

# Monster Hunter Freedom Unite FAQ/Walkthrough

by Darksun45230

Updated to v3.00 on Apr 26, 2010

M o n s t e r H u n t e r F r e e d o m U n i t e

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Monster Hunter Freedom Unite/Portable 2nd G FAQ/Walkthrough

For the Portable Sony Playstation

By Thomas Gazay aka Darksun45230 (qwerty45230@yahoo.com)

Version 3.00 (Most Recent Update: 4/25/10)

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80 Characters Per Line

Font/Style/Size: Courier New/Regular/10

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"A Hunters Life for Me!"

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-----x-----|                Introduction!                \
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My name is Thomas Gazay aka Darksun45230 of GameFAQs. My story is a truly boring one. I love Monster Hunter, and I don't have money for college. Guess who needs a hobby? Yours truly has written (or in the process of writing depending on which version reading) a guide. This guide has two purposes. One, to kick my previous guides ass. And second, to give people the chance to break into Monster Hunter.

As a the guide-writer it's my responsibility to teach you. Laughs are forbidden. I'm serious. Because as an awesome-guide-maker I am, I must educate you lowly serfs. Weep before my god-like intellect and good looks! MUAHAHAHHA~!

...I'm also here to teach you how to Hunt. Like a parent teaching a toddler, it has to be done with the deepest affection. It also has to be repeated. Because the parent knows his son and/or daughter won't get it the first time. Information should come in little spurts. So they'll learn it. They can't learn everything in a day. And you can't learn Monster Hunter in a day. Even if you read this guide in a day.

Or in a equally hypothetical metaphor, the parent knows his child is an idiot. That'll never change. No matter how hard the parent tries. So he/she might as well beat (metaphorically speaking) a few lessons into the child's head. In the hopes that he/she doesn't obliterate themselves. Or the poor souls that happen to be nearby. For the both the parent and the child, the struggle is going to be painful. In fact, it may damn well tear them apart. They'll learn though.

So which one are you? The child that learns, or the child that struggles?

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If you've ever read a guide then you should be familiar with CTRL + F. Simply input a number on the list, like "[3.1]" for example (w/out quotations) to find what you seek. Don't type something like "[3.1] Weapon Questions" or else you'll come up with an error. It has to do with the way I formatted. \*shrugs\*

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[To be continued...]

In case you need my Diagrams for reference (why is a mystery) just write "Diagram #?" and replace the question mark with the following number. Simple right?

Diagram #1 - Multi-Fireball  
Diagram #2 - The Charge Method  
Diagram #3 - Backhop Demonstration  
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GameFAQs.com  
Minegarde.com  
reign-of-the-rathalos.com  
SuperCheats.com

The following sites are forbidden to host this guide:

Cheatcc.com

If your site was not on either list, then you must acquire permission through my e-mail address. And even if you're site WAS on the list, you must agree to NEVER change the contents of the guide. I'm a pretty lax guy when it comes to web-hosting. I prefer sites that don't have pop-up ads.

E-mail: qwerty45230@gmail.com

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First things first. Before you witness my guide, read through the names.  
...Come on! I couldn't have done it without them...You're just gonna scroll by  
this aren't you?

...  
....sigh...I tried.

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| THE HEROES! |
x~::~::~::~::o~::~::~::~x
| 3plepounder      |   Admiredfob      |
| Akubarix         |   akurixs         |
| Alex (for format style) | amadinho         |
| Archdraong       |   arth1           |
| BC2              |   Bisquick207    |
| BlazerMFT        |   Bloodred_Hunter |
| Boldrin          |   chefs knife     |
| CloudMcVehemuZ   |   cosmos89        |
| Croda            |   croda7          |
| David Cheng      |   demonpoe666    |
| Deocricius       |   Devil Trigger   |
| DivineChaos97    |   DMurdock        |
| Drakina          |   DS31x           |
| Dustin/Necrus    |   Eroero          |
| fenrirx61        |   FoNgThOnGz     |
| Freakonature00   |   Fred3035        |
| GANandSERTY      |   HoMeLeSsBoB    |
| HotGamerMum      |   Jask            |
| jhefsky and the akantot boyz | jophetism        |
| KaizerMH2        |   Kamikazeiii     |
| Kawakami_Hanabi |   Kayin9988       |
| KidImposter      |   KingOfMH        |
| leo2710          |   lunapanther     |
| Lunaredge        |   M0rbid_An6el   |
| MasterZ          |   mazereon        |
| Molossus         |   Mondin          |
| mukyo            |   mxc5012         |
| mx_703           |   naijiao         |
| Ner'zhul         |   NodalW          |
| noilleberreven  |   Ocelot19        |
| Ocu_87           |   Orlan           |
| Orlean Knight    |   OwWMyEye        |
| Psychol0gist     |   RaX             |
| Renati37         |   Rezard          |
| ricebun          |   rigaTONY        |
| Ronnomaru        |   Ryzer           |
| Saha             |   satan_lolz666  |
| Scooty_Puff      |   SeleniaAngel    |
| Severine         |   Shimmerweed     |
| shiquan          |   shoecream (Guide Tools) |
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| Sven             |   swk3000         |
| tml0            |   TTD2005         |
| VehemuZ          |   VGProdigy       |
| wingedcloud      |   XiaoSkull       |
| zaak            |   Zekiry          |
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It will be updated as I complete the guide. So if you're reading this and this isn't the Final version, chances are, your name could end up here!

Special Thanks to:  
Neoseeker  
Minegarde  
YouTube  
Reign-Of-The-Rathalos  
And you for reading!

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| Quotes! |  
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I've inserted a few quotations in order to spread knowledge, wisdom, and humor. As any creditor, I am required to make a list of those whose dialogs I've inserted in quotations. So logically, it's okay to laugh at the fact that I included something from SpongeBob SquarePants.

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MEDIA!		
x~::~::~~o~::~::~~x		
Castlevania	Cave Story	Chrono Cross
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Chrono Trigger	Dragon Ball Z	Final Fantasy
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Final Fantasy	Final Fantasy II	Final Fantasy IX
Dissidia		
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Final Fantasy	Final Fantasy V	Final Fantasy VII
Tactics		
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Final Fantasy VII:	Final Fantasy VIII	Final Fantasy X
Advent Children		
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Kingdom Hearts	Kingdom Hearts II	Metal Gear Solid
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Metal Gear Solid 3	SpongeBob	The Legend of Zelda
	SquarePants	
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Valkyrie Profile 2:	Robin Hood:	Galaxy Quest
Silmeria	Men in Tights	
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PEOPLE!		
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Abraham Maslow	Al Pacino	
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Albert Einstein	Bob Dylan	
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Edgar Bergen	Fran Lebowitz	
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George Orwell	George Taylor	
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Mae West	Wernher von Braun	
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| Tim Allen |  
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-----x-----| [0] If you e-mail me then you fail \

-- Under no circumstances are you to e-mail me asking questions that have already been answered in this FAQ.

-- Under no circumstances are you to e-mail me with non-Monster Hunter material.

-- Under no circumstances are you to e-mail me about the forbidden list. You know why you're site wasn't allowed. Deal with it.

If, and I mean once in a blue moon here, if I fail to cover a certain section in my guide. Check other guides first before asking. If you fail to find the information you're looking for, then, and only then, you can e-mail me.

E-mail: qwerty45230@gmail.com

If you e-mail me though, you fail at life.

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| Version History! |  
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Date	Version	Notes
4/16/2008	0.50	Beta
4/17/2008	0.55	Added Table of Contents; numbering system; strategy against Teostra/Lunastra.
4/20/2008	1.00	Completed overall strategies involving all monsters except for Fatalis.
09/29/08	1.10	Shifted gears towards Monster Hunter Freedom Unite; Updated format; added entire sections; in other words a complete revision.
1/10/09	1.20	First version submitted to GameFAQs. Will update in spurts.
1/13/09	1.25	Made minor corrections. Added Gypceros section.
1/15/09	1.40	Special Thanks to Mazereon; Devil Trigger; and slyboots for corrections and additions. Finished Elder ***; started Elder ****; added Garuga strategy.
1/27/09	1.65	Added Diablos and Shogun section; accepted Bloodred_Hunter's Diablos Bow Strategy.
2/22/09	1.90	Added the Basarios and the immense Kushala Daora section. Special thanks to RaX and Sven.
3/23/09	2.00	Major revision to armory section to appeal to

		Gunners; finish Tigrex and review; added quotes for flavor and wisdom; starting Elder *****.
5/17/09	2.25	Another major revision to almost all sections; added more Gunner armors to Armor section; finished Kirin section; rewrote Yian Kut-Ku; Congalala; and Khezu strategy. Revising in progress for those Wyverns below Basarios. Merged Weapon and Armor section.
6/20/09	2.30	Completed Daimyo Hermituar; Special Thanks to Ner'zhul for Shell Shop list.
7/10/09	2.35	Completed Plesioth; Special Thanks to NodalW and HoMeLeSsBoB for Farming Methods.
1/2/10	2.50	My hiatus is over; Changed over the End-game Weapon list to their Unite counterparts; finished weapon recommendations for early Monsters.
4/11/10	2.70	Completed Gravios; Lunastra; and Chameleos strategy; Special thanks to demonpoe666; Molossus; and Fred3035 of Minegarde.
4/17/10	2.80	Completed Rathalos and Rathain section; Completed Shen Gaoren section.
4/25/10	3.00	Completed Lao-Shan Lung and Hypnocatrice Section; Finished Elder Rank Quests; We did it! :)

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                        [1] FAQ
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"The important thing is not to stop questioning."  
~Albert Einstein

Q: Will this guide make me a better Monster Hunter?  
A: No. Close this window... Yes of course read on.

Q: What is Monster Hunter?  
A: Monster Hunter is an adventure game created by Capcom. You are a Hunter in a world full of monsters. In order to fight off these creatures you forge armor, through fishing, mining, combining items, creating weapons, and making gems to further enhance our armor. We do this because we want to become Monster Hunters.

Q: Who are you?  
A: I am Darksun45230, and maybe, that's all you need to know.

Q: Why isn't this guide done?  
A: Because...I haven't finished it yet. Unlike all my previous predecessors I intend to finish this guide. Why? Because I have 10+ Resistance to Burnout. I'm a still anxious about releasing it. It's been a long time since I started writing this. And I'm afraid by doing this it'll kill my motivation. However...people need help.

Q: Any other sites I should know about?



A: <http://minegarde.com>  
<http://www.reign-of-the-rathalos.com>

Minegarde (formally Minegarde) has the end-all weapon branch section. I consult Reign-of-the-Rathalos daily for their weapon calculator. Both are offer a plethora of information, advice, and all with a smile. ^\_- \*wink\*

Q: Are there videos out there that can help a Hunter like me?

A: <https://www.youtube.com/user/naijiao>  
<https://www.youtube.com/user/MHNoodles>  
<https://www.youtube.com/user/admiredfob>

MHNoodles covers the works of Monster Hunter Freedom 2, while AdmiredFob covers post-MHF2. Their Newbie guides have helped propelled Hunters since the game's start.

What about Naijiao? He professes in Greatsword Charge Guides. While being something I cover, I cannot cover it to naijiao's degree.

Q: How hard is this game?

A: Hard. Very Hard. This guide will help you deal.

Q: Will what you teach me make my game easier?

A: Who knows? You can't MAKE the game easy. This guide teaches strategies to take on different Wyverns. Not everything is covered, but most of it and in great details. Just read on.

Q: Should I play this game?

A: It depends on your tastes. If you enjoy games from the casual genre then may I direct you to Pokemon, Plants vs. Zombies, or Team Fortress 2. While offering depth these games are also offer easier difficulty then this one. (Team Fortress 2 being the exception as it depends on who your opponents are.)

Q: Do I need to play the Monster Hunter Freedom 2?

A: No. Monster Hunter Freedom Unite is an expansion meaning you don't need to play MHF2 or have a copy on hand.

Q: Is this a sequel to Monster Hunter Freedom 2?

A: Yes and no. This is an expanded version of the original title. This version includes extra content.

Q: What are the differences between Monster Hunter Freedom 2 and Monster Hunter Freedom Unite?

A: An additional rank is capable of being unlocked for both Solo Quests and Guild Quests. G Rank for Guild Quests and Felyne Elder for Solo Quests. There are also new monsters, weapons, and materials to match each ranks. Even G Rank Training Quests to prepare you for the career-ending matches. Along with your own Felyne Fighter, you scale new Areas from older Monster Hunter titles like Frontier and the original Monster Hunter Freedom. A Hunter's Life for Me...again.

Q: I'm a veteran of the series, and seriously, what are the differences?

A: -- The Ceanataur SUUSS combination has been nerfed.  
-- Devil Slicer has an extra requirement, Kirin Tail.  
-- Hunting Horns receive an additional song that acts like Sonic Bomb.  
-- Akantor Bow is nerfed, receives equipment upgrade but never regains domineering ways.  
-- Pokke Farm removed Gathering animation when materials are no longer present.

- You can send materials directly to the box or sell them (applies with Monsters too.)
- You can treasure hunt Solo.

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---| --- [1.1] FAQ --- |---  
---| ~~~ Beginning FAQ ~~~ |---  
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Q: How does the gameplay work?

A: The game itself is entirely mission based. You take Quests from the village Elder at first, then when you become stronger you tackle the harder quests available at the Guild Hall. You choose your armor from Gauntlets, Tassets, Mails, and Boots; each item is customizable so you can mix and match whatever you want. With a plethora of weapons ranging from Lances, Gunlances, Bows, Swords and Shields, Dual Swords, Greatswords, Longswords, Bowguns, Hammers, and Hunting Horns; it's a hunter's life for me.

Each weapon you have can execute a series of combos, Triangle, Triangle, Triangle is most common. Each of the twelve weapon types you acquire has a varying degree of effectiveness against certain monsters. Ergo, adding a level of strategy and tactics unprecedented in any game imaginable.

Q: What are weapon types?

A: Short answer, they are the eleven weapons you start out with at the game's beginning.

Long answer, each weapon has it's own subtle attributes that make it versatile and completely different from any other weapon. Each weapon offers a challenging, and unique aspect when compared to another weapon of it's kind. Hence, weapon types.

Q: What weapon type should I start out with?

A: SnS, otherwise known as Sword and Shield. It's the easiest weapon to use as it provides both balance and mobility. The perfect weapon for any beginner.

Q: What are missions?

A: Missions are the bulk of the game. They are quest that you do for fixed amount of Zenny (currency) and the materials that come from felling said monster. Why? Because it's what a Monster Hunter does.

Q: What are Maps?

A: Maps are specific locations that you arrive at when a mission begins. Some take place during the day, or at night. There are subtle environmental differences, like, at night Swamp water is poisonous.

It is important you know where you're going. If you're going to the Desert to hunt Monoblos, shouldn't you bring Cold Drink? Forgetting to do that in later quests can mean the difference between victory and defeat.

Q: What are Armor Skills?

A: Armor skills are the basic of the basic things you should know. Each piece of armor in Monster Hunter comes with armor skill points. When you equip a set as a whole, chances are those skill points will add up.

Q: What are Decorations?

A: Gems that attach to your armor that give you skill points. When you have met the requirements to activate the skill it will add to your "Status" screen.

Example: You have Hermituar Armor. The helm gives you 1 point, the torso armor

gives you 2 points, the gauntlets give you 2 points, the tasset gives you 2 points, and the greaves give you 2 points (these aren't the actual stats I'm just using this for sake of clarity.) You have a total of 9 Skill Points applied to Guard however you need one more skill point to activate the skill. What do you do? Each piece of armor has slots for a Gem from one slot to three. Most armor pieces have at least one slot. If we make a Guard Gem and attach it the Hermituar armor, that makes a total of 10 skill points and the skill Guard activates. Got it? If not don't worry, it's simpler then it sounds.

