gravios - Starting Area 8
Weapon to use: Lobster Cannon or Fire Dragonsword
>-----<

It will go to Area 4 and 5 and it will go to Area 1 when it is almost dead.
Sonic and Flash Bombs don't work against it.

The Gravios is against Water/Dragon (only after chest is broken) It has a lot of health so it can be a boring battle. It slides at you and you can dodge it by running past it then you can attack it. Using the Lobster Cannon is a good idea because it has rapid fire for WaterS and it is weak to Water. The Gravios will give you 4 Carves.

The Gravios may sometimes drop a shiny. This can be

Wyvern Tears (94%)
Fire Stone (6%)

When the Gravios' Tail is cut off you can carve it twice and you can get
Gravios Shell (73%)
Large Monster Bone (23%)
Fire Stone (4%)

>-----<
- The King's Domain [GHR9.C]
Quest Level: 5*
Area: Forest & Hills
Enemy: Rathalos - Starting Area 4
Weapon to use: Blango Decimator
>-----<

The Rathalos will be quite annoying because he will fly around doing nothing so, it will be the best to bring more Paintballs or have Auto-Tracker Armor. He is weak against Ice/Dragon. Area 9 will be a very hard place to fight Rathalos due to the narrow path way and felynes. I suggest killing all the Felynes before fighting Rathalos.

After Rathalos encounters you, try to lure him to upper part of the Area 9 because the lower part was full of trees which will block your view. For Rathalos, try to head lock him if possible. Attacking Rathalos while he is shooting fire ball will be the best option. The Rathalos will sometimes do a 360 degree spin so if you see it coming stay clear. When it shoots a Fire Ball roll out of the way. He will try to randomly bite. While Rathalos is in the air, try to stay under his shadow (Rathalos won't be able to hit you) While far away from the Rathalos he will slam his claw on the ground with his wing open widely and this will poison you and knock you out but if you under his shadow it won't hit you. The Rathalos will give you 3 Carves.

The Rathalos may sometimes drop a shiny. This can be
Wyvern Tears (74%)
Rathalos Scale (25%)
Rathalos Plate (1%)

When the Rathalos' Tail is cut off you can carve it once and you can get
Rathalos Tail (38%)
Rathalos Scale (35%)
Rathalos Shell (22%)
Rathalos Plate (3%)
Fire Wyvern Marrow (2%)

>-----<
- The Queen's Descent [GHR9.D]
Quest Level: 5*
Area: Jungle (Day)
Enemy: Rathian - Starting Area 4
Weapon to use: Devil Slicer
>-----<

The Rathian likes to attack on the ground compared to Rathalos. She starts Area 8 but she can change quickly Area. It is weak to dragon. For this battle you should use the Devil Slicer.

When she shoots a fire ball at you can easily dodge it by rolling then while her head is down you can attack it a few times. When it dose its summersault if it hits you will get poisoned. So bring Herbal Medicine so you can heal the

poison, and recover some health at the same time. When it does its 360 spin if her tail hits you it will poison you even after you cut it off for some reason. When it gets weak it will go to area 6 where the Velociprey will just kill her if you stand on the ledge or if you bring Tranq Bombs you can setup a trap to capture it before the Velociprey wake it up. The Rathian will give you 3 Carves.

The Rathian may sometimes drop a shiny. This can be

- Wyvern Tears (74%)
- Rathian Scale (25%)
- Rathian Plate (1%)

When the Rathian's Tail is cut off you can carve it once and you can get

- Rathian Scale (59%)
- Rathian Shell (22%)
- Rathian Spike (8%)
- Monster Bone+ (6%)
- Rathian Plate (3%)
- Fire Wyvern Marrow (2%)

!-----!

- HR3 Urgent Quest (Shen Gao Ren) [GHR10]

Quest Level: 6*

Area: Fortress

Enemy: Shen Gao Ren

Weapon to use: Wyvern Blade "Blood" or Onslaught Hammer

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The Shen Gao Ren is a giant crab. Use the Wyvern Blade "Blood" or the Onslaught Hammer to do massive damage to its weak points. It is weak to Dragon/Fire weaker to Dragon.

