

Monster Hunter Freedom 2 Akantor Guide

by Devil

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< Introduction > {2}
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Now that all the legal stuff is finished, I can get to introducing this guide! Hello! Welcome to my FAQ about Akantor. I will cover all the basics of Akantor, from unlocking him, all the way to killing him.

I would just like to say that this FAQ won't be very long, but I hope you get all the information and help you need from it.

This is my first FAQ, so please, go easy on me!

For new hunters, Akantor can be a downright pain and menace. Some struggle more than others.

Akantor is the final urgent quest the Guild offers you, which gives people a sense that he will be difficult to kill.

This is the case the first time you fight him. Once you learn his attacks and sort out what weapons you'll use and what armour you'll use to protect yourself, you will be ready to take him on.

Shall we move on?

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< Unlocking Akantor > {3}
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Before you can even to start thinking about fighting Akantor, you have to unlock him. In order to do this, you must clear several High Rank (HR6) quests. This can be done solo or with friends.

Once you clear these quests, an urgent quest will appear in the Guild Hall. This urgent quest will be

Shen Gaoren in the Town. You HAVE to clear the Shen Gaoren quest to finally unlock Akantor. If you have friends with you, the Gaoren won't be a problem.

These are the quests you need to clear in order to unlock the Shen Gaoren quest:

- The Fierce Black Horn
- Blue Sky, Pink Earth
- Black Rock in the Swamp
- Deny the Silver Rathalos
- Find the Golden Phantom
- Attack of the Rathalos (Azure Rathalos)

After completing those quests, an urgent quest will appear in the appropriate box. It will be the Shen Gaoren quest, which needs to be cleared to unlock Akantor.

Once you've completed this quest, you'll see another urgent quest. THIS will be the Akantor quest.

You'll also notice that the previous Shen Gaoren quest you just cleared will have been placed in the

HR6 quest list, to make room for the Akantor Quest. So remember to look there if you need the Shen Gaoren quest.

After unlocking Akantor, take a deep breath, prepare and accept the quest! ;)

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< Akantors Attacks > {4}
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Ok, so you've unlocked Akantor and want to take him on. WAIT! Wouldn't it better to know his attacks first? Yes, it would.

This section is devoted to explaining his attacks, how to spot them and how to dodge them.

I will lay it out like this -

Name:

How to spot it:

How to dodge it:

Let's begin..

Name: Charge

How to spot: Quite simple really. If you're a mid-way away, he'll more than likely charge you.

He's quite a slow runner but he has a very wide berth, so don't attempt to dodge it unless you're confident.

He can also do this attack when you're standing right next to him/under him. Don't get caught off guard.

How to dodge: As I said, do not attempt to dodge this unless you're pretty confident you WILL actually dodge it.

It's easier to block the charge, so do that if you're against a corner or can't dodge in time.

Blocking the attack pushes you back a bit, but at least you didn't get hit, huh?

Name: Bite

How to spot: He doesn't do this very often. You can provoke him into doing it by standing in front of him or

standing a little to the side of him. The attack happens pretty fast, and it only hits in front

of him, so be careful. He gives no warning signs he's about to perform a bite, so be on your toes.

How to dodge: Roll underneath him quickly, or attempt to block it. You'll need to be fast either way.

When blocking, make sure you're facing him, not away from him, otherwise you'll get hit.

Rolling to the sides won't be much safer than not dodging at all. He can still hit you even if you

roll to the sides, so attempt to roll underneath him instead.

Name: Tail Swipe

How to spot: You could be standing anywhere and he still might do this attack. A warning sign for this attack

is that he'll raise his tail in the air for a split second, then bring it down towards HIS LEFT.

You have enough time to get out of range whilst he's raising his tail, providing you spot the sign.

How to dodge: Rolling underneath him is a good safe spot. His tail can't reach underneath him, so attempt to get

under him, if possible. You CAN block this attack, but make sure you face the tail before blocking,

otherwise the swinging motion may cause the tail to hit you from behind.

NOTE: at the very end of this attack, his tail curls round to his face slightly. At this point,

he COULD still hit you. So be careful if you stand there.

Name: Body Slam

How to spot: This one's easily confused with his roar attack. He'll stand up quickly and linger there a moment,

before crashing down, crushing anything underneath him. This is easy to spot if you're away from him.