Q: Arrg! I can't beat [Insert Wyvern Here!]

A: This is going to sound redundant, because it is, but this guide will help you deal. Search this guide thoroughly, if you need something I can't provide look to either the Monster Hunter Freedom 2 FAQs or the Monster Hunter Freedom Unite FAQs. Be aware of the differences between the two games.

If you're more of a visual person hit YouTube and search for videos. I guarantee you'll find at least one or more Hunters out there taking your Wyvern on with ease.

Q: What are Secret Areas?

A: They are places that allow you to collect special items. However they are only available during HR4+ Quests and only on the Snowy Mountain, Desert, Swamp, and Volcano maps. You can't find them normally; instead you must start there at the beginning of the mission. The chances of this happening are 3%. However the Felyne Explorer Whim skill can make that 100%.

Q: What are Treasure Hunts?

A: They are quests that involve collecting items in order to gain points. The more points you gain, the more that transfer over to Pokke Farm after. Usual Treasure Hunts involve teaming up with more then one person to 'farm' for materials and items to deposit in the supply box. You kill monsters and collect various items that you wouldn't normally find in regular missions. They all add up to points down the road, the rarer they are, the more points they're worth.

Q: Where do I get (Insert Coin Here?)

A: Coins can only be acquired when beating a Training quest. The school is located near the Guild Hall to the left. These coins unlock a special type of armor called "Black Belt," the Training Instructor is wearing a full set of this.

Q: I started a new game, why is it giving me an error?

A: Don't worry, this is normal. It's informing you that there is no save data yet to be created on your memory stick.

Q: What are the ranks?

A: Elder Quest -- Easiest, Low Rank.

Felyne Elder Quests -- Easier, High Rank.

HR1 - HR3 -- Low Rank, Group capable, Monster compensate with more HP.

HR4 - HR6 -- High Rank, Group capable, Monster compensate with more HP.

HR7 - HR9 -- G Rank, Group capable, new and stronger Monsters.

Many Solo the Guild Hall quests as well in order to challenge themselves. If that isn't your thing, then see next question.

Q: What is Xlink Kai?

A: Xlink Kai is software that allows you to communicate with other players across the world. However you need Wifi Max (or any wireless USB unit) in order to do this, since the only other alternative is PS3 Ad-Hoc Parties.

Their site: <http://www.teamxlink.co.uk/>

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---|   --- [1.2] FAQ   --- |---
---|   ~~~ Game-Saving ~~~ |---
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An epidemic among newcomers is the desire to have money, tons of equipment and all the items they need without much effort. If you've played role-playing games nowadays, they fork over these things like candy. Monster Hunter is not a world of instant gratification. The game is like Rome, not built in a day.

In a beginner's struggle to achieve anything, they sometimes turn to game-saving. To put it simply, it's like reading the last chapter of a book without any idea on the how it arrived at that conclusion. The process involves downloading the saved game of someone who submitted their own to GameFAQs or any other gaming website. They replace their save with this other one, ergo skipping all the important fundamentals.

Having end-game weapons and armor doesn't change the difficulty. In fact, it only makes things harder. Without the time invested in the game, game-savers aren't armed with skills to survive stronger monsters. Compare that to someone who has invested countless hours completing missions on their own. You'll find the game-saver outclassed every time.

In my opinion, if you don't possess the time and effort that this game requires, then don't play. Because we don't want you. There are plenty of other titles you can be piss poor at. Monster Hunter is an experience, a journey from beginning to end as told by you. And there is nothing worse then superficiality in a game that demands 'so' much more.

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"Huzzah!"  
~Balrog, Cave Story

Stop! Look around. Welcome to Pokke Village! In this frosty little paradise you'll have many things open to you. For new Hunter's (like you) it can be confusing. Let's start off with the basic, basic, of the basics.

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---|   --- [2.1] Pokke Village --- |---
---|           ~~~ Home ~~~           |---
v~~~~~v
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This is the place where you live. This is where you woke up. I cannot, for the life of me, understand how one becomes confused about this. Inside your humble abode. The first thing you should notice is your bed. You use this to sleep on and save your game. Though, you'll be prompted to save after every mission. Next to the bed is the bookshelf.

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| Info Magazine |
|-----|
| Hunter's Fashion |
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| Piggie's Fashion |
```

+-----+

Info Magazines explains the world of Monster Hunter. Hunter's Fashion help you decide what your undergarments look like. (Believe you and me, I've seen better at Victoria's Secret! ^\_- \*Wink\*.) Along with Hunter's Fashion is a section where you change your hairs cut and color. Helmets do a great job of making this feature useless. Alongside that are your Piggie's Fashions. Whoa~! Wait up there Darksun, what is a Piggy?

Piggy your Pet. He's your only pet that comes with interchangeable costumes.

```

x-----x
| PIGGY'S FASHION! |
x-----x-----x
| Name              | Description          |
|-----+-----|
| The Naked Emperor | Wearing a diaper with a tiny crown |
|-----+-----|
| Memorial Stripes  | Horizontal purple stripped suit     |
|-----+-----|
| Charming Pink     | A pink tee-shirt                 |
|-----+-----|
| Black Green Clash | Watermelon green stripped suit     |
|-----+-----|
| Sleepy Pig White  | Sheep Suit                       |
|-----+-----|
| Angel Leotard     | Exactly is described              |
|-----+-----|
| Famitsu Suit      | Black suit with Famitsu Logo      |
x-----+-----x

```

Simply approach Piggy and play his mini-game. Simply wait for the music to stop and press the action button at the exact moment a heart appears above his head. If you pressed it at the right time, then a large Heart would appear over Piggy's head; he'll join you. If you got the timing wrong, a small heart will appear over Piggy's head, he'll still join. If you mess up by either waiting too long, or pressing the button too early, you'll have to retry. You may not have all those costumes at first, meaning you have to download them via Download.

```

^~~~~~^
---| --- [2.1.1] Home --- |---
---|   ~~~ Item Box ~~~  |---
v~~~~~v

```

I'm a simple kind of FAQ writer. So when I say, you'll be spending most of your time in front of an Item Box, I mean it.

You'll be spending most of your time in front of an item box.

As you'll learn. Items are a Hunter's bread and butter, as oxygen is to humans, so on so forth. But why is this? It's because of the massive amount of materials we have in said Item Box. Whether it's taking stuff out, putting something in, or maybe you want to combine something?

```

x-----x
| Put In Item      |
|-----|
| Take Out Item    |
|-----|

```

```

| Combine In Box |
|-----|
| Change Equipment |
|-----|
| Arrange Items |
|-----|
| Sell Items |
x-----x

```

#Combine in Box# was recently added along with extra space for materials. The best part is that combining items in the box are always 100% Accurate! Cool huh? If you didn't already notice, you can rotate the joystick to get a good view of yourself, front and back. You can even get rid of that pesky Item Box menu by pressing Start.

```

^~~~~~^
---| --- [2.1.2] Home --- |---
---| ~~~ Felyne Kitchen ~~~ |---
v~~~~~v

```

This won't be available at first, not until you unlock the Old Lady who sells them by finishing 2\* Elder Quests. Even then you're limited to one at first, they can be of help during tough quests. For more information on your trusted Felyne Chef see this link. Though they don't mention you can have your chefs cook Raw Meat along with other Fish for surprising results!

<http://www.gamefaqs.com/portable/psp/file/934395/501150>

This part of the FAQ will focus on something else.

```

^~~~~~^
---| --- [2.2] Home --- |---
---| ~~~ Felyne Fighter ~~~ |---
v~~~~~v

```

Your Felyne Fighter is unlocked around the same time as your Chef Felyne. Felyne Fighter's serve a more fun purpose. They get to go in battle with you. Note though, a Felyne Fighter isn't a powerhouse. Nay, in fact you'll find your cuddly sidekick weaker than you. So why take them?

A Felyne Fighter has many uses depending on what you are willing to teach it. Perhaps you need thieving Felyne? Something that Paralyzes? Or maybe you enjoy seeing a Felyne walk into an enemy with a over-sized bomb on it's head. Doesn't everyone? There are a few facts you should know first.

- Felyne Fighter's have a maximum of twenty levels.
- You may recruit a maximum of thirteen fighters.
- A Felyne can learn skills by acquiring skill points and applying them.
- Felyne Fighter's start with 100 HP and by twenty have 130 HP.
- The sum of a Felyne Fighter's Attack and Defense by the end is five-hundred. Meaning you could have 450 Attack/50 Defense or vice versa.
- Your Felyne will celebrate when you have prepared Well-Done Steak, sleep with you at camp to recover HP, and fish with you while fishing.
- Costumes are available via Download at the Main Menu.
- You can switch your Chefs with your Fighters, kinda a lover-fighter relationship.

```

^~~~~~^
---| --- [2.2.1] Felyne Fighter --- |---
---| ~~~ Your Felyne Fighter ~~~ |---

```

v~~~~~v

On your journey to leveling your Felyne Fighter up, you'll eventually want to decide how that happens. We're going to break it down so you can understand what you're getting into with your Felyne.

```

x-----x
| FELYNE STATUS! |
x-----x-----x
| Name          | Description          |
|-----+-----|
| Loyalty       | Effects Felyne's actions |
|-----+-----|
| Lineage       | Color of Felyne      |
|-----+-----|
| Character     | The way Felyne acts during battle |
|-----+-----|
| Attack Type  | Felyne's physical attack |
|-----+-----|
| Combat Style | Preferred attack pattern |
x-----+-----x

```

As we begin to cover all these sections it is important to understand your Felyne's role in battle. The Wyvern/Monster you're facing will sometimes target your Felyne. That's good for beginners as it takes some of the pressure off. This sometimes yields the opportunity to restore your health. Useful right?

For, uh, more advanced players. Who plans that a monster will turn your direction or will aim at you, will find them annoying. The strategy section of this guide was not written considering the actions and effects of your Felyne Fighter. Period. That means you'll have to improvise at certain points; or not take your Felyne Fighter at all. You may think its a small thing, but it's not.

```

^~~~~~^
---| --- [2.2.2] Felyne Fighter ---|---
---|     ~~~ Behavior ~~~          |---
v~~~~~v

```

Call it what you want, personality, behavior, or whatnot. The first thing you should look at when selecting your Felyne Fighter is it's Behavior. This determines your Fighter's weapon preference, recovery rate, and what it attacks. There are many styles of behavior making it difficult to know which one is right for you. Here is a list of these behaviors.

```

x-----x
| FELYNE BEHAVIOR! |
x-----x-----x-----x-----x
| Name          | Preference          | Heal Rate          | Attacks          |
|-----+-----+-----+-----|
| Berserker     | Weapon             | Will not Revive   | Large Monsters  |
|-----+-----+-----+-----|
| Normal        | Weapon & Bomb      | Normal            | Small & Large Monsters |
|-----+-----+-----+-----|
| Careful       | Bombs              | Fast              | Small Monsters  |
|-----+-----+-----+-----|
| Timid         | Bombs              | Very Fast         | Small Monsters  |
|-----+-----+-----+-----|
| Guerrilla     | Weapon Only        | Normal            | Small & Large Monsters |
|-----+-----+-----+-----|

```

Weapon User	Weapon Only	Normal	Small & Large Monsters
Weapon Lover	Weapon	Normal	Small & Large Monsters
Bomb User	Bombs	Normal	Small & Large Monsters
Bomb Lover	Weapon	Normal	Large Monsters Only
Large Hunter	Weapon	Normal	Large Monsters Only
Small Hunter	Weapon	Normal	Small Monsters Only
*Pacifist	Doesn't Attack	Normal	Unable to Attack
Martyr	Bombs Only	Will not Revive	Large Monsters Only

\*Note: Pacifists are purely skill using Felynes. You'll have to teach them, but they can learn skills like Greater Demon Flute to increase your attack. Pacifists are the Behavior when it comes to skills and buffs. Though I've heard Timid works too.

It's important you know the behavior of your Felyne, so you can equip him with skills that match said Behavior.

Pro-tip:

-- For Felynes that cannot revive themselves normally, bring Lifepowder. Lifepowder will not only heal you, but you're Felyne as well. Healing Buffs via Hunting Horns works as well.

-- The difference between Impact and Slash Types is simply the effect of each. Slash will be more or less inclined to cut off said Wyvern's tail. Impact when combined with a Hammer, can increase the knockout rate of said monster. Note that not all monsters can be knocked out.

```

^~~~~~^
---| --- [2.2.3] Felyne Fighter --- |---
---|      ~~~ Training ~~~      |---
v~~~~~v

```

Now the proud owner of a Felyne Fighter, how do you buff him up? Well, that's where training comes in. We already know a Felyne Fighter can gain a maximum of twenty levels, but what changes between Level 1 and Level 20? A Felyne's stats are divided up between Attack Power, Defense, HP, Skill Points, and Loyalty. Each are self-explanatory (we'll get to Loyalty later.)

In order to train a Felyne, simply check the Fighter Board in the Felyne Kitchen and select 'Development.' There you can train your Felyne under a specific set of practices.

```

x-----x
| FELYNE DEVELOPMENT! |
x-----x-----x
| Name          | Description          |
|-----+-----|
| Martial Arts  | Increases Attack Power |
|-----+-----|
| Strength      | Increases Maximum HP  |
|-----+-----|
| Toughness     | Increases Defense     |

```



Fencing	Increases both Attack Power and Defense
Meditation	Increase Skill Points
Rest	Increases Loyalty

Along with natural stat points, your Felyne can acquire extra attack and defenses points via training. The difference between Fencing and Martial Arts/Toughness is that Fencing gives a little less Attack and Defense to both areas.

It is possible, even after leveling your Felyne to Level 20, to increase your Felyne Fighter's Attack/Defense. Simply train him under either under Martial Arts or Toughness. Note though, your Felyne Fighter's stats cap at five-hundred. Meaning if you want to increase your Fighter's Defense, it will take a stat point out of Attack and into defense.

Many state that putting points into Attack is useless in itself. For one, your Felyne Fighter doesn't do a whole lot of damage. Rather, many use them as fodder against enemy wyverns.

```

      ^~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~^
---| --- [2.2.4] Felyne Fighter's ---|---
---|      ~~~ Skills ~~~      |---
      v~::~::~::~::~::~::~::~::~::~::~::~::~::~::~v

```

Like a Hunter's armor skills, a Felyne Fighter's skills are their bread and butter. By leveling or using Meditation, you can increase your Felyne Fighter's skill points. What do skills do? Well, that's a good question. I just happen to have a list.

