

Monster Hunter Freedom 2 Chameleos Hunting Guide

by Zazomy

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The Art of Hunting -

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Monster Hunter Freedom 2
Chameleos hunting guide
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Introduction -

Hello there, and welcome to my (me being Z/Zazomy) second guide to the art of hunting! In this guide I will focus on that damned elusive pimperl of a monster, the Elder dragon Chameleos! I will be covering -

Attacks
Evasive, Defensive, and Offensive strategies
Rewards and Carves

and some other stuff. Remember, constructive criticism is a must if this guide is to actually help people, but if you're going to criticise please say something useful, not just "Zomg you suck at making teh FAQ'z". Credit for you help will be given in the "Acknowledgements" section at the end of this guide. If you spot any logical, factual, Mathematical (wtf?), or Grammatical errors, please tell me! And now, to BUSINESS!

Basic Information -

Chameleos is complicated, very complicated. It can render itself invisible, it can halve one's defense points, it can lower one's stamina to 25 (minimum) and render stamina regenerating items (like rations) unusable, it can also poison you! If Chameleos was a hunter, it would almost certainly be a crafty hunter. Despite all these cons, Chameleos is the easiest elder dragon you will face in MHF2 (though some would beg to differ), in my opinion, he is easier than even kirin (whom I find rather tricky). He's not a very attractive dragon, if you happen to see him (unlikely with his special invisibility trick) you would probably agree with me. For those of you who are interested to know, Chameleos is my favorite monster, and I hold great respect for him.

Chameleos appears as a purple dragon, with rough, yet rubbery skin. His head has two crests on... oh sod it i'll just link you to a picture and video, here -

http://www.psphyper.com/images/pix_070730_mhp_new.jpg --- Picture

<https://www.youtube.com/watch?v=7ZJX1vJ18gw> --- Video

Attacks and how to avoid them-

Charge - Chameleos runs towards you very fast, this attack will leave you open if hit and sometimes catches hunter out by surprise. This commonly kills when hunters lose sight of chameleos and chameleos charges from behind, or to the side. It can be avoided by simply rolling and/or running to the side.

Tounge Whip - Chameleos Flicks his head from side to side, sticking his tounge out whilst doing so. This attack has a wide range to either side of chameleos and steals items from hunters who are hit by it. If you stand directly in front of Chameleos and close enough to him, you will only be staggered slightly by his head jerking forward you will be dealt no major damage and no items will be stolen if this happens. Avoid this attack by staying directly in front of or behind Chameleos.

Swipe - Chameleos swipes his right leg forward in a sweeping motion. It hits everything to his immediate front. This attack can be avoided by staying a relative distance from chameleos, or just not standing in front of him.

Poison Blast Jump - Chameleos jumps into the air blasting poison downwards whilst doing so, if you are standing near him when this happens, it dosen't matter where you are standing, you will be hit and poisoned. This can be avoided by keeping a relative distance from Chameleos.

Stamina drain blast - Chameleos shoots a jet of green powder liquid stuff in front of him, if you stand in front of him when this happens, you will be hit and your stamina will be drained to 25 points, disallowing the ability to sprint. It will also disallow the use of stamna boosters like rations for a set period of time, this can be cured by sleeping. You can avoid this by standing to chameleos' side

Armour Destroyer - Chameleos shoots a globule of green goo like a large fireball in front of him, if you get hit by it your armour points will be halved for a set period of time. This can be cured by sleeping and avoided by staying to his sides.

Tail Pound - Chameleos pounds his wide, fan-like tail on the ground sending out large blasts of wind that will knock you over. After about 5 "pounds" he will flick his tounge out, his head will constantly follow you while he pounds his tail so that when he flicks his tounge, it hits you. If you stand behind Chameleos' front legs, his head will not be able to follow you, it cannot turn more than about 90 degrees on his neck.

Great Sword Strategy-

Unfortunately, I cannot say that greatswords are cut out for chameleos hunting. They are slow, and bounce alot, especially when fighting chamelelos. When fighting him, the only places you can really have any major impact on are his head, and his his soft underbelly, which is normally unreachable due to the size of Great Swords. The new charge slash of the Great sword will help significantly when fighting chameleos. After and attack, chameleos will turn into his translucent self, where he is invisible, but light is visibly reflected of him, making him appear somewhat like a ghost. He will then perform his next attack. About half way through his attack, stand to his side and begin a charge attack. He will be forced to turn towards you, straight into your charge attack.