Attack one of its legs while standing underneath it. After attacking one of its legs for a while it will turn red and soon after it will fall over. (This is the time to do massive damage) After you take out all of its legs it should fall over and for about one and a half minutes and in that time you should be able to kill it just by attacking its head. The Shen Gao Ren will give you 5 Body Carves and 3 Mouth Carves.

The Shen Gao Ren does not drop shinnies.

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How to get to HR5 [GHR11]

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You will need to do these 6* Guild Quests.

Full Tigrex Armor Should be used.

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- The Poison Fanged Duo [GHR12.A]

Quest Level: 6*

Area: Desert (Day)

Enemy: 2 Gendrome

Weapon to use: Any

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If you have Full Tigrex Armor you can just look on the map for them and kill one of them with ease if you use the Devil Slicer or the Wyvern Blade "Blood" Then find the other one and kill it.

The Gendrome will jump a lot so you should use a weapon that is fast so if you

miss you can roll to get out of the way of the next attack. Try avoiding fighting both of them at the same time because even if this is a easy win you can easily get killed if your not careful. Each Gendrome will give you 2 Carves.

The Gendrome does not drop shinies.

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- Ultimate Crab Dinner [GHR12.B]
Quest Level: 6*
Area: Desert (Day)
Enemy: 2 Daimyo Hermituars
Weapon to use: Devil Slicer or Onslaught Hammer

>-----<

2 Daimyo Hermituars is a lot harder than 1 if they are in the same area they will start clawing you one after the other and you will get killed. If you have Tigrex Armor this will be so easy just follow one of them around and it will be like tag you just follow one of them until it's dead, then go after the next one. If you use the Devil Slicer then attack its legs if not then attack it right after it does a attack. If you use the Onslaught Hammer you can break its shell by using the triple pound this will also make it flinch. Each Daimyo Hermituars will give you 3 Carves.

The Daimyo Hermitaur may sometimes drop a shiny. This can be
Crab Pearl (38%)
Crab Pearl+ (37%)
Black Pearl (25%)

>-----<

- Trapped by Yian Kut-Ku [GHR12.C]
Quest Level: 6*
Area: Swamp (Night)
Enemy: Yian Kut Ku and Blue Yian Kut-Ku
Weapon to use: Devil Slicer, Imperial Gunlance or Onslaught Hammer

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Use a Gunlance or Devil Slicer with Tigrex Armor to find one of them then use the Tigrex method to kill it then if the other one comes in run away till one of them goes away and start poking. The Yian Kut Ku and Blue Yian Kut-Ku are both weak to Water.

The Yian Kut-Ku can do a 360 spin and if it hits you, you will get knocked over It can also run at you and spit fire at the same time this can do a lot of damage if you have bad Fire Resist. The Yian Kut-Ku will randomly bite this is when you can attack its head. If you use the Onslaught Hammer just triple pound it till it dies and it should flinch each time. Each Yian Kut-Ku will give you 3 Carves.

The Yian Kut-Ku may sometimes drop a shiny. This can be
Wyvern Tears (37%)
Wyvern Sobs (37%)
Kut Ku Scale+ (16%)
Kut Ear+ (10%)

The Blue Yian Kut-Ku may sometimes drop a shiny. This can be
Wyvern Tears (37%)
Wyvern Sobs (37%)
Blue Kut Ku Scale+ (16%)
Kut Ku Ear (10%)

>-----<
- Conga Counterattack! [GHR12.D]
Quest Level: 6*
Area: Swamp (Night)
Enemy: Congalala - Starting Area 8
Weapon to use: Wyvern Blade "Blood"
>-----<

The Congalala starts in Area 8. The Bulldrome is also in this mission so you should kill it first because it can battle you with the Congalala and this can be annoying.