```

x-----x
| FELYNE SKILLS! |
x-----x

```

Name	Points	Description
Flute	20pts	Provokes enemy with 40% less HP.
Demon Flute	60pts	Increases Att. of Hunter & Felyne.
Armor Flute	60pts	Increases Def. of Hunter & Felyne.
Antidote Flute	30pts	Cures Poison.
Health Flute	70pts	Heals HP.
Greater Health Flute	120pts	Greatly Heals HP.
Elemental Attack [Fire]	15pts	Adds Fire to attacks.
Elemental Attack [Water]	15pts	Adds Water to attacks.
Elemental Attack [Thunder]	15pts	Adds Thunder to attacks.
Elemental Attack [Ice]	15pts	Adds Ice to attacks.
Elemental Attack [Dragon]	30pts	Adds Dragon to attacks.

Elemental Attack Up	50pts	Adds power to Elemental attacks.
-----+-----+-----		
Status Attack [Poison]	60pts	Adds Poison status to attacks.
-----+-----+-----		
Status Attack [Para]	60pts	Adds Para status to attacks.
-----+-----+-----		
Status Attack [Sleep]	60pts	Adds Sleep status to attacks.
-----+-----+-----		
Status Attack Up	120pts	Increases chance of status attack.
-----+-----+-----		
Windpress	100pts	Prevents Wind Effect.
-----+-----+-----		
High Grade Earplugs	140pts	Prevents Roar Effect.
-----+-----+-----		
Attack Up	60pts	Increases Felyne Attack.
-----+-----+-----		
Defense Up	60pts	Increases Felyne Defense.
-----+-----+-----		
Strength Up	120pts	Increases Felyne HP
-----+-----+-----		
Guard Up	90pts	Increases chance of blocking.
-----+-----+-----		
Movement Speed Up	100pts	Increases movement speed.
-----+-----+-----		
Recovery Speed Increase	130pts	Increases recovery rate.
-----+-----+-----		
Combat Expert	80pts	Increases Felyne Affinity
-----+-----+-----		
Thievery	100pts	Chance of stealing from Monsters.
-----+-----+-----		
Trap Master	160pts	Uses Shock Trap.
-----+-----+-----		
Bomber	150pts	Increases power of bombs.
-----+-----+-----		
Bomb Resistance	90pts	Resists Bomb Damage
-----+-----+-----		
Large Barrel Bomb Skill	140pts	Fighter uses LBB.
-----+-----+-----		
Anti-Poison	30pts	Prevents Poisoning.
-----+-----+-----		
Farsight	70pts	Randomly enables Pyschoserum.
-----+-----+-----		
Anti-Gathering	90pts	Trades Gathering for Power.
-----+-----+-----		
Tireless	80pts	Negates Idle pose but less HP.
-----+-----+-----		
Art of Eight Wonders	120pts	Large addition in attack.
-----+-----+-----		
Risk Berserker	150pts	Forfeits Revive for added attack.
-----+-----+-----		
x-----+-----+-----x		

Unlocking some of these abilities requires the Felyne to level or defeat a certain monster. Lucky for you I also have a list.

x-----x		
UNLOCKED SKILLS!		
x-----x-----x		
Skill Name	Unlocked	
-----+-----+-----		
Elemental Attack Up	Defeat Rathian or Rathalos	

Status Attack [Poison]	Defeat Iodrome/Ioprey/Gypceros
Status Attack [Para]	Defeat Cephadrome/Genprey/Gendrome
Status Attack [Sleep]	Defeat Plesioth/Teostra/Lunastra
High Grade Earplug	Defeat Tigrex or Yian Garuga
Attack Up	Defeat Yian Kut Ku/Monoblos/Diablos
Defense Up	Defeat Basarios or Gravios
Strength Up	Defeat Congalala/Blangonga/Rajang
Guard Up	Daimyo Hermituar or Shogun Ceanataur
Movement Speed Up	Defeat Kirin or Tigrex
Bomb Resistance	Unlocks at Level 6
Farsight	Unlocks at Level 8
Windpress	Unlocks at Level 9
Bomber	Unlocks at Level 10
Anti-Gathering	Unlocks at Level 12
Large Barrel Bomb Skill	Unlocks at Level 13
Art of Eight Wonders	Unlocks at Level 14
Tireless	Unlocks at Level 15
Recovery Speed Increase	Unlocks at Level 18
Risk Berserker	Unlocks at Level 20

Pro-Tip:

- Your Felyne Fighter can learn one Elemental Skill at a time
- Your Felyne Fighter can learn one Abnormal status skill at a time.
- Stun Trap is rarely used, so spending points on it is pointless. Get it?
- Thievery does not steal rare items, so don't count on much.
- Attack Up does not effect your Bombs power however the skill "Bomber" does.

```

      ^~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~^
    ---| --- [2.2.5] Felyne Fighter's --- |---
    ---|           ~~~ Loyalty ~~~           |---
      v~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~v

```

The more Loyalty your Felyne has, the more capable it is. Say you've given your Pacifist Felyne Greater Health Flute. A Felyne with lower Loyalty is less likely to use it then one with higher Loyalty. It's that simple.

Loyalty is determined by the Hearts your Felyne has in it's status menu. The more they have, the greater chance they'll help you in battle. To increase your Felyne's Heart Level you need Heart Points.

One Heart: 1000 Points

Two Hearts: 2500 Points

Three Hearts: 4500 Points

Four Hearts: 6000 Points

Five Hearts: 7000 Points

Heart Points are 10% of the Guild Points you collect from quests. For example, you get 1000 Guild Points for defeating Elder Monoblos. (Not a real estimate, just used for the sake of example.) The Heart Points are then multiplied by ten percent.

1000 Points x 10% = 100 Heart Points

Choosing to rest after completing a quest will earn you five Heart Points.

```

      ^~~~~~^
    ---| --- [2.3] Pokke Village --- |---
    ---|    ~~~ Pokke Farm ~~~    |---
      v~~~~~v

```

To the right, just out of your home, lies Pokke Farm. This is where you search for materials, and resources abound. The man outside Pokke Farm will use your Points for renovation. Seek Boldrin's Pokke Farm FAQ for more details.

<http://www.gamefaqs.com/portable/psp/file/934395/50112>

What that FAQ doesn't tell is that Mining Point +\$ and Insect Thicket +4 are unlocked through HR 7+ Quests.

```

      ^~~~~~^
    ---| --- [2.4] Pokke Village --- |---
    ---| ~~~ Weapon Seller/Forger ~~~ |---
      v~~~~~v

```

Wait, what's that over there! Why it's the Weapon Seller (Felyne) and the Weapon Forger (Man!) This is the place where you forge new armor and new weapons. It's also the place where you buy them. When starting out, you'll often be buying from the Felyne. However, as time passes and your materials accumulate you'll begin forging. Simply have said materials either your inventory or item box and bring them to the forger. And they'll forge it for a lengthy fee.

```

      ^~~~~~^
    ---| --- [2.5] Pokke Village --- |---
    ---|    ~~~ Item Salesman ~~~    |---
      v~~~~~v

```

Next to the Weapon sellers, is the Item Salesman. She'll sell you stuff from Antidotes to Whetstones. What more is there to say? ...Fine, here's a list.

```

x-----x
| ITEM SALESMAN! |
x-----x-----x
| Name           | Description   |
|-----+-----|
| Herb          | Heals small  |

```

Yellow Seed	Plant in Pokke Farm.
Potion	Heals HP.
Antidote	Cures Poison.
Whetstones	Sharpens Weapon.
Armor Stone	Used for Upgrading Armor.
Cool Drink	Resists Extreme Heat.
Hot Drink	Resists Extreme Cold.
Old Pickaxe	Used at Mining Spots; breaks easy.
Iron Pickaxe	Used at Mining Spots; sometimes breaks.
Mega Pickaxe	Used at Mining Spots; rarely breaks.
Old Bugnet	Used at Bug Spots; breaks easy.
Bugnet	Used at Bug Spots; sometimes breaks.
Mega Bugnet	Used at Bug Spots; rarely breaks.
Worm	Cheap fishing substitute.
Small Barrel	Used to make Small Barrel Bombs.
Large Barrel	Used to make Large Barrel Bombs.
Sm. Barrel Bomb	Detonates dealing small damage.
Lg. Barrel Bomb	Detonates dealing large damage.
Trap Tool	Used to make Shock/Pitfall Traps.
Tranquilizer	Used to make Tranq Bombs and more.
Boomerang	Helps sever Monster's Tail.
Binoculars	Allows you to spy things from distance.
BBQ Spit	Cooks Raw Meat in field.
Huskberry	Combines with various things to make ammo.
Normal S Lv1/Lv2/Lv3	Ammo for Bowgun.
Pierce S Lv1/Lv2/Lv3	Ammo dealing Piercing damage.
Pellet S Lv1/Lv2/Lv3	Ammo dealing Scatter damage.
Crag S Lv1/Lv2/Lv3	Ammo dealing Explosive damage.
Clust S Lv1/Lv2/Lv3	Ammo dealing multi-Explosive damage.
Flaming S Lv1	Ammo dealing Fire Element damage.

Water S Lv1	Ammo dealing Water Element damage.
Thunder S Lv1	Ammo dealing Thunder Element damage.
Freeze S Lv1	Ammo dealing Ice Element damage.
Poison S Lv1	Ammo with a chance of poisoning.
Para S Lv1	Ammo with chance of paralyzing.
Sleep S Lv1	Ammo with chance of sleep status.
Recov S Lv1/Lv2	Ammo that heals it's target.
Empty Bottle	Used for making Coatings.
Power Coating	Deals extra damage with Bow.
Razor Coating	Melee attacks with bow deal extra.
Poison Coating	Chance of Poisoning with Bow.
Para Coating	Chance of Paralyzing with Bow.
Sleep Coating	Chance of Sleep status with Bow.
Book of Combos 1 - 5	Increases chance of successful combination.
Organizer Guide	Increases Item Box inventory space.
Back Packer Guide	Increases Item Box inventory space further.
Monster Info	Gives brief description of each monster.

Some of these things will be unlocked as time goes on. Through Elder Quests mostly. For those transferring over from Monster Hunter Freedom 2, items can be sent back to the Item Box.

```

^~~~~~^
---| --- [2.6] Pokke Village --- |---
---|    ~~~ Old Lady ~~~    |---
v~~~~~v

```

This tricky Old Lady (who appears to be the Felyne Lady's evil twin) sells items. Some of which Hunter's profess in stocking up on, especially Flashbugs. Though she won't always have them in inventory, as it changes after every battle. As time passes, you'll be buying from her more often. Some things to watch out for are Bomb Material, Gunpowder and Raw Meat.

```

^~~~~~^
---| --- [2.7] Pokke Village --- |---
---|    ~~~ Training Hall ~~~    |---
v~~~~~v

```

The Training Hall is located at the far left-most corner of Pokke Village. At first it exists to give us tips and tricks about the fields of Monster Hunter. After defeating a few Elder Monsters, we unlock them here.

Hold on a sec. What's the point of a Training Hall anyway? I mean it's not like I get rewarded at the end of it now do I...? Wait, do I? Yes indeed. Defeating the Training Hall monsters yields prizes. For one, coins. By defeating a certain monster at the Training Hall, we unlock their coins. These coins can be used to forge Black Belt Armor. Which, if you were to ask me, is useful.

You know the skill Torso Inc? It's ability doubles the skill points allocated to your Torso section. In short, say you're Chain Mail armor has Health +3, Hunger +2, Map +1, and Whim +2. Now equip something with the skill Torso Inc...See the difference? That armor set now has a total of Health +6, Hunger +4, Map +2, and Whim +2! Both bad skills and good ones are added.

Due to confusion regarding my explanation, I must explain what Torso Inc is not. It doesn't multiple, rather adds, so if you have two Torso Inc armor pieces, they both see the Torso separately. Meaning they will both have Health +3, Hunger +2, Map +1, and Whim +2 with Chain Mail armor.

What are the benefits of Black Belt Armor? If you're down on your luck, or simply cannot afford to make the full set as of now, and you really want the skills... The problem with Black Belt Armor, along with all armor with Torso Inc, is that they lack slots. Without slots, you can't gem, and that sucks. Yes, you will be able to gem the Torso if slots are available.

Another reward is the extra money you can pocket from completing each quest. Sometimes you'll receive Goldfish or Steel Eggs too. Though, a considerable prize for later quests is none other than Expand Pickaxe. By combining it with Ores, we can create double, maybe triple, of the Ore we're looking for!

Still not convinced are we? I mean, who would want to go through all this and why? The answer is simple, Piercing. There are two items, only unlocked via completing all the Training quests with ALL weapons. They are Barrage Piercing and Sword Saint Piercing.

You may run into Piercings down the road. Heck, you may even wear one a few times. Nothing however, and I mean nothing, compares to either of these Piercings. Sword Saint Piercing gives you an astounding +10 Fencing automatically unlocking ESP. And if you've yet to get around to my skill section, you'll know that it allows to to pierce the hide of any monster no matter how sharp. Barrage Piercing allows more shots with Bowgun and unlocks the fourth charge via Bow (or third if you have Tyrants Wrack.)

Training Hall monsters are in two sections. Group and Solo Training. Group will not be discussed. The following monsters are unlocked via defeating them in either Elder or Guild Hall quests.

-- You're given a set of armor and weapons to choose from. You must defeat one monster with at least one of these sets in order to move on.

-- You're given a select set of items with each set, use them wisely.

-- You don't get to keep carves, instead they are transferred into your points ergo giving you more Pokke Points to play around with.

```
^~~~~~^
---| --- [2.7.1] Training Hall --- |---
---|   ~~~ Normal Training   ~~~   |---
v~~~~~v
```

Your Normal Training will take place in the Great Arena, always. There, you

will have access to five different weapon types. If you wish to unlock Barrage Piercing (and I suggest you do) you'll need to defeat all of them with all five. There are three corners which you can search through. They usually contain Flash Bombs, Stun Traps, Small and Large Barrel Bombs. Exploit these, or you will die. While at first they aren't as needed, but later on when you're throwing down with Tigrex...it may be useful.

The following are unlocked via felling them in either Elder or Guild Hall quests. I'm not sure on the exact method of unlocking them.

Level: \* Yian Kut Ku  
Level: \* Congalala  
Level: \*\* Khezu  
Level: \*\* Daiymo Hermituar  
Level: \*\*\* Blangonga  
Level: \*\*\* Yian Garuga  
Level: \*\*\*\* Tigrex  
Level: \*\*\*\* Diablos  
Level: \*\*\*\*\* Gravios  
Level: \*\*\*\*\* Kirin

Pro-tip:

-- Don't feel discouraged after being wiped out. Put down the game, clear your head, and approach it later. Try to remember what happened before you...well...got KOed, and think of a way to avoid it from happening again. Using too many Potions? Get hit less. Is your enemy just not dying? You need hit it more, be patient though.

--Look at your armor and weapon. They're both trying to tell you something. If you're armor has extra Health or Attack maybe they're telling you to be more offensive. If you have Bomber, well, use Bombs! Check your inventory too.

-- You may find some enemies harder despite the rank. I know I did when facing Tigrex, Arrg! Try skipping rank when you've unlocked other foes. Who knows, you may be better after taking a break.

```
^~~~~~^  
---| --- [2.7.2] Training Hall --- |---  
---|   ~~~ Special Training ~~~   |---  
v~~~~~v
```

As the title suggests Special Rank is special, duh. Each battle takes place in one of the maps you normally travel to on a quest. Be it the Snowy Mountains, the Volcano, or the Forest and Hills. However, instead of the materials you'd harvest, there are materials here that will aide you in your endeavor. There is currently no list available, so it's a matter of knowing where the gathering spots are. Don't stress out, you'll find what your looking for. You may need Pickaxes or Bugnets in order to find them. Since you can't carry them into the actual quest you'll have to scrounge for your own.

Here's a quick list of monsters unlocked via challenging them through Elder or Guild quests.

Level: \* Cephadrome in Desert (Day)  
Level: \*\* Plesioth in Jungle (Night)  
Level: \*\*\* Shogun Ceanataur in Swamp (Day)  
Level: \*\*\*\* Rathalos in Forest & Hills (Day)  
Level: \*\*\*\*\* Rajang in Snowy Mountains (Day)

The challenge is as fierce as Normal, maybe more. You're thrown into new



environments with equipment not your own, with barely any items. Truly, a test worthy of a Monster Hunter. Remember, victory with all weapons means Sword Saint Piercing, lovely.

Pro-tip:

-- Each Map has it's own layout with items unique to Training. If you find you're lacking a certain item, or you don't have enough to heal yourself...then maybe you need to look got it.