If you are underneath him at the time, roll away TWICE then turn around and block. It's better to block

than get hit. You can keep rolling away until you're safe, but keep an eye on your stamina bar if you do.

NOTE: this attack has a little extra range once he's hit the floor, so be careful if you move back in, he still might hit you.

How to dodge: If you are underneath him at the time, roll away TWICE then turn around and block. It's better to block

than get hit. You can keep rolling away until you're safe, but keep an eye on your stamina bar if you do.

Name: Roar

How to spot: The start of this attack is very similar to the Body Slam, so don't get them confused!

He'll stand up quickly and then roar. Again, this is easy to spot if you're away from him.

If you're underneath him, just look for the signs to indicate which attack he's doing, then react accordingly.

How to dodge: Whilst he's standing up, you have enough time to get out of there! His roar has a fair amount of range,

so keep rolling if you're unsure how far you are away. Blocking this attack is simpler, especially if you're underneath him at the time.

If attempting a block, run up to his back legs and face away from and block. This way, you block the roar

AND the shockwave that comes with it.

Also, when he roars, fire spots will appear on the floor randomly.

Be careful when rolling as you may roll

into one of these. Blocking is advised.

Name: Sonic Attack

How to spot: This attacks happens fast, you watch it.

He'll move both his front legs out from his body (as if balancing himself) just before he does this attack.

Use that as a sign to whats coming, so you can get out of there.

How to dodge: This attack has wide range and a very long length. Rolling is advised against blocking.

Although this attack is pretty wide, it can be dodged with ease if you just keep rolling to the sides.

DO NOT roll forward/backward as you'll still get hit.

You CAN block this attack, but it still hurts you quite a bit (even with Guard +1/2), so rolling is advised.

Name: Dig Under

How to spot: Kind of obvious, this one.

He digs under the floor (like Monoblos/Diablos/Basarios) and will attempt to come up from underneath you.

Very easy to spot if you're away from him. Also very easy to spot in you're standing right next to him.

How to dodge: Simple really, just roll. If you're standing next to him when he starts digging under, roll quickly, as his tail can swipe you as it goes under.

Once he's underground, it's just a matter of waiting for him to reveal himself. If your screen starts shaking, then he's about to come up near/right underneath you, so sprint away.

Blocking isn't advised and there's no way to tell exactly where he's going to emerge.

NOTE: When he goes under, those annoying fire spots have a chance of appearing again, so stay alert but keep an eye on your screen for any vibrations.

Name: Fake Charge

How to spot: This attack is sneaky and you have to watch carefully.

When he charges at you, quickly look at his mouth. If it's fully open, then it's the real charge and he'll hit you unless you move/block.

If his mouth is only half open, then it's the fake charge.

The fake charge doesn't do any damage, and it allows you to attack Akantor once he gets close.

Beware though, he can perform another attack immediately after this one.

How to dodge: You don't really need to dodge this, do you?

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< Recommended Weapons > {4}

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Now that you know his attack layout, you'll need something to kill him with. Picking up any old weapon won't do though.

Akantor is weak to dragon element, so you should think about using something like that.

This section will explain the recommend weapons for each class that CAN kill Akantor, but we all know the weapon's no good if you don't know how to use it.

NOTE: The following weapons are what I have used, fellow hunters have used, and mentioned frequently on forums, so I deem them to be worthy.

#### WEAPONS FOR SWORD & SHIELD

- Black Dragon Sword
- Black Ruiner Sword
- Azure Ogre Sword
- Blue Ogre Sword (Azure Ogre Sword would be better)

#### WEAPONS FOR GREATSWORD

- Eternal Eradicator
- Siegmund
- Diablos Blade
- White Fatalis Ancestor

#### WEAPONS FOR LONGSWORD

- Smolder Dragonsword
- Divine Slasher
- Gaelic Flame

#### WEAPONS FOR DUAL SWORDS

- Eternal Schisms
- Ultimus Heaven and Earth
- Crimson Lotus Blades

#### WEAPONS FOR HAMMER

- Diablos Chaos Broker
- Fatalis Buster
- White Fatalis Hammer
- Dragon Demolisher

#### WEAPONS FOR LANCE

- Black Ruiner Lance
- Sealed Dragonlance
- Black Dragon Spear
- Dragon Rider Spear

#### WEAPONS FOR GUNLANCE

- Gun Chariot - This really is the best lance to tackle Akantor with.