The Congalala is fast but predictable when it runs at you roll out of the way then you can hit it twice. When it does the fart attack but make sure that the fart does NOT hit you because if you don't have any deodorant you won't be able to use any items. There is a chance to attack and when it jumps at you if you dodge it then you can hurt it but if it hits you are as good as dead. When it starts swinging at you with its claws stay away but when it falls down attack. Also if you stand next to it it will push its stomach out and if it hits you you will fly back you can dodge this by running around it then you can only attack its back and sides. If you attack its front your attacks will just bounce off. The Congalala is weak to fire. Its face can be broken to get a Vibrant Hide. The Congalala will give you 3 Carves.

The Congalala may sometimes drop a shiny if you attack it's tail. This can be
Territorial Dung (35%)
Territorial Dung+ (35%)
Monster Bone+ (20%)
Hard Monster Bone (10%)

!-----!
- HR4 Urgent Quest (LaoShan Lung) [GHR13]
Quest Level: 7*
Area: Fortress
Enemy: Lao-Shan Lung
Weapon to use: Wyvern Blade "Blood" or Fire Dragonsword
!-----!

The Lao-Shan Lung's horn can be broken to get his Lao-Shan Horn He weak against Dragon/Fire. His weak point is on stomach. Besides, you can try to use the Anti-Dragon Bom which work very well against him.

In order to use Anti-Dragon Bomb, you must climb up to the higher place and try to jump on the upper part of the Lao-Shan Lung. The upper part of Lao also allow you to have extra carve you can carve twice. Also the Dragonator, Ballista and Cannon also working good against the Lao-Shan Lung. Lao won't die until it reaches the final area. The Lao-Shan Lung will give you 9 Body Carves and 3 Back Carves.

The Lao-Shan Lung does not drop shinnies.

<=====
How to get to HR6 [GHR14]
<=====
You will need to do these 7* Guild Quests.

>-----<
- Two Roars in the Snow [GHR15.A]
Quest Level: 7*
Area: Snow Mountains (Night)

Enemy: 2 Blangongas
Weapon to use: Corona

>-----<

The Blangonga hasn't change much except they will have more life and will deal more damage than previous lower rank Blangonga. The Blangonga weak against Fire you should use the Corona or Golden Falchion which is the best fire element weapon to use against them.

Breaking Blangonga fang allow you to carve or reward Blangonga Fang+. The strategy here is not to fight them if both of them in the same area. Try to aim at one Blangonga first and kill it before trying to kill the other one. Each Blangonga will give you 3 Carves.

The Blangonga may sometimes drop a shiny. This can be

Territorial Dung (38%)
Territorial Dung+ (37%)
Blangonga Hide+ (20%)
Dung (5%)

>-----<

- Red Shadow on the Swamp [GHR15.B]
Quest Level: 7*
Area: Swamp (Day)
Enemy: Red Khezu
Weapon to use: Odyssey Blade

>-----<

The Red Khezu doesn't change much compare to normal Khezu except its weak to Water/Ice not Fire. It has a attack which is sweeping his long head around. You should use the Odyssey Blade.

Try not to stand in front of him while fighting him and don't try to spam too much attacks on him because he counter attack with its Thunder Tackle which deal a lot of damage or even kill you. Try avoid from getting hit when its in rage mode, and guard against his scream or else you will end up dying especially those who soloing. The Red Khezu can give you Thunder Sac and Wyvern Stone after you kill it. The Red Khezu will give you 3 Carves.

The Red Khezu may sometimes drop a shiny. This can be

Wyvern Tears (38%)
Wyvern Tears+ (37%)
Pale Extract (20%)
Khezu Marbling (5%)

>-----<

- The Underwater Terror [GHR15.C]
Quest Level: 7*
Area: Desert (Day)
Enemy: Green Plesioth - Starting Area: 6
Weapon to use: Dragon Bow Halo or True Devil Slicer

>-----<

The Green Plesioth is always in area 6 and 7. I suggest to kill Gendrome first since he is such a nuisance and it will only take like 2 minuets to do anyway might because it can piss you off. The Green Plesioth is weak against Thunder/Fire. The Plesioth when in the water is annoying so if you use the true Devil Slicer you can still hit it in the water, first you wait for it to use its water jet it sticks its wings out then you can hit them.