```
^~~~~~^
---| --- [2.7.3] Training Hall --- |---
---|   ~~~ G Rank Training ~~~   |---
v~~~~~v
```

The new training rank, G Rank Training. Monsters here are tough, nay impossible. The maps are new and old. It seems just about everything has been tweaked to give you the harder experience. The reward better be good right? Unfortunately, no. Good Luck Piercing is our prize for defeating this rank with all weapons. It provides +10 Luck, it ain't bad, but it's not good either.

So why justify all that time and effort? The real reason we're beating this Rank is to unlock G Rank Fatalis. And guess what? You only need to defeat them with one weapon type each in order to unlock! Now if only I could do it! >.<

The following are unlocked via G Rank quests.

Level: \* Hypnocatrice in Old Forest/Rainforest (Day)  
Level: \*\* Green Congalala in Kokotto Jungle  
Level: \*\* Purple Daimyo Hermituar in Kokotto Desert  
Level: \*\*\* Narugacuga in Old Forest/Rainforest (Night)  
Level: \*\*\* Brown Blangona in Kokotto Desert  
Level: \*\*\*\* Lavasioth in Volcano (Night)  
Level: \*\*\*\* Red Shogun Ceanataur in Kokotto Swamp  
Level: \*\*\*\*\* Rajang in Kokotto Volcano

There you have it. To make your struggle a bit easier, KillTheDJ has pieced together a list of G Rank Training Resources.

<http://forums.Minegarde.com/index.php?showtopic=438>

Support his guide why don't you?

Pro-tip:

-- Despite the change in scenery and foe not a lot has changed. Follow the basic rules and you'll do...well...you'll still have a difficult time. At least you're armed with some guidelines.

-- Remember the Pro-tips in the Normal Training section. If you are wiped out, getting frustrated solves nothing. Exploit the abilities given by your equipment. And always remember that victory won easy, is no victory at all.

```
^~~~~~^
---| --- [2.8] Pokke Village --- |---
---|   ~~~ Village Elder ~~~   |---
v~~~~~v
```

Here we are, the place you'll be going to for quests. Mainly, these quests are here to ease you, coax you into the world of Monster Hunter. They're easy at first, but then you run into what we call #Walls.#

A #Wall# in runner terminology is something you can't seem to get past. No matter how hard you huff and puff. Whether it be Yian Kut Ku or the almighty annoying Khezu, your #Wall# is out there. Later on, I will be extensively covering each quest that helps you advance. For now though, you need to realize the importance of not giving up.

Pro-tip...no not even pro:

-- If you're dying too many times, check out what you're doing. Are you trying to predict your opponent's pattern? Maybe your armor is outdated. Maybe you need another weapon type or maybe a better one would work for you. Are you bringing the right items? Have you thought of applying a little strategy?

```
^~~~~~^
---| --- [2.9] Pokke Village --- |---
---|      ~~~ Felyne Elder ~~~      |---
v~~~~~v
```

After you've finished the hard, hard road of Elder quests, this opens up. A whole new batch of Hard Ranked (some G Ranked later on) quests. Unlike HR6+ Quests you'll have to do these alone. They might be easier than Guild Hall Hard Rank quests though, as the monsters here have less overall HP.

The benefit is that if you transferred over from Monster Hunter Freedom 2, you can skip the weapon & armor hunting if you got far enough. All monsters can be slain with armor you got from HR6+ quests.

I will cover this part in greater detail later on.

```
^~~~~~^
---| --- [2.10] Pokke Village --- |---
---|      ~~~ Guild Hall ~~~      |---
v~~~~~v
```

Upon approaching this grand hallway you have two choices. Online (via Ad-Hoc or Xlink) or Offline (Solo.) The difference is simple, you can pause your game Offline.

Here, you'll be assigned a great many quests. Separated into three categories by rank, your #rank# is called Hunter Rank or for short #HR.# Each HR corresponds with a number whether it be 1 or 9. For each set of quests you do, you can raise your HR and unlock harder monsters. Why would we want to do this? For their armor of course!

HR1 through HR3 are Elder Quests.  
HR4 through HR6 are Hard Quests that unlock higher ranked armors.  
HR7 through HR9 are G Rank Quests, they unlock some of the rarest and hardest monsters in the game!

So is it a good idea to do Guild Hall quests? No, at least not yet. Try getting through the Elder and Felyne Elder quests first. Build up your Felyne Fighter, your weapon types and armor sets. The more skills you have, the more capable you become when it comes to monsters!

```
/\  /\      |_ |
/  \/  \onster | |unter=====x
-----x-----|                [3] Basics                \
x=====x
```

"Basic research is what I am doing when I don't know what I am doing."

```

^~~~~~^
---| --- [3.1] Basics --- |---
---|   ~~~ Nature ~~~   |---
v~~~~~v

```

Monster Hunter is unlike any creature you've ever encountered before. To illustrate those differences, I look to Final Fantasy. First off, I love Final Fantasy. My ultimate pick was Warrior, Red Mage, Black Mage, and White Mage. I fought Garland and ultimately beat the game. All the while collecting experience points which made my party the stronger.

In Monster Hunter, I'm armed with a Bone Lance and Battle Armor. I have Sharpening Skill Increase and Attack Up [Low] which help. However beating the Yian Kut-Ku takes skill, not experience points. When I say Final Fantasy's battle system is "artificial" I mean that all that is required of you is to make the right decisions in battle. In Monster Hunter, you have to anticipate your opponent's next move, evade, and counter before your foe goes for the next attack. All of which takes a distinguished amount of skill. You, the player, get the "experience" points. Not your avatar.

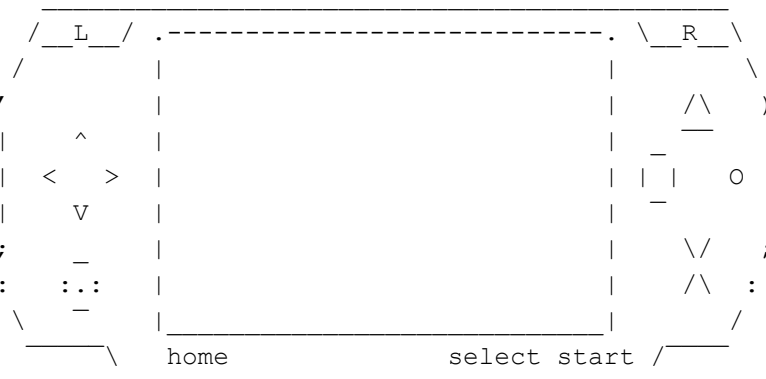
You gain ability points as well, like the ability to discern your next best course of action. The ability to choose between the items, equipment, and weapons you need in the upcoming battle. All of which rely on you to make progress. They want to stimulate that individual growth unlike any virtual game before it.

This base is broken off into base elements of combat. It is the center of much controversy and considered a disadvantage among casual players. The first we will cover is obviously the basics.

```

^~~~~~^
---| --- [3.2] Basics --- |---
---|   ~~~ Controls ~~~   |---
v~~~~~v

```



Regrettably, I'm terrible with ASCII. A fact you will learn as this guide moves on. Now, here are the list of controls. Also note that the controls are unchangeable.

D-Pad: Controls the camera. Your camera doesn't have Auto-Lock (despite the desire by many.) The first and foremost element of Monster Hunter relies on you to keep an eye on your target. In baseball, they tell you to keep your eye on the ball. The concept is the same here. Left and right pan the camera around, while up and down zoom.

Players often find it difficult to shift the camera while in motion. To compensate, they either use the L Trigger or Fingerhooking. Fingerhooking got it's name from the way you curve your pointer finger. While your left thumb is controlling the the Joystick, the left side of your pointer finger is maneuvering the camera.

Joystick: Controls for movement. It's pretty basic stuff, left, right, up, down all shift you into a direction. By gently tilting the joystick we can sneak.

Generally this isn't practiced unless you want to sneak up to a Wyvern. The practice requires a Smoke Bomb in order to avoid being seen. And not every monster uses their eyes to track you (aka Khezu.) I've seen situations where sneaking has its advantages, but you won't need to use it.

L Trigger: Shifts the camera to wherever you're facing. A quaint but possibly less effective method of controlling the camera.

R Trigger: When held it allows your avatar to run at the cost of the stamina. If held to long, your stamina gauge runs out. It is also used in weapon attacks when weapon is unsheathed.

Start: Brings up the in-game menu. This is not a "pause" function, and when opening it up do so at your own risk. The monsters will still go after you.

```
x-----x
| MENU! |
x=====x-----x-----x-----x
| Items          | Opens up current inventory. |
|-----+-----|
| Combine        | Allows for item combination. |
|-----+-----|
| Quest Info     | Gives details pertaining to  |
|                | quest.                        |
|-----+-----|
| Gestures       | Allows you to perform        |
|                | gestures; grayed out while in |
|                | town.                         |
|-----+-----|
| Player Info    | Displays player information of |
|                | Hunters in Gathering Hall.    |
|-----+-----|
| Guild Card     | Opens a sub-menu allowing you |
|                | to examine; edit; and look at |
|                | other Guild Cards.           |
|-----+-----|
| Felyne Exchange | Allows you to exchange Felyne |
|                | Fighters with another Hunter  |
|                | in Gathering Hall.           |
|-----+-----|
| Status         | Checks your overall status.   |
|-----+-----|
| Equipment Detail | Displays status of equipment. |
|-----+-----|
| Reference      | Opens a sub-menu containing a |
|                | list of combination items;    |
|                | list of Monsters; and status  |
|                | of your Felyne Fighter.      |
|-----+-----|
| Options        | Opens the options menu; where |
|                | you can set your selection    |
```

```

|                               | method of Gathering hall;   |
|                               | adjust the sound from       |
|                               | Stereo/Dolby Pro Logic/Boost; |
|                               | Media Install option detects |
|                               | memory stick data.          |
x-----x

```

\*Note: Pause is only available an Offline Quest.

Select: You ready for this? The select button kicks. I'm not kidding. You literally throw your foot at an monster. It does minimal damage, and application is anything but possible. It is good for breaking your friend's sleep, stun, or roar status should the time call for it. I've also learned that it works better with a Greatsword.

Triangle: The base for all weapon attacks. Pressing it unsheathes your weapon and attacks your foe. It's usage depends heavily on the weapon you're using at the time.

Circle: The confirm button in Monster Hunter Portable 2nd G, the Japanese version of the game. It also acts as a secondary attack to the Triangle based on what characteristics your weapon possesses.

Square: This button allows you to use items. To scroll for them by hold the L Trigger and press the directional pads. It also sheathes your weapon.

Cross: The evade/roll, confirm button for Unite. The combination R Trigger + Cross allows you to perform a dive while your weapon is unsheathed.

There you have it. These are controls you're required to know and master.

```

^~~~~~^
---| --- [3.3] Basics --- |---
---|   ~~~ Combat ~~~   |---
v~~~~~v

```

Every now and then I scan through some low-rated reviews of our darling game. Most actually pertain to Monster Hunter Freedom 2, but the games are rather identical in form. A fact that may depress many who have hate-crushes. They misunderstand what format in which Monster Hunter is presented, ergo labeling them as "flaws." Their frustrations often shows up in their writing, ranting on and on about how excruciating a game it is when they themselves really don't understand it.

I notice however, that most address the same key issues. It is those I would like to cover in this section. I will begin naturally with combat. Now, many have misgivings about the form. That there are elements out of alignment. To those desperately flailing their weapons around praying to hit something, and those who can't keep their eye on the prize.

Combat is the exchange of blows, and you're the cheater. You attack a monster, and attempt to maneuver out of the incoming blow. There will be times where you can guard against attacks, and sometimes guarding is the only way. Your task to achieve dominance through a stoic examination of every monster you encounter. This guide will help you immeasurably with that. It's good to know the basics of your world throughly...

```

^~~~~~^
---| --- [3.4] Basics --- |---
---|   ~~~ Accuracy ~~~   |---

```

The trouble that gamers (like moi) is that we're used to the Hack & Slash mentality when it comes to Action RPGS. We've seen it since the dawn of Action type games, Phantasy Star, Kingdom Hearts, and so on. If you come equipped with such an attitude, you might as well sell your copy.

Why? The very foundation of Monster Hunter depends on your accuracy. Whether or not you hit the enemy in the right place or at all. In this game weapons come with such a short range that it daunts newcomers. The series will never acquire an auto-lock feature, and to include one would be sacrilege. You don't NEED such things, you're better off without them.

Again, why? Well, you wouldn't have to try so hard if it were any different, would you? Accuracy plays a role so vast that most Hunters don't even think about it. Adjusting the camera and connecting your weapon with that of your enemy... it's supposed to be challenging. And when you overcome that challenge, well, things become easier.

Practicing said skills require you to simply hit your enemy. There is more to it though than wildly slashing at whatever moves. You must observe then attack.

^~::~::~::~::~::~::~::~::~::~::~^  
---| --- [3.5] Basics --- |---  
---| ~~~ Observance ~~~ |---  
v~::~::~::~::~::~::~::~::~::~::~v

Everyone has a tell. Whether it's in your speech or your mannerisms, it's there. Wyverns are no different. Before they attack they carry out an animation however small, always before attacking. Like the confident Poker player, you're ready to call their bluff.

The most detailed section of the guide consists of the ins and outs of a monster's tells. Or I'd like to call, "Frames." They are the animation frames executed the exact moment before an attack. They appear quick, and sometimes not at all. The tell or lack of a tell will be your only cue. But why is it so important you ask?

Observing an attack, memorizing it's range and tell are crucial to avoiding said move. By understanding our enemies offense, we can channel a righteous offense. When we are skilled enough in avoiding that move, we begin to look for openings. We capitalize on the seconds before or after the attack. It's difficult to describe without an example.

Say, you're facing a Congalala. Say it's throws itself into a Belly Flop and collided with the floor. During those moments when recovery are your moments to strike, they are not very long moments, but they are the ones you receive. If you're too slow, he'll move on and you'll miss your chance. If you're too quick, you may get hit by the initial attack. Timing becomes an intimate factor then.

Timing is based heavily on instinct and develops over-time like any skill does. I can tell you is that in order to develop it, you need to see others practice it. Scanning the net for videos is by all means okay. Hell, it's downright logical.

^~::~::~::~::~::~::~::~::~::~::~^  
---| --- [3.6] Basics --- |---  
---| ~~~ The Right Weapon ~~~ |---  
v~::~::~::~::~::~::~::~::~::~::~v

Any weapon type can fell any monster. If anyone tells you different, then they are ignorant. It may be required you take certain armor skills into consideration like ESP, Sharpness +1, and so on. The fact remains that all you need are developed skills.

When starting out you receive all weapon types. Know though, that all weapons are not created equal. Players apt for the easier weapon, Hunters apt for the weapon that can best deal with the situation. The distinction is clear. As every player must have done at some point, they choose the Longsword.

I have nothing against the weapon when used correctly. It carries with it a decent amount of range and speed at the cost of power. That power becomes all but obvious over-time. By that time however, you devoted several hours into that pursuit and may be unwilling, or unprepared, to switch over.

That is why it's recommended that you, the Hunter, invest in more than one weapon type. There are eleven types of weaponry you can add to your arsenal. The more weapons you possess, the greater versatile you're going to be.

Going back to my original idea, not all weapons are created equal. Greatsword and Hammers are generally on top, for Gunner's it's the Heavy Bowgun. I don't recommend solely investing in them however. You have eleven different flavored weapons, all with their own flaws and characteristics. I guarantee, going outside your comfort zone can be satisfying. It has the potential to shift your perspective on weaponry in general. Making you more skilled in general as a Hunter.

A simple way of developing this skill to take on a different monster with a different weapon. One you wouldn't normally use. Training Hall is a good way of pursuing this. Take the fight outside though, you may not realize how successful you can be.

```

^~~~~~^
---| --- [3.7] Basics --- |---
---|   ~~~ Be Prepared   ~~~ |---
v~~~~~v
```

Items you get from the Supply Box don't last forever. In your long career of Monster Hunter you will need to use everything at your disposal. The beginning Elder Quests shows you what you should already be carrying. Some of those things include the basics.