#### WEAPONS FOR HUNTING HORN

- Gold Recorder
- Gaoren Bell (has high raw damage)
- Tigrex Horn (has high raw)

#### WEAPONS FOR BOW

- Exterminator Bow
- Glorious Victory

#### WEAPONS FOR BOWGUN (Light)

- Island of the Gods (good for clusting)
- Fire Wrath

#### WEAPONS FOR BOWGUN (Heavy)

- Gravios Roar (if hunting in a team)
- Destiny's Hand (can fire all ammo except Pellet)

All those weapons have the capabilities to down Akantor, but remember - it lies up to you to use the weapons effectively.

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< Recommended Armours > {5}

So, you have his attacks memorized and a weapon to take him on with. Now you just need protection and you're all set to fight him.

I personally recommend using AT LEAST HR5 armour, otherwise your defense will be letting you down if you get hit.

This section will list armours that will help you take down Akantor, whether they are based purely on their defense, or for the skills they offer.

The following armours are recommend to tackle Akantor with:

ARMOURS FOR BLADEMASTER

Name: Tigrex S

Skills: Quick Eating, Earplug and Detect.

Why use this armour?

Well, the Quick Eating ability will allow you to eat Potions/Rations/Power Seeds/Armour Seeds etc, a lot faster.

Akantor has some speedy attacks, and being able to heal quickly can help you survive. Also, if you attach some Grinder Jewels to it, you'll get the Sharpening Skl Inc ability. Combined with Quick Eating, and fast sharpening, you'd be a hard target to hit.

Name: Auroros Haku

Skills: Guard +1, Guard Inc and Recovery Speed Up.

Why use this armour?

This amroure is perfect if you Lance/Gunlance/Sword & Shield. If you attach more Guard jewels to it, you'll get Guard +2

which makes it even better. With this armour, all attacks that you block will have no/little push back, leaving you able to recover quicker, giving you the opportunity to attack/heal.

If you equip Sword Sain Piercing as the helmet, you'll get ESP too. Combine all three skills together and you're an impenetrable fortress when you block and attack.

Name: White Fatalis

Skills: ESP, Sharpness +1 and Dragon Resistance -5.

Why use this armour?

ESP is a great skill to use on big monsters, as they often have the hardest surfaces. Akantor is no exception.

Also, bouncing makes you deal less damage, so ESP will prevent that.

Sharpness +1 is a very helpful and effective skill. It adds more sharpness to the weapon, therefore increasing the damage it can do. Combined, you know you'll always be dealing good damage to him.

Name: Fatalis (Crimson)

Skills: Runner, Sharpness +1

Why use this armour?

This armour is perfect for Dual Sword users.

Runner will stop your stamina from going down as fast when demonized, allowing more attacks and Devil Dances.

Combined with Sharpness +1, you can go excellent damage to Akantor by Devil Dancing his face/legs.

Also, attach some Grinder jewels to it and you've got yourself an excellent all rounder armour. Perfect for Dual Swords.

Name: Rathalos Soul U

Skills: Reckless Abandon +2, High Grade Earplug and Health -10.

Why use this armour?

High Grade Earplug will prevent you from getting stunned by his roar. His roar attack can be combined with a charge/bite which

could get you killed. At least with HGE, you know you're safe from roar attacks.

Reckless Abandon is a great skill to use on any weapon. It increases the chance for it to deal extra damage.

Attach some Expert Jewels to this to get Reckless Abandon +2 and then attach some Strength jewels to get rid of the Health -10.

Name: Silver Sol

Skills: ESP, Attack Up Medium.

Why use this armour?

By now you should know that ESP is a great skill to have, on any monster.

The Attack Up Medium skill can be use in junction with Power Seeds to boost your attack even more, which is great.

However, the highlight of this armour is that it has 10 slots available to put jewels on. 10 slots can get you lots of

extremely helpful skills, like Sharpness +1 or Runner.

Choose what skill you want and insert it into Silver Sol, and you'll have yourself an excellent all rounder armour, perfect for any blademaster weapon type.

ARMOURS FOR GUNNER

Name: Kaiser S

Skills: Reckless Abandon +3, Fatigue Reduction and Cold Increase [Lo]

Why use this armour?