Its attacks will deal half of your life if your Armor defence are still not high. You should bring Shock Trap, a Trap Tool and a Genprey Fang. Also you should bring a Pitfall Trap, a Net and a Trap tool. It will trap longer than other monsters if you use Shock Trap and Pitfall Trap deal double damage against him. Sonic Bomb also essential to bring it out of the water. Be careful of his spamming attack such as the famous cheap ass Hip Tackle which will take off about half your health.

If you use the bow you can shoot it while it is still in the water this can be good so you don't need Sonic Bombs and it can't use its Hip Tackle the Dragon Bow Halo is a Thunder bow so killing it will be easy. When it does come out of the water keep your distance and shoot away. When it runs up to you just roll out of the way then shoot it 3 or 4 times and then it will jump back into the water. If you kill the Plesioth in the water you won't be able to carve it. The Green Plesioth will give you 4 Carves.

The Green Plesioth may sometimes drop a shiny. This can be

- Wyvern Tears (33%)
- Wyvern Tears+ (32%)
- Green Plesioth Scale+ (25%)
- Green Plesioth Fin+ (10%)

>-----<

- Slay the Rathalos! [GHR15.D]
Quest Level: 7*
Area: Forest & Hills
Enemy: Rathalos - Starting Area: 4
Weapon to use: Blango Destructor or Hi Frost Edge
>-----<

The Rathalos has not changed much except that he will deal more damage and has more health. Main monster of this mission are Rathalos and Velociprey. The Rathalos weak against Ice/Dragon, Cutting his tail off might get Rathalos Ruby or Plate.

The Rathalos' weak spot is its head. Bring Flash Bombs, Bounce Bomb+, Pitfall Trap and Shock Trap if you want to make it easier. The Rathalos will give you 3 Carves.

The Rathalos may sometimes drop a shiny. This can be

- Wyvern Tears (37%)
- Wyvern Tears+ (37%)
- Rathalos Scale+ (21%)
- Rathalos Ruby (5%)

When the Rathalos' Tail is cut off you can carve it once and you can get

- Rathalos Scale+ (35%)
- Rathalos Tail (25%)
- Rathalos Carapace (22%)
- Rathalos Plate (12%)
- Fire Wyvern BrainStem (4%)
- Rathalos Ruby (2%)

>-----<

- Unseen Peril [GHR15.E]
Quest Level: 7*
Area: Volcano (Day)
Enemy: Basarios - Starting Area: 7
Weapon to use: Wyvern Blade "Maple"
>-----<

Basarios always start/sleep in area 7 and will move to Area 6. The Main monster here are the Basarios and the Iodrome.

Kill Iodrome first before fighting Basarios is the best option because it can piss you off by Poisoning you. Also in this mission you can get a Iodrome skull very easily. The Basarios is weak against Dragon/Fire. Find the opening and hit it when you get the chance. The Basarios will give you 3 Carves.

The Basarios may sometimes drop a shiny. This can be

- Wyvern Tears (40%)
- Wyvern Tears+ (40%)
- Carbalite Ore (20%)

When the Basarios' Tail is cut off you can carve it once and you can get

- Basarios Carapace (40%)
- Carbalite Ore (40%)
- Dragonite Ore (20%)

!-----!

- HR6 Urgent Quest(2 Tigrex) [GHR16]

Quest Level: 8*

Area: Snow Mountains (Night)

Enemy: 2 Tigrex - Starting Areas: 1 and 8

Weapon to use: True Devil Slicer or Imperial Gunlance

!-----!

The Tigrex start at area 1 and the other Tigrex start at area 8.