```

^~~~~~^
---| --- [3.7.1] Be Prepared --- |---
---|           ~~~ Potions   ~~~ |---
v~~~~~v
```

There are Potions ranging from First Aid to Max Potions. In many situations you can get by with Potions and Mega Potions. Obviously, these are to restore your health. Unless you have Fast Eating (Cooking +10) Skill don't eat these during a fight. Or else you'll end up losing more than you gain. If you need a Potion, retreat, then eat.

Of course there comes a time, when you can't flee to the next Area. Say, in the Great Arena. In said situations, it may be a good idea to distract the enemy with a Flashbomb or Shock Trap. More on those later.

I find myself using more and more Max Potions for most of the G Rank quests. While optional, a single Max Potion can recover all lost HP and completely fill the maximum Health limit.

```

o-----o
| COMBINE! |
o-----o-----o
\      Potions: Herb + Blue Mushrooms      |
/      Mega Potions: Potions + Honey        |
\ Max Potion: Mega Nutrients + Dragon Toadstool |
o=====o-----o

```

```

^~~~~~^
---| --- [3.7.2] Be Prepared --- |---
---|      ~~~ Paintballs ~~~      |---
v~~~~~v

```

Paintball is the basic tracking system. Throw it onto the enemy Wyvern and you'll be able to track it's location via map. It's a tool you'll never discard. Knowing where to begin is key.

I discovered overtime that most monsters start a certain place. Psychoserum can help you discover this too. By taking it, you'll be able to discern your target's current location with a window of a few seconds. Useful huh? Tracking your wyvern becomes easier with these in hand. Neither are essential, most missions will force you to rely on at least on of these.

```

o-----o
| COMBINE! |
o-----o-----o
\ Psychoserum = Buy from Old Lady      |
/ Paintball = Sap Plant + Paintberry   |
o=====o-----o

```

```

^~~~~~^
---| --- [3.7.3] Be Prepared --- |---
---|      ~~~ Capturing ~~~      |---
v~~~~~v

```

Stun/Pitfall Trap is always a must for most Wyverns.

Wyverns have a 'tell' for when they are close to death. Most Wyverns limp, like Yian Kut Ku, Gravios, and Rathalos. Some monsters will show signs of weakness like Daimyo Hermituar will ooze purple bubbles from the mouth. When that monster exhibits the 'tell' or flees to the designated area it will most likely fall asleep.

Travel to that area (sometimes they will move from one point to another and eventually to the designated point. For example, Rathalos moves to Area 4 before moving to Area 5 to sleep.)

Tranq Bombs are your best friend when it comes to capturing Wyverns. You need these in order capture them, how does it work? When you make it to the designated Area you'll see the Wyvern/Monster taking a snooze. No, don't wake them yet. First, we clear the area of other monsters (make sure you don't wake the monster up during your extermination.) Then set up your trap. Which will you use? Certain traps work and others don't on different monsters. Most however are susceptible to Stun Trap. Next, we wake the Wyvern. Kick him; throw a stone/paintball/whatever to get its attention. Lure that monster to your trap and let it fall. When it's trapped throw two Tranq Bombs. That's it.

Summary:

1. Weaken Wyvern.



2. Watch it fly to the 'sleep Area.'
3. Follow Wyvern.
4. Give it a few seconds to fall asleep in 'sleep Area.'
5. Enter Area.
6. Set up Trap near Wyvern, preferably right in front of it.
7. Wake Wyvern.
8. Have Wyvern rush into Trap.
9. Throw two Tranq Bombs at Wyvern.
10. Congratulate yourself, you just captured a wyvern!

```

o-----o
| COMBINE! |
o-----o-----o
/      Stun Trap = Genprey Fang + Trap Tool |
\      Pitfall Trap = Net + Trap Tool      |
/              Net = Spiderweb + Ivy      |
\ Tranq Bomb = Tranquilizer + Bomb Material |
o=====o

```

Why would anyone go to this much trouble? One, it's not as complicated as it sounds; and two, you get better rewards for capturing than slaying.

```

o-----o   o-----o
| CAN CAPTURE! | | CAN'T CAPTURE! | \
o-----o---o-----o
| Drome Family   \ Kushala Daora |
| Yian Kut Ku    / Chameleos     |
| Yian Garuga    \ Lunstra       |
| Hypnocatrice   / Teostra       |
| Gypceros       \ Yamatsukami   |
| Rathalos       / Akantor       |
| Rathian        \ Kirin         |
| Khezu          / Ucamulbas     |
| Basarios       \ Crimson Fatalis |
| Congalala      / White Fatalis  |
| Daimyo Hermituar \ Fatalis     |
| Shogun Ceanatuar / Shen Gao-Ren |
| Blangonga      \ Lao Shan Lung |
| Plesioth       /=====o
| Nargacuga      \
| Tigrex         /
| Diablos        \
| Monoblos       /
| Gravios        \
| Rajang         /
| Lavasioth      \
o-----o

```

```

^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^
---| --- [3.7.4] Be Prepared --- |---
---|    ~~~ Combining ~~~    |---
v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v

```

Combo Books in particular are vital. See that little menu tab that says "Combination" whenever you press start? This is how you turn Honey and Herbs into Potions and Mega Potions. Genprey Fangs and Nets into Stun Traps and Pitfall Traps. There are a total of five in the set. The more combination books you have in your inventory at the time you combine materials, the less likely the combining would fail.

We need these whenever a need comes up. Say you want to bring more than one Stun Trap with you, but your inventory only allows you Stun Trap. Well, here's a thought, why not bring the materials? This is no secret; most good hunters bring these items with them on Quests. With Combo Books, you'll be able to have a more successful combination. Note that for most combinations, you will need only Combo Books 1, 2, and 3. You will use Book 4 only to make Lg Barrel Bombs+ during the missions you want to use them.

Combo Books 1, 2, 3, 4, and 5 = All available at the shops. The more quests you beat the more books that appear.

For a list of combination items check out Boldrin's FAQ:  
<http://www.gamefaqs.com/portable/psp/file/934395/50796>

```

      ^~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~^
    ---| --- [3.7.5] Be Prepared --- |---
    ---|      ~~~ Enhancing ~~~      |---
      v~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~v
  
```

Attack Boosters are a fickle thing. Power Seeds, Mega Demondrugs, Power Pills, Powercharms, and Powertalons all increase your attack power to almost demonic levels. Defense Boosters work in the same way. Late in the game you'll find yourself hankering for that expensive Powercharm from the Guild Hall shop. We arrive at "Stacking." Stacking means simply stacking Attack or defense items. Some items cannot add to your attack power as long as the effect of one other item is still in play. These types of items increase your attack/defense certain amounts, here is an example of stacking those items:

```

Felyne Attack Boost "Small" = Equivalent of Demondrug (+3x)
Felyne Attack Boost "Large" = Equivalent of Mega Demondrug (+5x)
Power Seed or Demon Flute (+10x)
Power Pill (+25x)
Powercharm (+6x)
Powertalon (+9x)
  
```

```

{Demondrug or Mega Demondrug} (+3x or +5x)
  
```

+

```

{Powerseed/Demon Flute or Power Pill} (+10x or +25x)
  
```

+

```

{Powercharm} (+6x)
  
```

+

```

{Powertalon} (+9x)
  
```

Defense works the same way; Just replace Demondrug with Armorskin, Power Pill with Armor Pill, ect.

It's nice to carry at least a Power Seed every once and awhile. There is no downside to stacking, so why not try it?

```

o-----o
| COMBINE! |
o-----o-----o
/ Power Seeds = Buy from Old Lady or Plant in Pokke Farm |
\               Power Pill = Immunizer + Power Seed      |
  
```

```

/           Demondrug = Catalyst+ Power Seed           |
\      Mega Demondrug = Demondrug + Pale Extract       |
/           Immunizer = Catalyst + Dragon Toadstool    |
\  Armor Seeds = Buy from Old Lady or Plant in Pokke Farm |
/           Armorskin = Armor Seed + Catalyst          |
\           Armor Pill = Armor Seed + Immunizer        |
/           Mega Armorskin = Armor Skin + Pale Extract  |
o=====o

```

Section Credits:

Boldrin (Stacking Formula)

```

^~~~~~^
---| --- [3.7.6] Be Prepared --- |---
---|   ~~~ Restoring Stamina ~~~   |---
v~~~~~v

```

I'm talking about food. What kind of food do Monster Hunters eat? Nothing special, just meat. How it works is that you harvest Raw Meat from non-boss creatures, like Mosswine, Popo, and Apceros. You can cook them using a BBQ Spit, or take them back to your Felyne Kitchen and have your chefs take care of it. Note though, the lower the level of the Felyne cooking your Raw Meat; the more likely you'll end up with Rare or even Burnt Meat.

Why do we do this? Heck, it's to get your Stamina bar up. Something that is very important, because when Guarding, or Running, or just about everything requires stamina. If your stamina goes to zero, it will turn red and you will be unable to run, Wyverns will be able to break your Guard, you won't be able to Charge for long with your Hammer, it makes it harder if not impossible to roll. If you don't care for those things...why are you playing?

Personally, I love Mega Juice. It gives you Infinite Stamina, granted for a short amount of time. Time nonetheless.

```

o-----o
| COMBINE! |
o-----o-----o
\      Raw Meat = Carve from monsters or buy from Old Lady |
/      Rare Meat = Cook with BBQ Spit and pull out meat early |
\ Well-Done Steak = Cook with BBQ Spit and pull when meat is darker |
/      Gourmet Steak = Cook with BBQ Spit and pull when time is right |
\      Mega Juice = Well-Done Steak + Power Extract (Gypceros) |
o=====o

```

```

^~~~~~^
---| --- [3.7.7] Be Prepared --- |---
---|           ~~~ Drinks ~~~           |---
v~~~~~v

```

Cool/Hot Drinks are essential to the average Hunter. Rain, sleet, or shine, a hunter's got to have them. What exactly do they do? In Areas of extreme weather conditions they provide protection against heat or cold. Note that some locations require both as there are different conditions depending on which Area you are. Buy both at Shop.

```

o-----o           o-----o
| COLD! |           | HOT! |
o-----o-----o   o-----o-----o
| Snowy Mountains \ / Volcano |
| Desert           / \ Pokke Volcano |

```

```

| Pokke Desert \ / Desert |
| Pokke Jungle / \ Pokke Desert |
| Swamp \ o=====o
| Pokke Swamp /
o=====o

```

```

^~~~~~^
---| --- [3.7.8] Be Prepared --- |---
---|      ~~~ Bombs ~~~      |---
v~~~~~v

```

Flash and Sonic Bombs are your tools against the worst of Monster Hunter. What's the difference between these two? Flash Bomb sends out a large flash that temporarily confuses the Wyvern/Monster, incredibly useful against Tigrex, Rathalos and even Akantor. By confusing your enemy it'll use random attacks or taunt; neither of which are aimed for you. This gives you time to strike! Sadly, we're limited to 5; also, using Flash Bombs is considered "cheap" and "broken." If you're a beginner who is just trying to get by anyway you can, then don't listen to them. They developers wouldn't make Flash Bombs so obtainable if they considered it "cheap."

Sonic Bombs act differently. Mostly, they are used to draw out enemies like Plesioth or Cephadrome out of the water/sand. Throw them at Yian Kut Ku and he'll freak out. They can't damage them; only enable you to damage those enemies. Thankfully, you get a max of ten of these making Cephadrome Hunting (which you'll need to do for Piscine Liver) too easy.

```

o-----o
| COMBINE! |
o-----o-----o
\ Flash Bomb = Flashbug + Bomb Material |
/ Sonic Bomb = Screamer + Gunpowder      |
o=====o-----o

```

```

^~~~~~^
---| --- [3.7.9] Be Prepared --- |---
---|      ~~~ Barrel Bombs ~~~      |---
v~~~~~v

```

Barrel Bombs come in three types; Small Barrel, Large Barrel, and Bouncing Barrel Bombs. You won't use Bouncing Barrel Bombs very often, but the first two a lot. Small Barrel Bombs are the ignition to Large Barrel Bombs; the method is that you plant a Large Barrel Bomb and then a Small Barrel Bomb. Because of the fact that Large Barrel Bombs do not ignite on their own, you need to plant a Small Barrel Bomb or ignite it some other way using your Bow to shoot it or throw something from Paintballs to Tranq Bombs.

Why is it that many suggest using Large Barrel Bomb +? One, it does a heck of a lot of damage on its own. Two, when combined with the proper strategy it can be deadly. Deadly. They are a favorite against Fatalis, Rajang, and many others. It's because they do a fixed set of damage, which is increased with the Bomber Skill. Without a doubt bombing has become a fun alternative to regular hack and slash.

```

o-----o
| COMBINE! |
o-----o-----o
/      Sm. Barrel Bomb = Buy from Shop      |
\      Large Barrel = Buy from Shop          |
/      Lg. Barrel Bomb = Large Barrel + Gunpowder      |

```

\ Lg. Barrel Bomb + = Lg. Barrel Bomb + Scatterfish |  
o=====o

^~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~^  
---| --- [3.7.10] Be Prepared --- |---  
---| ~~~ Whetstones ~~~ |---  
v~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~v

Whetstones are eternally useful for the ever dulling weapon. The more you use your weapon, the more wear, tear, and rust it takes. A whetstone (for some reason) magically fixes this when used. The sharper your weapon, stronger it is, plus you'll be able to pierce a Wyvern's hide easier for stronger the level of your sharpness is. For Blademaster's must.

^~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~^  
---| --- [3.7.11] Be Prepared --- |---  
---| ~~~ Ammo ~~~ |---  
v~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~v

As for Gunners who use Light Bowguns or Heavy Bowguns check combination guides for ammo you can make. Since a Gunner's inventory is so fickle (depending on what shots you have available) I can't possibly list the combos, but I can list the ammo and what they do.

o-----o  
| Normal S |  
o-----o

Your basic rounds. These shells aren't used all that often and lack the power available later on. The only benefit is that the Level 1 shots are infinite meaning you can spam these bullets all you want without them ever running out. Just don't expect to kill your target.

o-----o  
| Pierce S |  
o-----o

Better rounds for the tougher foe. Mainly used for penetrating the skin of a rock wyvern, such as Basarios, Gravios, and even Fatalis later on. I've felled many foes with these rounds meaning they shouldn't fail.

o-----o  
| Pellet S |  
o-----o

They do what they say, they scatter. These scatter rounds are for the bigger foe. They aren't reliable in my opinion as they require closer range than other ammo types in order to deal effective damage.

o-----o  
| Crag S |  
o-----o

Explosive rounds aimed at dealing extra damage by, uh, explosion. They're coveted for the fact that they can deal damage that ignores defense.

o-----o  
| Clust S |  
o-----o

A stronger, if not powerful ammo type. While Crag comes with one explosion, Clusts have multiple dealing a considerable damage to foes with lots of defense. Cool huh?

```
o-----o
| Elemental S |
o-----o
```

Elemental rounds consisting of Fire, Water, Thunder, Ice, and Dragon. If you're Wyvern has a weakness, bring these rounds.

```
o-----o
| Recovery S |
o-----o
```

Healing shots that replenish health of it's target. Okay for Group quests, but the occasion never really comes up to use it.

```
o-----o
| Status S |
o-----o
```

Status rounds consisting of Poison, Paralyze, and Sleep. These are useful as they can effect most Wyverns in just a few shots.

```
o-----o
| Paint S |
o-----o
```

Ammo version of Paintball...why bother?

```
o-----o
| Demon S |
o-----o
```

Shots that increase the target's attack. It's okay for group, not amazing, but good nonetheless.

```
o-----o
| Armor S |
o-----o
```

Shots that increase the target's defense. Once again, it's okay, but there are better Shells available.

The following list is provided by Ner'zhul for unlocking Shells in Shop.