Well, Reckless Abandon combined with long range attacks can damage a monster excessively. Whether you're using Bow/Bowgun

Reckless Abandon shouldn't be turned down!

The Fatigue Reduction skill will stop you from halting when you run out of stamina completely. This is useful if you need to dodge quickly.

Name: Silver Sol

Skills: Pierce S Attack Up, Element Attack Up, Attack Up Small and Defense -10.

Why use this armour?

Again, Silver Sol is a perfect all rounder armour, with 10 slots also available on the Gunner version.

Pierce Up will allow Pierce shots to be more effective, so exploit this by shooting weak points.

Element Attack Up raises your weapons element status (if it has one). Perfect if you have a Dragon weapon.

Attack Up Small combined with the previous two skills can cause some serious damage, so exploit this by targeting weak spots.

If you wish, get rid of the defense -10 skill, but be aware that you could get ANOTHER skill by attaching jewels into the 10 slots.

Name: Dragon S (Black Fatalis)

Skills: Normal S Attack Up, Flat Footed, Load Up.

Why use this armour?

The Normal Attack Up will cause those kinds of bullet to do more damage. To make this effective, shoot his weak spots, like his face.

The Flat Footed skill causes your stamina to deplete faster, which is bad. This isn't too much of a problem though, if you use Bowgun.

If you use Bow, you'd be better off getting rid of this skill.

Load Up allows extra bullets to be loading into a single clip. Basically, you can carry more bullets before you need to reload.

This is effective if you are Cragging/Clusting/Pellet/Piercing a monster, as you can just continuously shoot more bullets before the need to reload.

Name: Shinobi Suit (Heaven/Earth)

Skills: Element Attack Up, Cold Increase [Lo] and Evade +1.

Why use this armour?

The Evade ability helps you dodge attacks easier. It increases your "invincibility time" whilst you roll/dive.

This would be especially helpful if you're trying to dodge his attacks quickly and shoot.

If you attach extra Evade jewels, you can get Evade +2, which increases your "invincibility time" even more. Great!

NOTE: This would also make a good Blademaster to use.

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< Breakable Parts + How to's >

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Ok, you know pretty much everything about Akantor now. He, like every other monster, has parts which can be broken,

in order to obtain rare items.

In this section, I will explain which parts are breakable, plus, how to break them.

The following parts are breakable/cut off on Akantor, and they can all be broken with any/every weapon class (for impact

weapons, use Boomerangs to finish the job):

- Tail
- Front Claws x2
- Spikes on back
- Fangs x2
- Breastplate (underneath stomach)

I'll explain how to break each part in the following section. It doesn't matter whether you use a Cutting or Impact weapon, they'll still break.

Body Part: Tail

How to break: It's simple really. Just slash/pound the tail at every available opportunity.

NOTE: The tail WILL NOT come off until Akantor's HP is under 25%. So keep damaging him, but remember to slash the tail every once in a while.

Body Part: Front Claws

How to break: Slash, pound his front claws when you can. They break quite easily, but sometimes, hitting his claws can prove difficult. Concentrate on one claw first, it'll break quicker. Once you've broken the first claw, move onto the second, repeating what you did to the first.

Body Part: Spikes on back

How to break: These are easily broken as a Gunner, as you can just Pierce/Pellet his back until they break. Breaking these as a Blademaster is a little harder, however. Attack his legs to knock him over for a few seconds. This leaves his back completely open and vulnerable to attack. This is a Blademasters best opportunity to get the back, so take it.

Body Part: Fangs

How to break: Hit his face in order to break these. This is easier for Blademasters, as the face is always a target. For Gunners, shoot his face with Pierce/Pellet/Clust to maximize effectiveness.

Body Part: Breastplate

How to break: Some say that this can be broken by attacking his back, but this has not been confirmed. A guaranteed way to break it, is to go underneath him and attack his stomach. A few triple pounds or Devil Dances will break it. For a Gunner, attempt to stand underneath him and use Pierce/Pellet shots to break it.

I hope you find this guide to some use, and if you have any questions/queries, then please don't hesitate to contact me.

On a side note, I am a proud member of Minegarde.com. My username there is also Devil, so if you want, contact me on there if it works better.

That's it and thank you for reading this guide!