Tigrex here deal more damage than usual. They are weak against Thunder I suggest the True Devil Slicer or use the Gunlance method if your doing this with a friend.

Bring Shock Trap, Genprey Fang x 2, Trap Tool x 2, Pitfall Trap and 5 Flash Bombs Also bring Farsacter since the first Tigrex start at area 1 which allow you to put Pitfall Trap there. Farcaster back to Rest Point if you need to heal and proceed to area 1, and try to kill the other Tigrex. Flash Bomb the Tigrex and put Pitfall Trap. Try to repeat this situation with shock trap if possible. You will find it easier if one Tigrex has fallen. Make S]sure to keep 2 Shock Traps and 8 Traq Bombs to capture both the Tigrex. Each Tigrex Will give you 3 carves.

The Tigrex may sometimes drop a shiny when it gets its teeth stuck in the wall. This can be

- Wyvern Tears (38%)
- Wyvern Tears+ (37%)
- Tigrex Scale+ (20%)
- Tigrex Claw+ (5%)

When the Tigrex's Tail is cut off you can carve it once and you can get

- Tigrex Tail (60%)
- Tigrex Scale+ (40%)

<=====>

The 8* Guild Quests [GHR17]

<=====>

These are very hard quests and you should take caution while doing them. Note that *To unlock Silver Rathalos and Gold Rathian you need to defeat a total of 100 wyverns. (This does NOT include the Yain Kut-Ku) but Remobras do.

>-----<

- The Fierce Black Horn [GHR18.A]

Quest Level: 8*

Area: Desert (Day)

Enemy: Black Diablos - Starting Area: 7

Weapon to use: Hi Frost Edge

>-----<

The Black Diablos starts in area 7. The Black Diablos is faster and deal more damage than usual Diablos. Its Armor is very good. The Black Diablos weak against Ice/Water you should use the High Frost Edge against it. Bring Sonic Bombs, screamer x4, bomb material x4 and Flash Bombs x5.

Also bring a Shock Trap. Lure him to stuck his horn on the wall in Area 3 and 7. While it's stuck, try to cut off his tail and break its horns you may get Twisted Black Horn or Majestic Horn for breaking it. If he dig into ground, sonic bomb him, however sonic bomb is useless if it's in rage mode. Be careful when it's in rage mode, his movement will be faster and deal more damage. The Black Diablos will give you 3 Carves.

The Black Diablos may sometimes drop a shiny. This can be

Wyvern Tears (48%)

Wyvern Tears+ (47%)

Black Diablos Spine+ (5%)

When the Black Diablos' Tail is cut off you can carve it once and you can get

Black Diablos Tail (64%)

Black Diablos Carapace (30%)

Wyvern Stone (6%)

>-----<

- Black Rock in the Swamp [GHR18.B]

Quest Level: 8*

Area: Swamp (Night)

Enemy: Black Gravios - Starting Area: 8

Weapon to use: Eternal Strife or Daimyo's Warbow IV

>-----<

The Black Gravios has lots of health and its damage is high. It's weak to Water/Dragon (only after chest its broken). The Black Gravios always start in area 8 and will move to areas 8, 6, 5 and 7.

Cut its tail while he using his fire attack Stay under its stomach will prevent it from spamming its Fire Beam and Fire Fart. But be careful of its attack Body slam and Fire Fart. It is a good sign if its stomach has broken because it means it is about to die. The Black Gravios will give you 4 Carves.

The Black Gravios may sometimes drop a shiny. This can be

Wyvern Tears (47%)

Wyvern Tears+ (47%)

Firecell Stone (6%)

When the Black Gravios' Tail is cut off you can carve it twice and you can get

Black Gravios Carapace (58%)

Hard Monster Bone (25%)

Inferno Sac (9%)

Gravios Marrow+ (8%)

>-----<

- Blue Sky, Pink Earth [GHR18.C]

Quest Level: 8*

Area: Forest & Hills

Enemy: Azure Rathalos and Pink Rathian - Starting Areas: 4 and 5

Weapon to use: True Devil Slicer

>-----<

This mission is same as The Troublesome Pair but harder. They start at the same place. Azure Rathalos will start in Area 4 and Pink Rathian will start in Area 5. Both of them weak against Dragon.