```
x~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~x
| Starting Shells | After Elder * | After Elder *** | After Elder ***** |
| ~~~~~+~~~~+~~~~+~~~~+~~~~~|
| Normal S Lv1   | Pierce S Lv2   | Normal S Lv3     | Pierce Lv3           |
| Normal S Lv2   | Pellet S Lv2   |                   | Pellet Lv3           |
| Pierce S Lv1   | ~~~~~x
| Pellet S Lv1   |
| Crag S Lv1     |
| Clust S Lv1    |
| Flaming S      |
| Water S        |
| Thunder S      |
| Freeze S       |
```

```
| Poison S Lv1 |
| Para S Lv1 |
| Sleep S Lv1 |
x~~~~~x
```

For the best way to make your own ammunition, take a gander at Boldrin's Combination guide.

<http://www.gamefaqs.com/portable/psp/file/934395/50796>

```
^~~~~~^
---| --- [3.7.12] Be Prepared --- |---
---|   ~~~ End-Game Inv. ~~~   |---
v~~~~~v
```

Summary: A normal endgame inventory looks something like this.

```
Combo Book 1
Combo Book 2
Combo Book 3
10 Potions
10 Mega Potions
5 Cool/Hot Drinks
Powercharm
Powertalon
Armorcharm
Armortalon
10 Well-Done/Rare/Gourmet Steak
5 Flash Bombs or 10 Sonic Bombs or both
99 Paintballs
3 Psychoserums
Stun Trap or Pitfall Trap
8 Tranq Bombs
99 Genprey Fang or 10 Net
2 Trap tools
```

Optional for Bow users:

Power/Stun/Poison/Sleep/Razor/Paint Coating (Depending on what your bow can handle.)

```
99 Empty Bottle (for combing with the below.)
20 Nitroshroom (for Power Coating.)
10 Toadstool (for Poison Coating.)
10 Stunshrooms (for Stun Coating.)
10 Sleep Herbs (for Sleep Coating.)
```

I don't see the point of Melee and Paint Coatings, mainly because Paintball accomplishes the same thing and takes equal amount of inventory space. Plus, you'll have to spend time reloading relevant coatings such as Power or Sleep. Long story short, it's a waste of time.

Optional for Blademasters:

```
20 Whetstones.
```

```
^~~~~~^
---| --- [3.8] Basics --- |---
---| ~~~ Choose your Skills ~~~ |---
v~~~~~v
```

We adore skills lovingly. No; it's not just the fact that you know the exact moment to dodge an oncoming Rathian fireball. I'm talking about armor skills.

Whether they be something as simple (yet efficient) as increased health/stamina/attack/defense or Reckless Abandon which adds affinity. Skills are the Hunter's bread and butter and heck; it's almost the entire meal. We sacrifice the fact that our armor looks like it belongs in the trash to obtain needed skills (I mean Tigrex Armor, it's fugly.)

So what the most useful skills? Lucky for you I have a table:

```

x-----x
| BLADEMASTER SKILLS! |
x-----x-----x
| Skill | Armor Skill | Description |
|-----+-----+-----|
| Unsheathe | Unsheathed | 100% Critical for Unsheathe attacks. |
| Critical | Attack Critical |
|-----+-----+-----|
| Fast Charge | Concentrate | Allows faster charging for |
| | | Bow/Greatsword/Hammer; also charges |
| | | the Longsword's spirit bar quicker. |
|-----+-----+-----|
| Sharpness | Artisan | Adds visible weapon sharpness |
|-----+-----+-----|
| ESP | Fencing | Prevents weapons from bouncing off. |
|-----+-----+-----|
| Sharp Sword | Sharp Sword | Weapon sharpness decreases less. |
|-----+-----+-----|
| Reckless | Expert | Adds weapon Affinity. |
| Abandon | |
|-----+-----+-----|
| Sword Sharpener | Sharpening | Sharpen a weapon 5x faster. |
| | Skill Inc. |
|-----+-----+-----|
| Rage | Rampage | Adrenaline +2 plus Survival; only |
| | | for Crimson Fatalis Z. |
|-----+-----+-----|
| Sword Mastery | True Strike | Sharpness +1 plus Large Attack Up; |
| | | only for White Fatalis Z. |
|-----+-----+-----|
| Guard | Guard | Decreases the health and stamina |
| | | lost when hit while guarding |
|-----+-----+-----|
| Guard Up | Guard Inc | Able to block attacks normally not |
| | | so (Ex: Gravios Beam.) |
x-----x

```

```

o-----o
| GUNNER SKILLS! |
o-----o-----o
| Skill | Armor Skill | For Bowgun User | For Bow User |
|-----+-----+-----+-----|
| Speed Fire | Speed Fire | No reload for new | Increases Charge |
| | | type Ammo | |
|-----+-----+-----+-----|
| Recoil | Recoil | Decreases the recoil | No effect |
| | Reduction | rate | |
|-----+-----+-----+-----|
| Loading | Load Up | Adds an additional | Enables fourth charge |
| | | bullet slot | |
o-----o

```



```

x-----x
| USEFUL SKILLS! |
x-----x

```

Skill	Armor Skill	Description
Adrenaline	Potential	Boost ATP/Def when Health is low (Adrenaline +1 only adds Defense.)
Evade	Evade	Longer time of invincibility when rolling.
Evade Inc	Evade Distance Up	Longer distance covered when rolling. Best when paired with Evade.
Technique	Defensive Maneuvers	Reduce stamina usage when using evade moves. Includes rolls; dives; and Lance/Gunlance hops.
Observance	Eagle Eye	Painted Monster turns yellow signaling it's ready for capture.
Chameleos Resistance	Fire Dragon Ward	Immune to Fatigue; Theft; and Poison. Empress/Kaiser X only.
Daora Resistance	Chameleos Dragon's Ward	Dragon Wind Resistance and Snow Resist. Only for True Mizuha/Extravagant X.
Fire Dragon Resistance	Daora Ward	Terrain Damage Resist High and Recovery Speed High. Kushala/Kusha X only.
Wyvern Wind Breaker	Wind Press	Negates Wyvern Winds.
Survival	Survival	All OHKO attacks all nullified as long as the player's HP is above 60.
High Grade Earplugs	Hearing Protection	Prevents Wyvern Roar from working.
Status Resistance	Abnormal Status Negated	Makes you immune to all abnormal status effects. Only for Black Fatalis armor; Dragon X.
Trapper	Reward Celebrity/Specialist	Increases chance of rewards you get from capturing.

```

x-----x

```

There you have it. But how do we sort this all out? I mean what armors have these skills and what Gem/Armor combinations optimize these skills to their fullest? Links? You bet!

<http://www.gamefaqs.com/boards/genmessage.php?board=943356&topic=43471307>

<http://forums.Minegarde.com/index.php?showtopic=2607>

<http://forums.Minegarde.com/index.php?showtopic=73>

^~~~~~^

One final note, I will be mentioning a few things. Things that may confuse you if you haven't absorbed the Monster Hunter jargon on the boards of GameFAQs. Key words we've used ourselves so many times that they've become second nature. In our day to day lives, we forget who we're leaving behind when we say these things. So here's a quick list.

Vertical: Up/Down direction

Horizontal: Left/Right direction

Hit-Zone: Range of an attack

Linear: Something that goes in a line.

Hugging: To press your body up against something (not as dirty as it sounds.)

"Elite": People who are exceptionally good at the game. (See below)

Shorthand:

Sword and Shield - SnS

Dual Swords - DS

Greatsword - GS

Longsword - LS

Hunting Horn - HH

Gunlance - GL

Now let me explain the "Elite." Believing that using the tactics explained in this guide is cheap. Who cares what they think? You're you. You are not them. You're Hunting style may never achieve skill. That doesn't mean they're 'better' than you. Should you choose to forsake certain tactics, that's fine. It's fun to challenge yourself. You should NEVER let anyone bring you down because of how you kill a monster!

Turning Method: The manipulation of a foe turning around.

It's practiced with almost every monster. Turning is the method of scoring a blow while turning to face you. It's application is universal and applying it can deal the extra damage you need to boost your output. The gap of time it takes for an enemy to reach around to face you can mean the difference between sharpening, healing, eating without getting hit.

Cornering Method: The manipulation of a foe or player into a corner.

When I was around five or six, my older brother and I used to play Street Fighter 2 Turbo. Being a two-dimensional grudge match between Ryu and Balrog, my brother loved spamming the fireball Hadoken, and heavy blows. Of course I'd get hit most of time and end up losing to him. Eventually I defeated him through anticipating the attack, blocking, and countering. The closer I got, the more he inched to the corner of the ring. It was then I "cornered" him. Meaning, there was a wall behind him, nowhere to run. With this in mind I attacked with alternating heavy and light blows. And soon his HP gave out. I won the match because he walked into a corner. From what I can remember it was out of fear.

Your method will be out of trickery. This involves standing a few feet away from a wall and having your enemy run into it. If your wall is curved, it makes it difficult for him to escape. As you enemy runs in a straight line. The plus side is that your opponent isn't sitting next to you, ready to throw his controller at you should you beat him.

This technique is also practiced by your enemy believe it or not. The larger monsters are the ones who apply this. By forcing you into a corner of a map,

it's harder to escape their attacks. Ergo, it makes you more vulnerable. It starts as early as Yian Kut-Ku and never lets up.

Spacing Method: The manipulation of weapon range.

Battles with Wyverns can be so intense and how far or how close you are from your opponent becomes crucial. In normal turn-based role-playing games you wouldn't have to worry of such things. Monster Hunter takes their elements from the fighting genre though, and spacing is a mighty factor in those. How does this matter in a game like this though?

Your weapons possess a distinct and innate length. The key to striking your enemy is ultimately determined by the length of your weapon and the speed of your swing. Weapons with longer reach have a greater chance of hitting your opponent, and especially matter with enemies like Khezu. The list below does not reflect the weapons in power, but with the longest range. They are only a element of a weapons nature, not the whole nine yards. Listed from Longest to Shortest.

```
x-----x
| LONGEST! |
x=====x-----x
| Heavy & Light Bowgun, Bow /
| Greatsword, Longsword \
| Lance, Gunlance /
| Hammer, Hunting Horn /
| Sword and Shield /
| Dual Sword /
x-----x=====x
| SHORTEST! |
x-----x
```

Each strike possesses a different variation of range, like the Longsword and Greatsword have a large upward reach. Allowing you to connect your blade with enemies like Fatalis. And the Hammer's Hammer Charge (Triangle + Circle) has a large radius. There are many ways of experimenting with spacing, and it's unique for each foe. It's crucial that you learn the proper spacing between yourself and your opponent.

```
/\ /\      |_|
/  \/  \monster | |unter=====x
-----x-----| [4] Weapons & Armor \
                x=====x
```

"There's no knowledge that has the power to change your fate."  
~DiZ, Kingdom Hearts II

It is my job as the guide-writer to inform you that there is an open avenue of information concerning the Weapon Damage Formula. Written by the dreaded the \_DS31.

<http://www.gamefaqs.com/portable/psp/file/943356/53339>

The guide helps those trying to make it on their own in the world of Monster Hunter. By calculating the damage formula we can break down each weapon by their elements and prove which weapon is the stronger.

...Or if you're like me, too lazy or simply have no time to do math (who does?) there's Reign of the Rathalo's Weapon Calculator.

Another great source.

```
^~~~~~^
---| --- [4.1] Weapons & Armor --- |---
---|   ~~~ Weapon Questions   ~~~   |---
v~~~~~v
```

I call the following lines this my "Schrute" format. Because every question begins with the word "Question." A little injected humor.

I will be submitting my thoughts about in Question & Answer format. Why? It's for my own benefit, I'm a pensive person. I also believe that this will allow me to express my thoughts the best way I know how. Let's start with the basics.

```
o=====o-----o
| Question \ What are Weapon Types? |
o=====o-----o
```

Throughout Monster Hunter you will receive eleven weapons. Each weapon is unique in several aspects, most obvious being button control, swing/firing speed, and mobility. There are elements that split these weapons apart, like sharpness, damage type, and more. All these have a key effect on whether a weapon is powerful or not, and ultimately effecting the outcome of your fight.

```
o=====o-----o
| Question \ What is a Blademaster? |
o=====o-----o
```

A Blademaster is someone who professes in close-range combat type weapons. Their armor is generally stronger then Gunner's because of their necessity to be close to their target. They often get hit a lot more then Gunners and heal more often. They have the largest arsenal of weapons available to them a total of eight. Each varying in characteristic.

Weapons Available: Sword and Shield, Dual Swords, Greatsword, Longsword, Hammer, Hunting Horn, Lance, and Gunlance.

```
o=====o-----o
| Question \ What is a Gunner? |
o=====o-----o
```

A smaller weapon class compared to a Blademaster. The Gunners profess in "longer-range" combat. The reason why I say this is because we are generally required to be near them in order to keep up the damage. The main difference between Gunner and Blademaster is that Gunners can shoot from afar and avoid oncoming attacks easier. Their armor however is weaker then that of the Blademaster's, making it less appealing to beginners.

The Gunner has three main weapons: The Light Bowgun, the Heavy Bowgun, and the Bow.

```
o=====o-----o
| Question \ What is Attack Power? |
o=====o-----o
```

Eh, really? Well, the weapons attack power ultimately determines it's output of damage. Every attack power number is supposed to be judged based on the weapon type itself, not to other weapons. In other words, don't think the Greatsword is

stronger because your Iron Lance only has 138 Attack and the Buster Sword has 288 Attack. It's because each weapon has different swing, a different method of attacking that should not be measure solely by attack power.

o=====o-----o  
| Question \ What is Sharpness? |  
o=====o-----o

All Melee weapons have Sharpness, with no exception. These element is key as it determines whether your weapon bounces or not, your extra attack power, and overall longevity in battle. The more sharpness you have the better, but that's not all that is needed. If you look at any weapon you'll see it's level of sharpness by color. The more color that you have of that weapon, the longer it will last before needing sharpening.

You must sharpen weapons after using them to an extent. This is because weapons dull overtime and with it that extra attack and ability to pierce hide is distinguished as well. That is what makes Whetstones so important, because they restore weapons to their brilliance. Even if your weapon has a decent amount of sharpness, you may not be able to pierce the hide of every single monster. If this happens, you may need to upgrade or acquire the skill ESP, which ignores bouncing. Contrary to popular belief, bouncing still does damage, just not as much and leaves you vulnerable to the monsters attack.

Colors of Sharpness:

Red --> Orange --> Yellow --> Green --> Blue --> White --> Purple

o=====o-----o  
| Question \ What are Elements? |  
o=====o-----o

If you're not aware of the basis of Elements I will explain. You remember in those role-playing video games, lets say Pokemon, there are creatures that are weak to a certain type of attack? Elements are just that, they are extra damage dealers based on the weakness and/or resistance of a monster. You receive an extra number for an elemental weapon (like Fire 150, or Poison 200.) Note though, that this doesn't add to your total attack power. In order to locate the true formula for damage search in \_DS31's Damage Melee Formula guide.

o=====o-----o  
| Question \ What is Affinity? |  
o=====o-----o

Affinity is a critical rate depending on your weapons status. In the beginning you only receive weapons with no affinity whatsoever, but as time passes you will unlock them. Positive affinity allows for random critical hits while negative enables some of your hits to do less. Negative affinity is usually found on overpowering weapons like Tigrex equipment in order to balance things out. In order to counter negative affinity or increase your overall affinity look to Reckless Abandon.

^~~~~~^  
---| --- [4.1.1] Weapon Types --- |---  
---| ~~~ Sword and Shield ~~~ |---  
v~~~~~v

"What I dream of is an art of balance."  
~Henri Matisse

First on the chopping block is the Sword and Shield. A balanced weapon that

professes in speedy attacks, while at the same time able to defend. Cool huh?