Longsword Strategy-

Unlike Greatswords, Lonswords are great for Chameleos hunting. When attacking him, the vertical slash of the longsword is high enough to reach his head. Keep comboing his head, staying close to him and directly in front of him, this way his tounge flick can't hit you, his two breath attacks can't hit you, and you are relatively safe. Don't come crying, though, when you get hit by his poison blast and/or swipe attack, they are pretty much unavoidable from where you stand, but it is necessary.

Hammer Strategy-

Hammer strategy is simple, use the charge attack, not the spinning charge attack, the stationary pound attack. Attack his side between his front and back leg, he wont hit you there. Remember to stay close to him so he can't steal stuff with his tounge. Note that when he goes into rage mode, his mouth froths green gas. This makes him easier

to locate. When he attack, he becomes visible temporarily (for the duration of the attack), during this time if you throw a sonic bomb at him, he will flinch and become visible for some time. This is very helpful. When he falls over, attack his head to break his horn, it dosen't take much, a few triple hit combos will take it off. Thats it for strategy really.

Hunting Horn Strategy-

Use the same Strategy as the hammer, attack his side between his back and front legs so he can't hit you, use a movement boost tune, and use the pound attack, don't use the infinite combo because they can bounce.

Dual Sword Strategy-

Attack the same place as you do with a hammer and a hunting horn, Chameleos' side, between his back and front leg. Which side you choose to attack is up to you. You should be using the "Devilish Dance" fury combo, so you need not worry about bouncing. As long as you use a pair of fire or dragon elemented dual swords it wont matter. Raw damage will be decreased by the bouncing, but the element will still hit hard.

Sword and Shield Strategy-

Once again, attack where he cannot hit you, on his sides. Because you are using a sword and shield, you're weapon can reach Chameleos' soft underbelly, and your weapon shouldn't bounce. However, "ESP" is a great advantage and is recommended.

Bowgun Strategy-

Try and stay aout of his reach, the only attack that should have any vague chance of hitting you is his charge attack, all others you should be too far away from for them to pose any threat. I recommend you use cluster shot level 2, which is easy to come by at the stage in the game you are at. Aim for the back of his neck so that the clusters fall down onto his back, wings, and legs, instead of just falling on the floor and doing no damage whatsoever.

Bow Strategy-

My favorite weapon for chameleos hunting (along with the Longsword). Fast, with unlimited ammo, and a decent aim. With this weapon, Chameleos is easy to find, even if invisible. Just shoot in random directions when he disappears and hope that you hit him. When you do, just keep shooting in that direction. Again, only an idiot will get hit by Chameleos' attacks when using a bow. Just aim wherever... his face should be your primary target.

-Carves-

Elder Chamelos-

Body [X4]-

Chameleos Hide (39%)
Chameleos Webbing (24%)
Chameleos Claw (19%)
Dragonite Ore (13%)
Elder Dragon Blood (5%)

Tail [X1]-

Chameleos Tail (60%)
Dragonite Ore (22%)
Elder Dragon Blood (18%)

Drop -

Dragon treasure (75%)
Dragonite Ore (25%)

G rank Chameleos-

Body [X4]-

Chameleos Hide (35%)
Chameleos Webbing (24%)
Chameleos Hide+ (20%)
Union Ore (10%)
Elder Dragon Blood (6%)
Chameleos Jewel (5%)

Tail [X1]-

Chameleos Tail (60%)
Union Ore (17%)
Elder Dragon Bool (15%)
Chameleos Jewel (8%)

Drop -

Dragon Treasure (43%)
Dragon Treasure+ (42%)
Union Ore (15%)

FAQ-

Some frequently asked questions that may need some answering -

Q) How do I fight Chameleos if he stays invisible ALL the time ?

A) He dosen't stay invisible all the time, he appears briefly when he attacks.

Q) How do I make Chameleos go non-invisible ?

A) If you throw a sonic bomb at him whilst he is visible, he will appear for a set period of time.

Chameleos Is visible briefly when he attacks, that is when to throw a sonic at him.

Also, When you break his horn, or damage his head enough, he will become visible for a while.

Q) Does Chameleos armour make you invisible ?

A) Unfortunately, no.

Q) Is Chameleos a hard fight ?

A) your first fight with every monster is not easy, but he is certainly (In my opinion) the easiest elder dragon.

Last one, now.

Q) Why can't I cut Chameleos' tail off ?

A) you can, but it's much easier when he's around 30% hp, so when he's almost dead his tail will come off easier. This applies to all of the new elder dragons. (luna/Teo/Kusha/Cham)

Acknowledgements-

I would like to say a very special thanks to ...

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I can't mention so as to keep this list as small as possible (You know who you are though!)

Me - For writing this guide.

You - For reading this guide!

Legalities...-

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