The Azure Rathalos will have a few new combos. He will rush and back fire sometimes. Try to be more careful because they are more powerful than their weaker counterparts. Must always notice that the first thing to do when fighting Rathian/Rathalos is to cut their tail off. Aim at their heads when there is an opening, Fire Ball attack. Try to avoid fighting them when they are in the same area or you will get owned. The Azure Rathalos and the Pink Rathian Will both give you 3 carves.

The Azure Rathalos may sometimes drop a shiny. This can be

Wyvern Tears (74%)

Azure Rathalos Scale (25%)

Rathalos Plate (1%)

When the Azure Rathalos' Tail is cut off you can carve it once and you can get

Azure Rathalos Tail (38%)

Azure Rathalos Scale (35%)

Azure Rathalos Shell (18%)

Fire Wyvern Marrow (8%)

Rathalos Plate (1%)

The Pink Rathian may sometimes drop a shiny. This can be

Wyvern Tears (74%)

Pink Rathian Scale (25%)

Rathian Plate (1%)

When the Pink Rathian's Tail is cut off you can carve it once and you can get

Pink Rathian Scale (56%)

Pink Rathian Shell (22%)

Rathian Spike (8%)

Fire Wyvern Marrow (7%)

Monster Bone+ (6%)

Rathian Plate (1%)

>-----<

- Deny the Silver Rathalos [GHR18.D]

Quest Level: 8*

Area: Tower

Enemy: Silver Rathalos - Starting Area: 10

Weapon to use: True Devil Slicer or Onslaught Hammer

>-----<

Silver Rathalos is the most well balanced of the other Rathalos normal and azure. He deal more damage and have more health than the other type of Rathalos Its weak to Thunder and his weak spot is its wings. He will only stay in Area 10.

Try to hit his head and cut off his tail, break his head, right wing and left wing. Do not try to spam attack on him or else you will end up real bad. His attack will reduce half of your health. Bring flash bomb, and shock traps. Or you could use the Onslaught Hammer and attack its head when it shoots the

fire balls and if you dase it you can triple pound it till it dies. The Silver Rathalos will give you 3 Carves.

The Silver Rathalos may sometimes drop a shiny. This can be

- Wyvern Tears (36%)
- Wyvern Tears+ (35%)
- Silver Rathalos Scale+ (25%)
- Rathalos Ruby (4%)

When the Silver Rathalos' Tail is cut off you can carve it once and you can get

- Silver Rathalos Tail (50%)
- Silver Rathalos Scale+ (24%)
- Silver Rathalos Carapace (11%)
- Rathalos Plate (10%)
- Rathalos Ruby (5%)

>-----<

- Find the Golden Rathian [GHR18.E]

Quest Level: 8*

Area: Tower

Enemy: Golden Rathian - Starting Area: 10

Weapon to use: True Devil Slicer

>-----<

This quest is almost same as Silver Rathalos, the Gold Rathian will not fly to the other area and only stay in area 10 The Gold Rathian weak against thunder use the True Devil Slicer

Her weak spot is not its head but both wings. Attack her when found an opening is found. She will do the same things as the Silver Rathlos. The Golden Rathian will give you 3 Carves.

The Gold Rathian may sometimes drop a shiny. This can be

- Wyvern Tears (36%)
- Wyvern Tears+ (35%)
- Gold Rathian Scale (25%)
- Rathian Ruby (4%)

When the Gold Rathian's Tail is cut off you can carve it once and you can get

- Gold Rathian Scale+ (45%)
- Gold Rathian Carapace (30%)
- Rathian Spike+ (10%)
- Rathian Plate (10%)
- Rathian Ruby (5%)

<=====>

Challenge Quests [CLG0]

<=====>

You can get these form downloading them form the title screen.
You do these missions in the guild.