```
o=====o-----o
| Question \ What are it's controls? |
o=====o-----o
```

Triangle - Slash/Unsheathe Weapon  
Circle - Roundhouse  
R Trigger - Block  
Square - Sheathes Weapon

```
x-----x
| C-C-COMBOS! |
x-----x-----x
| Unsheathed Attack/Lunge | Triangle + Circle |
|-----+-----|
| Normal Combo | Triangle x3 |
|-----+-----|
| Normal Combo + Roundhouse Finisher | Triangle x3 + Circle |
|-----+-----|
| Block with sheathed weapon | R Trigger + Triangle + Circle |
|-----+-----|
| *Use Item while Guarding | Square |
|-----+-----|
| Attack while Guarding | Circle |
x-----+-----x
```

\*Note: You can't use all items while doing this. Still convenient.

```
o=====o-----o
| Question \ What are some useful skills for this weapon? |
o=====o-----o
```

Some are more useful than others. Some are just there for convenience. One you should be aware of is Elemental Attack. Evade and Evade Inc complement this set well as you'll be dodging more than fighting.

```
x-----x
| SKILLS! |
x-----x-----x
| Name | Armor Skill | Description |
|-----+-----+-----|
| Sharpness | Artisan | Adds visible weapon sharpness |
|-----+-----+-----|
| ESP | Fencing | Prevents weapons from bouncing off. |
|-----+-----+-----|
| Sharp Sword | Sharp | Weapon sharpness decreases less. |
| | Sword | |
|-----+-----+-----|
| Reckless Abandon | Expert | Adds weapon Affinity. |
|-----+-----+-----|
| Elemental Attack | Elemental | Increases Elemental Damage |
| | Attack Up | |
|-----+-----+-----|
| Evade | Evade | Longer time of invincibility when |
| | | rolling. |
|-----+-----+-----|
| Evade Inc | Evade | Longer distance covered when |
| | Distance | rolling. |
| | Up | |
```

o=====o-----o  
| Question \ Can it block, how about Roll? |  
o=====o-----o

Yes, and yes; however blocking is terrible on this weapon. It's good for one blow like a Plesioth's Hip-Check, but if you're in a pickle (say cornered by a Rathalos) expect to be flattened. With Power Juice it's possible to stay a couple of extra blows, but even those knock you backwards. That makes recovery difficult.

To sum it up. If you plan on blocking heavy blows, use a Lance, not an Sword and Shield.

o=====o-----o  
| Question \ What it's attack speed? |  
o=====o-----o

Fast, you can execute two Triangle, Triangle attacks before having to roll or block an oncoming assault from a monster. If you get carried away though, you'll find it difficult evade an oncoming assault.

o=====o-----o  
| Question \ How's mobility? |  
o=====o-----o

Average, you're able to move around with as much freedom given by most weapons.

o=====o-----o  
| Question \ What's its Damage Type? |  
o=====o-----o

By Damage Type, I assume you mean Cut, or Impact correct? Then in this case it's Cut. Cut allows us to slice off tails off certain monsters while Impact allows us to break certain monster's skulls.

o=====o-----o  
| Question \ How is it when going Solo? What about in a Group? |  
o=====o-----o

Rarely will you be knocked down because someone swung a Sword and Shield your way. This is kinda a double-edged sword though, they have terrible reach. It's always good for crowd control though.

o=====o-----o  
| Question \ Does it have built-in ESP or Anti-Wind? |  
o=====o-----o

No ESP, but there is a little Anti-Wind Resistance while performing a standard combo.

o=====o-----o  
| Question \ How's the Damage Overall? |  
o=====o-----o

Not the greatest, but makes for an excellent tool when the situation calls for speed, quick attacks, and a decent shield. It's especially coveted for it's uncanny ability to inflict status ailments due to it's multitude of blows.

o=====o-----o  
| Question \ Why would I want this weapon? |  
o=====o-----o

- For it's exceptional adaptability to almost any situation.
- Because of it's great elemental damage (fast attacks means a lot of hits.)
- Because of it's ability to inflict status ailments quicker then others.
- You can block, and even use items while blocking.

o=====o-----o  
| Question \ When should I reconsider using this weapon? |  
o=====o-----o

- Worst blocking weapon. At times you may get hit even though you put up your shield.
- Worst reach, not a huge problem but still present. Unsheathed Attack helps you deal with distance.
- Overshadowed by stronger weapons like Hammer and Greatsword.

o=====o-----o  
| Question \ Final word? |  
o=====o-----o

A great weapon overall. A good beginning weapon that keeps some of it's use later on. It can match toe-for-toe against even the fastest Wyvern. So why not stock up on some Sword and Shield?

^~~~~~^  
---| --- [4.1.2] Weapon Types --- |---  
---| ~~~ Dual Swords ~~~ |---  
v~~~~~v

"Between two evils, I always pick the one I never tried before."  
~Mae West, Klondike Annie

Sacrificing defense, Dual Swords allow a Hunter to deal stronger damage then that of an Sword and Shield. While at the same time making you really cool while doing it! Look everyone! I'm Roxas!

o=====o-----o  
| Question \ What are it's controls?|  
o=====o-----o

- Triangle - Slash
- Circle - Roundhouse
- R Trigger - Demon Mode
- Square - Unsheathes Weapon

Note: Demon Mode is a mode only available to the DS user. It drains stamina while at the same time enabling an attack called Demon Dance, along with a few others. A way to get past the stamina requirement would be ingesting Power or Mega Juice.

x-----x  
| C-C-COMBOS! |  
x-----x-----x  
| Unsheathed Attack (Forward Slash) | Triangle + Circle |  
|-----+-----|  
| Normal Combo | Triangle x3 |



Normal Combo + Roundhouse Finisher	Triangle x3 + Circle
Demon Mode with sheathed weapon	R Trigger + Triangle + Circle
(Demon Mode) Double-Roundhouse	Circle
(Demon Mode) Demon Dance	Triangle + Circle
(Demon Mode) Demon Dance + Roundhouse	Circle x2

o=====o-----o  
| Question \ What are some useful skills for this weapon? |  
o=====o-----o

Look familiar? I'll bet. The DS and the SnS aren't that different from each other skill-wise. ESP, Sharpness, and Sharp Sword out-rank in overall usefulness though.

x-----x  
| SKILLS! |  
x-----x-----x

Name	Armor Skill	Description
Sharpness	Artisan	Adds visible weapon sharpness
ESP	Fencing	Prevents weapons from bouncing off.
Sharp Sword	Sharp Sword	Weapon sharpness decreases less.
Reckless Abandon	Expert	Adds weapon Affinity.
Elemental Attack	Elemental Attack Up	Increases Elemental Damage
Evade	Evade	Longer time of invincibility when rolling.
Evade Inc	Evade Distance Up	Longer distance covered when rolling.

x-----x-----x

o=====o-----o  
| Question \ Can it block, how about Roll? |  
o=====o-----o

Can't block, though you can Roll. As maneuverable as any weapon.

o=====o-----o  
| Question \ What it's attack speed? |  
o=====o-----o

Very, very fast. One of the fastest weapons in the game. You may have trouble executing Demon Dance because of it's longevity. Instead try Double Roundhouse, that way it will be easier to time when you roll aside.

o=====o-----o

| Question \ How's mobility? |  
o=====o-----o

A weapon type that encourages mobility. Use it, abuse it.

o=====o-----o  
| Question \ What's its Damage Type? |  
o=====o-----o

Cutting, great enemy of monster tails.

o=====o-----o  
| Question \ How is it when going Solo? What about in a Group? |  
o=====o-----o

Has a little more range than your average Sword and Shield. Dual Swords are useful for the pro who can avoid getting hit all that much. You can, however, get in someones way while Demon Dancing, watch out for that.

o=====o-----o  
| Question \ Does it have built-in ESP or Anti-Wind? |  
o=====o-----o

Indeed. Along with minor ESP, you'll receive Anti-Wind while in Demon Mode. So chug down that Mega Juice and let's get busy!

o=====o-----o  
| Question \ How's the Damage Overall? |  
o=====o-----o

Better compared to Sword and Shield. However Demon Mode fades, and Mega Juice eventually runs out. When that happens damage is stunted.

-- Double-Roundhouse > Demon Dance when it comes to damage over time.

o=====o-----o  
| Question \ Why would I want this weapon? |  
o=====o-----o

-- Almost demonic weapon speed.  
-- Remarkable inflicter of status ailments.  
-- Decent Elemental usage.

o=====o-----o  
| Question \ When should I reconsider using this weapon? |  
o=====o-----o

-- Only 70% of elemental damage is inflicted on the enemy.  
-- Vulnerable to Roars and Flashes of foe (mostly Roars.) Remember to bring Earplug.  
-- Sharpness decreases faster then most weapons (at least it appears to me.) Remember ESP/Sharp Sword is your friend.

o=====o-----o  
| Question \ Final word? |  
o=====o-----o

I wish it looked better on paper, because this an amazing weapon to see in

action. It's fun to use and sharpens your evasive skills. So why not use it? Well... The DS is one of the weapons with potential only if you have the 'right' skills and items to do so.

```
^~~~~~^
---| --- [4.1.3] Weapon Types --- |---
---|      ~~~ Greatsword ~~~      |---
v~~~~~v
```

"Knights do it two-handed."  
~Random Drunk Guy, Final Fantasy V

Ah the Greatsword, one of my favorite weapons of all time. Surprisingly versatile, and a challenge to master. Also, who doesn't want to like Cloud Strife? Come on...you know you want to.

It's a weapon so good that there are two styles of attacking with it. Charge, or Infinite Combo. Each provide different advantages to the user. Charge can make for quick damage as long as you can keep executing them. Infinite Combo can deal great damage overtime as long as it's executed a lot.

```
o=====o-----o
| Question \ What are it's controls? |
o=====o-----o
```

Triangle - Slash  
Circle - Roundhouse  
R Trigger - Block

```
x-----x
| C-C-COMBOS! |
x-----x-----x
| Upswing          | Triangle + Circle          |
|-----+-----|
| Guard while sheathed | R Trigger + Triangle + Circle          |
|-----+-----|
| Unsheathe Attack    | While sheathed and running press Triangle |
|-----+-----|
| Charge Attack       | Hold Triangle          |
|-----+-----|
| Infinite Combo      | Circle, Circle + Triangle (Repeat)      |
x-----+-----x
```

Light on combos, simply because Charge Attack is all you're ever going to need. Also, you can't forget the combo after the Charge Attack. By pressing Circle or Circle + Triangle you will execute a normal attack, duh. By using the Charge attack the first executed normal attack you can successful recover without stopping the flow of damage. It sounds complicated but it's not.

```
o=====o-----o
| Question \ What are some useful skills for this weapon? |
o=====o-----o
```

In descending order, the best skills for a Greatsword are Unsheathe Critical and Fast Charge. Both take advantage of the Greatswords strengths and plow past it's weaknesses. Sharpness is always a welcome partner, as is Reckless Abandon. ESP can help you pierce the hide of any monster, though I prefer Sharpness over ESP. You'll need to sharpen with or without ESP anyway.

x-----x

SKILLS!		
Skill	Armor Skill	Description
Unsheathe Critical	Unsheathe Attack Critical	100% Critical for Unsheathe attacks.
Fast Charge	Concentrate	Allows faster charging for Bow/Greatsword/Hammer; also charges the Longsword's spirit bar quicker.
Sharpness	Artisan	Adds visible weapon sharpness.
Reckless Abandon	Expert	Adds weapon Affinity.
ESP	Fencing	Prevents weapons from bouncing off.

o=====o-----o  
 | Question \ Can it block, how about Roll? |  
 o=====o-----o

Oh it can block. Like the Sword and Shield it's good for a few blows, just don't expect to make a career out of it. For one, you have the same recoil as Sword and Shield blocking-wise for heavy blows. Plus, you lose sharpness for every hit you block. It can roll too, you'll find yourself relying on both, making it not only a powerful weapon, but a versatile one too.

o=====o-----o  
 | Question \ What it's attack speed? |  
 o=====o-----o

Slow. Get used to it. It's one of those weapons you have to time exactly right or else you'll end up getting hit. IE; Charge Attack. I never end up using Infinite Combo unless the monster I'm facing is either trapped or otherwise immobile. Simply because I want to be ready for anything. Greatsword's sword-swings often leave me feel vulnerable and unable to move aside. Yes, Charge Attack suffers the same problem, but with less of a chance.

o=====o-----o  
 | Question \ How's mobility? |  
 o=====o-----o

Don't ever move with this weapon unsheathed. A good hunter knows when to sheath his weapon and when not to. Lucky for us, we can pull out our guard lightening fast.

o=====o-----o  
 | Question \ What's its Damage Type? |  
 o=====o-----o

Cutting, one of the best of it's kind.

o=====o-----o  
 | Question \ How is it when going Solo? What about in a Group? |  
 o=====o-----o

It's great for Solo, especially if you're taking a break from your Felyne Fighter. It's just you and your monster. Meaning you can develop a pattern and whatnot...covering that later.

As for Parties...uh...I use them. I've heard they're terrible for Parties lately, and that's true if you plan on being an egghead. Upswing Attack is a parties worst enemy, and Charge Attack is your best friend. Rarely will you ever knock down your buddy with it. Of course, you can't always use Charge Attack, that's why Unsheathed Critical works as a good substitute.

So is it good for group? Depends on your attack style. If you like to Infinite Combo, I suggest a different weapon.

o=====o-----o  
| Question \ Does it have built-in ESP or Anti-Wind? |  
o=====o-----o

ESP is available for the third level of your Charge Attack (the release) and all it's attacks have Anti-Wind.

o=====o-----o  
| Question \ How's the Damage Overall? |  
o=====o-----o

Has the potential to deal high-end damage. Depending on if your Charge Attacks hit or if you manage to land a lot of combos.

o=====o-----o  
| Question \ Why would I want this weapon? |  
o=====o-----o

- Amazing Attack Power and longest reach.
- Ability to block light and medium blows with little recoil.
- You can...kick while unsheathed. Cool for breaking KO or Sleep status on allies.
- Depending on how well you use it, Charge Attack can make most enemies stagger.
- Useful in many common situations, especially if tactics are applied right.
- Great for crowd control.
- Great for large enemies, or enemies whose attack patterns you can predict.

o=====o-----o  
| Question \ When should I reconsider using this weapon? |  
o=====o-----o

- If you find you're a bigger annoyance than an asset in your Group.
- If you believe you won't get too many Charged Attacks or Infinite Combos.
- If you find your attacks are being disrupted by Quake, it may be time to find armor with Quake Resistance.
- When slow weapon speed gets you down.

o=====o-----o  
| Question \ Final word? |  
o=====o-----o

An amazing weapon that needs skilled hands to be useful. One of my favorite weapons to use, because it feels soooo good when you mastered the timing surrounding the Charge Attack.

```

^~~~~~^
---| --- [4.1.4] Weapon Types --- |---
---|     ~~~ Longsword ~~~     |---
v~~~~~v

```

"There are so many frivolous things in this world."  
~Hojo, Final Fantasy VII

My least favorite weapon of all time. There's nothing wrong with the weapon, it's just everyone uses it; and some think it's the best weapon in the world. Instead of branching out to weapons like Hammers and Greatswords many are content with using Longswords for the rest of the game. A crime against nature.

The longsword is gifted with a special ability called Spirit Gauge and a bar that increases the longevity of Spirit Attacks when used. Spirit Attacks are a combo that deals extra damage to the enemy. Combined with great technique and skills, this weapon can match any other weapon type.

Longsword is a brilliant weapon for the beginning Hunter. Especially Devil Slicer, however the hunter must and branch out. If not...why are you playing again?

```

o=====o-----o
| Question \ What are it's controls? |
o=====o-----o

```

- Triangle - Downward Slash
- Circle - Stab
- R Trigger - Spirit Attack

Longswords have an ability called Spirit Gauge, it appears just below your Health and Stamina bars. The more you attack enemies, the more the Gauge fills.