>-----<

- Crabs and Monkeys! [CLG1]

Quest Requirements: None

Area: Great Arena

Enemy: Daimyo Hermitaur

Weapon to use: Devil Slicer

>-----<

Did somebody say Devil Slicer?

Daimyo Hermitaur is weak against Thunder/Fire. When it shoots water at you it charges its shot by frothing up its mouth before it shoots the water, when it does roll out of the way. When it jumps up roll out of the way or you take a lot of damage. Attack it when it hits the ground for massive damage. When it guards you can't attack its head so attack its sides until it stops guarding. The Daimyo Hermitaur will give you 3 Carves.

The Daimyo Hermitaur may sometimes drop a shiny. This can be

Crab Pearl (75%)

Black Pearl (25%)

>-----<

- Monkeys and Crabs! [CLG2]

Quest Requirements: HR4

Area: Great Arena

Enemy: Blangonga

Weapon to use: Wyvern Blade "Blood"

>-----<

Using the Wyvern Blade "Fall" or "Blood" would be a good idea because it's weak to fire. The Blangonga is fast so you should only attack when the chance is there. Also there will be Ceanataurs around so you should try to kill them first. The Blangonga will give you 3 Carves.

The Blangonga may sometimes drop a shiny. This can be

Territorial Dung (38%)

Territorial Dung+ (37%)

Blangonga Hide+ (20%)

Dung (5%)

>-----<

- Swarm Upon Swarms [CLG3]

Quest Requirements: HR4

Area: Jungle (Day)

Enemy: 50 Vespoids

Weapon to use: Wyvern Blade "Verde" or Princess Raiper

>-----<

Bring Poison Smoke Bombs to kill them also any Longsword like the Wyvern Blade "Verde" use the (R) attack to kill around 2-3 if they are all around you. If you use the Princess Raiper just use the (o) attack to kill them so you can also carve them.

The Vespoids do not drop shinnies.

>-----<

- Late Night Egg Thief! [CLG4]

Quest Requirements: None

Area: Jungle (Day)

Requirements: 3 Wyvern Eggs

Weapon to use: Any

>-----<

You should have Armor that gives you Backpacker Exp and Runner skill also you should take 2 Power Juice. First go to Area 8 to get a egg then go to Area 6 then 7 then 3 then 4 then finally deliver it at the Camp then go back but before you pick up the egg use one of the Power Juice then follow the steps to get back to the Camp. Repeat this again to finish the Quest.

>-----<
- Tempest of Yian Kut-Ku [CLG5]
Quest Requirements: None
Area: Jungle (Day)
Enemy: Multiple Yian Kut-Ku
Weapon to use: Devil Slicer or Frost Ripper
>-----<

Get Armor that has Auto-Tracker to find the Kut-Ku use the Devil Slicer to kill them fast. Avoid fighting them both in the same Area so you don't get trapped in a corner. You will need to kill 2 Yain Kut-Ku to finish the quest. Each Yian Kut-Ku will give you 3 Carves.

The Yian Kut-Ku may sometimes drop a shiny. This can be
Wyvern Tears (74%)
Kut Ku Scale (16%)
Kut Ku Ear (10%)

>-----<
- The Legend of Schrade [CLG6]
Quest Requirements: HR6
Area: Castle Schrade
Enemy: Black Fatalis
Weapon to use: Eternal Strife
>-----<

I haven't done this quest so if you want to help PM me.

>-----<
- Concerto of Light & Poison [CLG7]
Quest Requirements: None
Area: Great Arena
Enemy: 2 Gypceros
Weapon to use: Devil Slicer
>-----<

The key is to treat this like a regular enemy. Attack it when it falls on the ground, DON'T carve it until you kill both of them. They will attack each other if you dodge it at the right time. Using a Longsword will help you win because after you charge your sprit gauge you can hit both of them with the (R) attack. Once one of them has been killed the other will be easy. Each Gypceros will give you 3 Carves.

The Gypceros may sometimes drop a shiny. This can be
Wyvern Tears (74%)
Power Extract (20%)
Lightcrystal (6%)

>-----<
- Mother of all Battles [CLG8]
Quest Requirements: None
Area: Arena
Enemy: 20 Felynes
Weapon to use: Any
>-----<

Just a Weapon with more than 500 raw power to kill the Felynes and that痴 all you will need because they steal from you. If you have Armor with Anit-Theif and they won't be able to do anything to you.

The Felynes may sometimes drop a shiny. This will be a Secret Pouch

>-----<
- Volcanic Trap! [CLG9]
Quest Requirements: None
Area: Volcano (Day)
Enemy: 2 Basarios
Weapon to use: Fire Dragonsword or Wyvern Blade "Maple"
>-----<

I haven't done this quest so if you want to help PM me.

>-----<
- The Season of Green [CLG10]
Quest Requirements: None
Area: Forest and Hills
Enemy: Multiple Rathian
Weapon to use: Blango Decimator
>-----<

When she shoots a fire ball at you can easily dodge it by rolling then while her head is down you can attack it a few times. When it dose its summersault if it hits you will get poisoned. So bring Herbal Medicine so you can heal the poison, and recover some health at the same time. When it does its 360 spin if her tail hits you it will poison you even after you cut it off for some reason. When it gets weak it will go to area 6 where the Velociprey will just kill her if you stand on the ledge or if you bring Tranq Bombs you can setup a trap to capture it before the Velociprey wake it up. You will need to kill 2 Rathian to finish the Quest. A good idea would be to bring 2 Trap Tools, 2 Genprey Fangs and 8 Tranq Bombs to captues both of them. The Rathian will give you 3 Carves.

The Rathian may sometimes drop a shiny. This can be
Wyvern Tears (74%)
Rathian Scale (25%)
Rathian Plate (1%)

When the Rathian's Tail is cut off you can carve it once and you can get
Rathian Scale (59%)
Rathian Shell (22%)
Rathian Spike (8%)
Monster Bone+ (6%)
Rathian Plate (3%)
Fire Wyvern Marrow (2%)

>-----<
- The Crimson Disaster [CLG11]
Quest Requirements: HR6
Area: Battleground
Enemy: Crimson Fatalis
Weapon to use: Onslaught Hammer
>-----<

I haven't done this quest so if you want to help PM me.

>-----<
- The Mysterious Kut-Ku [CLG12]
Quest Requirements: None
Area: Jungle (Night)
Enemy: Multiple Mini Kut-Ku
Weapon to use: Devil Slicer or Imperial Gunlance

>-----<
The Mini Kut-Ku can be hard for one of 3 reasons

1. It's so cute you don't want to kill it.
2. You are laughing at it cause you think it sucks and it kills you.
3. You run at it thinking it won't be able to hurt you.

The Mini Kut-Ku fights like a normal. Get Armor that has Auto-Tracker because in this quest you don't get a map. Use the Devil Slicer to kill them fast. You will need to kill 2 Mini Yain Kut-Ku to finish the quest. After killing 2 Mini Kut-Ku you will get a bunch of supplies, Maps, First Aid, and Rations so if you want to kill more then pick up some supplies before killing more of them. Each Mini Yian Kut-Ku will give you 3 Carves.

The Mini Yian Kut-Ku may sometimes drop a shiny. This can be

- Wyvern Tears (74%)
- Kut Ku Scale (16%)
- Kut Ku Ear (10%)

>-----<
[CON0] Thanks To
>-----<

Kawakami Hanabi for the Monster Drop Rate.
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StewTheGreat for fixing the Rathlos Stuff.
Corfal for fixing some weakness and the Red Khezu Weapon
popalocke for fixing the Congalala mission

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