```

x-----x
| C-C-COMBOS! |
x-----x-----x
| Backsweep          | Circle + Triangle          |
|-----+-----|
| Normal Combo       | Triangle x2, Circle, Triangle |
|-----+-----|
| Unsheathed Spirit Attack | R Trigger + Triangle + Circle |
|-----+-----|
| Normal Combo + Backsweep | Triangle x2, Circle, Triangle, Circle + |
|                          | Triangle                      |
|-----+-----|
| Upslash            | Circle, Triangle            |
|-----+-----|
| *Normal Spirit Combo   | R Trigger (Repeat)          |
|-----+-----|
| *Extended Spirit Combo | R Trigger, Triangle (Repeat) |
x-----+-----x

```

\*Note: It is possible to Backsweep after performing each Combo.

```

o=====o-----o
| Question \ What are some useful skills for this weapon? |
o=====o-----o

```

As you can see Unsheathed Critical and Fast Charge have moved down the tier. Sharpness, Sharp Sword, and Reckless Abandon have priority mainly because the

Longsword NEEDS them.

```

x-----x
| SKILLS! |
x-----x-----x-----x
| Skill          | Armor Skill      | Description      |
|-----+-----+-----+
| Sharpness      | Artisan          | Adds visible weapon sharpness |
|-----+-----+-----+
| Sharp Sword    | Sharp Sword      | Weapon sharpness decreases less. |
|-----+-----+-----+
| Reckless Abandon | Expert          | Adds weapon Affinity. |
|-----+-----+-----+
| Fast Charge    | Concentrate      | Allows faster charging for |
|                |                  | Bow/Greatsword/Hammer; also |
|                |                  | charges the Longsword's spirit bar |
|                |                  | quicker. |
|-----+-----+-----+
| Unsheath Critical | Unsheathed Attack | 100% Critical for Unsheath |
|                | Critical         | attacks. |
|-----+-----+-----+
| ESP            | Fencing          | Prevents weapons from bouncing |
|                |                  | off. |
x-----+-----+-----x

```

```

o=====o-----o
| Question \ Can it block, how about Roll? |
o=====o-----o

```

Cannot block, but you can Roll.

```

o=====o-----o
| Question \ What it's attack speed? |
o=====o-----o

```

Average, faster then Greatsword but slower then Sword and Shield or Dual Swords. It's great for beginners learning how to dodge oncoming enemy assaults as they have easy recovery time.

```

o=====o-----o
| Question \ How's mobility? |
o=====o-----o

```

Average, you can move with the mobility and grace of any weapon. Back-sweep is an excellent tool for those who can master it's timing.

```

o=====o-----o
| Question \ What's its Damage Type? |
o=====o-----o

```

Cutting. Looks cool.

```

o=====o-----o
| Question \ How is it when going Solo? What about in a Group? |
o=====o-----o

```

Great Solo. It's long reach in Group can be troublesome as you can accidentally (or on purpose -\_^\*Wink\*) knock over a buddy.

o=====o-----o  
| Question \ Does it have built-in ESP or Anti-Wind? |  
o=====o-----o

Anti-Wind to all attacks, ESP when using Spirit Gauge.

o=====o-----o  
| Question \ How's the Damage Overall? |  
o=====o-----o

The Longsword does need help. With the proper knowledge and skills, the Longsword can be an excellent weapon for the experienced Hunter.

o=====o-----o  
| Question \ Why would I want this weapon? |  
o=====o-----o

- Better evasion time compared to Greatsword & Hammer.
- Long Reach making it easier to attack Wyvern body parts.
- Faster/Fast as Greatsword and Hammer.
- Spirit Gauge provides a unique experience to hunters.
- Good Crowd Control.
- Back-sweep for extra evasion.

o=====o-----o  
| Question \ When should I reconsider using this weapon? |  
o=====o-----o

- Difficult weapon to master.
- No Blocking.
- Knocks other players down.
- Often bounces off requiring Spirit Gauge use.

o=====o-----o  
| Question \ Final word? |  
o=====o-----o

It's a great beginning weapon, and Eagle Cleaver/Devil Slicer can be great help. It's one of those weapons you need to "branch out" of for awhile. There are other weapon types too you know.

```
      ^~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~^  
---| --- [4.1.5] Weapon Types --- |---  
---|      ~~~ Hammer ~~~      |---  
      v~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~v
```

"If the only tool you have is a hammer,  
you tend to see every problem as a nail."  
~Abraham Maslow

The Hammer is my favorite weapon. With the ability to charge while moving (at the cost of stamina) the Hammer reigns as king. Who doesn't enjoy charging up like ole blue boy Megaman?

o=====o-----o  
| Question \ What are it's controls? |  
o=====o-----o

Triangle - Downward Swing  
Circle - Side Swing



## R Trigger - Charge

```
x-----x
| C-C-COMBOS! |
x-----x-----x
| Unsheathe Attack      | Tilt Joystick then Triangle |
|-----+-----|
| Triple Pound          | Triangle 3x                  |
|-----+-----|
| Super Pound          | Unleash Charge.             |
|-----+-----|
| *Hammer Spin         | Unleash Charge while moving. |
|-----+-----|
| Hammer Spin + Finisher | Unleash Charge while moving then press |
|                          | Triangle after fourth spin. |
|-----+-----|
| Quick Swing          | Tap the R Trigger.          |
|-----+-----|
| Double Swing         | Hold the R Trigger for two seconds. |
x-----+-----x
```

\*Note: The Hammer Spin has different consequences depending on when you press the triangle. Too soon, and you'll execute something similar to Double Swing. Too late and you'll end the end throwing your hammer about. The Hammer Spin + Finisher as listed above is the most powerful.

```
o=====o-----o
| Question \ What are some useful skills for this weapon? |
o=====o-----o
```

It doesn't take a whole lot to make a Hammer happy. Sure, Reckless Abandon and Sharpness are good. Fast Charge and Runner make it easier to get off a Charged Pound right on the enemies noggin.

```
x-----x
| SKILLS! |
x-----x-----x
| Skill          | Armor      | Description |
|-----+-----|
| Fast Charge   | Concentrate | Allows faster charging for |
|               |             | Bow/Greatsword/Hammer; also charges the |
|               |             | Longsword's spirit bar quicker. |
|-----+-----|
| Runner        | Stamina    | Decreases stamina drain |
|-----+-----|
| Reckless Abandon | Expert     | Adds weapon Affinity. |
|-----+-----|
| Sharpness     | Artisan    | Adds visible weapon sharpness |
x-----+-----x
```

```
o=====o-----o
| Question \ Can it block, how about Roll? |
o=====o-----o
```

Can't block so you'll have to resort to rolling. Rolling could be a bit of a problem if you're charging your Hammer as it cancels your effort. There are times where you'll need to do so in order to avoid dying.

```
o=====o-----o
| Question \ What it's attack speed? |
```

o=====o-----o

Quite quick in swing, with the exception of Triple Pound. Players gravitate towards this weapon in particular because of the eccentric speeds that this weapon attacks in.

Should you desire a quick assault, merely tap the R Trigger to activate Quick Swing. Should you catch your enemy in a KO, Triple Pound is there to deal excessive damage.

o=====o-----o

| Question \ How's mobility? |

o=====o-----o

Depending if you're charging or not it could be limited. Most of time you either need to be, otherwise it's the same.

o=====o-----o

| Question \ What's its Damage Type? |

o=====o-----o

Impact. Meaning it has the ability to enable a special status known as KO. KO is a mechanism where you're able to 'knock out' the monster for several seconds allowing you to triple pound said foe.

Check \_DS31's Melee Damage FAQ for an in-depth look on how long KO lasts for each individual Wyvern. Like say, Khezu only stays down long enough for one Triple Pound. While others stay down for much longer.

o=====o-----o

| Question \ How is it when going Solo? What about in a Group? |

o=====o-----o

It's amazing when going Solo. In Groups, you need to aware that the finisher of Triple Pound and Unsheathed Attack can send your ally flying.

o=====o-----o

| Question \ Does it have built-in ESP or Anti-Wind? |

o=====o-----o

Super Charge and Spin Charge both have ESP built in. While Charging you have a limited amount of Wind Resistance.

o=====o-----o

| Question \ How's the Damage Overall? |

o=====o-----o

Damage over time is one of the best in-game. It's no wonder we're seeing so many Hammers users on Xlink nowadays.

o=====o-----o

| Question \ Why would I want this weapon? |

o=====o-----o

- Amazing Damage.
- Ability to KO.
- Impact Damage can crack skulls on Hermituar/Shogun
- You can set off Charge Attack any time.
- Items like Mega Juice prevent stamina from running out.

o=====o-----o  
| Question \ When should I reconsider using this weapon? |  
o=====o-----o

- When you want Elemental Damage, because there are better weapons for this.
- When you want a weapon that can block.
- When you want a weapon that can cut off tails.
- When you want to use a faster weapon.
- When you want better Crowd Control, there are better weapons for this.

o=====o-----o  
| Question \ Final word? |  
o=====o-----o

A high-end weapon that never loses it's usefulness. Throughout the game Hammers will serve you well. It takes a bit of practice to use them though. With timing and a shred of skill, you'll be Hammering like a pro in no time!

```
      ^~::~::~::~::~::~::~::~::~::~::~::~::~::~::~^  
---| --- [4.1.6] Weapon Types --- |---  
---|      ~~~ Hunting Horn ~~~      |---  
      v~::~::~::~::~::~::~::~::~::~::~::~::~::~::~v
```

"When you play my Ocarina...  
...I hope you will think of me and come back to the forest to visit.."

~Saria, Legend of Zelda

The distant cousin to the Hammer, the Hunting Horn. You may have already guessed the Horns ability, to play notes. The Hunting Horn, or HH, can play three different notes corresponding to different colors. Each HH comes with it's own set of colored notes, whether it's Green for Healing, or Red for beefing up attack and defense. The Hunting Horn is Buffing weapon.

For a list of Hunting Horn notes, go to the dreaded DS31x's Hunting Horn Notes guide.

<http://www.gamefaqs.com/portable/psp/file/934395/48357>

o=====o-----o  
| Question \ What are it's controls? |  
o=====o-----o

- Triangle - Upwards Swing
- Circle - Thrust
- R Trigger - Recital Notes

```
x-----x  
| C-C-COMBOS! |  
x-----x-----x  
| Super Pound          | Triangle + Circle |  
|-----+-----|  
| Play Notes with sheathed weapon | R Trigger + Triangle + |  
|                               | Circle                |  
|-----+-----|  
| (Recital Mode) Switch Notes      | Circle or Triangle or |  
|                               | Triangle + Circle     |  
x-----+-----x
```

o=====o-----o

| Question \ What are some useful skills for this weapon? |

o=====o-----o

You don't need a lot to appease a Hunting Horn. Flute is a must. During Play Mode, you can use Evade and Evade Inc to become invincible.

x-----x

| SKILLS! |

x-----x-----x-----x-----x

Skill	Armor Skill	Description
Flute	Horn	Increases length of Flute Buffs.
Evade	Evade	Longer time of invincibility when rolling.
Evade Inc	Evade Distance Up	Longer distance covered when rolling. Best when paired with Evade.

x-----x-----x-----x-----x

o=====o-----o

| Question \ Can it block, how about Roll? |

o=====o-----o

It can't block. Try rolling.

o=====o-----o

| Question \ What it's attack speed? |

o=====o-----o

A little faster then the Hammer, depending on what attack you use. Using Triangle over and over again or using Super Pound.

o=====o-----o

| Question \ How's mobility? |

o=====o-----o

White --> White

Or

Purple --> Purple

And you're good to go.

o=====o-----o

| Question \ What's its Damage Type? |

o=====o-----o

Impact. However it has less of a chance of KOing.

o=====o-----o

| Question \ How is it when going Solo? What about in a Group? |

o=====o-----o

Not the best for Solo since your Buffs only last you a certain amount of time. When they run out you can risk playing on the battlefield or do without them. Plus, most flock to Hammer for KOing foes.

o=====o-----o

| Question \ Does it have built-in ESP or Anti-Wind? |  
o=====o-----o

You have both abilities during Recital Mode or performing Super Pound. You can use the Horn to play notes that give you ESP, while others may provide Wind Protection. Sounds useful m'right?

o=====o-----o  
| Question \ How's the Damage Overall? |  
o=====o-----o

You have the Swing and Super Pound. No other attacks except Recital Mode. This doesn't give you a very versatile move-set. And spamable the upwards swing isn't the strongest.

o=====o-----o  
| Question \ Why would I want this weapon? |  
o=====o-----o

- When you're partying with people on Xlink if no one brings one, you should bringing one yourself.
- Chance of KO.
- Buffs can be useful whether in Solo or Party.
- When you want a big weapon that can make you fast.
- When you want the Hunting Horns quick swings.

o=====o-----o  
| Question \ When should I reconsider using this weapon? |  
o=====o-----o

- Using Recital Mode during a fight is risky. Ultimately ends with you being hit at some point.
- When you want to cut tails.
- When you don't want to knock your teammates away with Super Pound.
- When you want a weapon that can KO a bit faster.

o=====o-----o  
| Question \ Final word? |  
o=====o-----o

A good weapon, with a lot of potential, if used with skill. With the natural ability to increase your speed and give you ESP, the Hunting Horn may be the weapon for you.

^~~~~~^  
---| --- [4.1.7] Weapon Types --- |---  
---| ~~~ Lance ~~~ |---  
v-----v

"The Lancer's damage depends on Brave!"  
~Generic Quote, Final Fantasy Tactics

Once a great weapon, still debated as such, but the transition from Monster Hunter Freedom to this...it's overshadowed now by the Hammer, Greatsword, or the sad denizens of the Longsword. Got a problem? Just poke, poke, poke your problems away with the Lance. And no, this ain't no Dragoon's weapon.

o=====o-----o  
| Question \ What are it's controls? |  
o=====o-----o

Thrust - Triangle  
Upwards Thrust - Circle  
Back-step - X  
Sidestep (after performing an action) - X + Left or Right tilt  
Guard - R Trigger

C-C-COMBOS!	
Triple Thrust	Triangle 3x
Upper Triple Thrust	Circle 3x
Charge	Triangle + Circle then Triangle to finish
Guard while weapon sheathed	R Trigger + Triangle + Circle

o=====o-----o  
| Question \ What are some useful skills for this weapon? |  
o=====o-----o

Lance's Skills are focused on offense. Evasion and Defense come second. Don't let the big shield confuse you like it did me. The Lance itself does pretty good damage on it's own, plus, it isn't bad with Elements.

Skill	Armor Skill	Description
Sharpness	Artisan	Adds visible weapon sharpness
Reckless Abandon	Expert	Adds weapon Affinity.
Evade	Evade	Longer time of invincibility when rolling.
Evade Inc	Evade Distance Up	Longer distance covered when rolling. Best when paired with Evade.
Guard	Guard	Decreases the health and stamina lost when hit while guarding
Guard Up	Guard Inc	Able to block attacks normally not so (Ex: Gravios Beam.)
ESP	Fencing	Prevents weapons from bouncing off.

o=====o-----o  
| Question \ Can it block, how about Roll? |  
o=====o-----o

It's the best blocker in the game. It can't roll though, instead you're able to Backstep, and as the name says, you can jump back up to three times. When combined with Evade and Evade Inc this can make you godly.

o=====o-----  
| Question \ What it's attack speed? |  
o=====o-----

It can be fast depending on whether or not you're able to recover after the third poke. Using a backstep can reset your combo and also give you a chance to evade an oncoming blow.

o=====o-----  
| Question \ How's mobility? |  
o=====o-----

About the same level as a Greatsword, terrible. You have two options at this point. You could put away your Lance to get closer to the enemy. Or you can wait for the enemy to come to you. I'd do the latter. ^\_- \*wink\*

o=====o-----  
| Question \ What's its Damage Type? |  
o=====o-----

Both Impact and Cutting. Which means you can break shells and cut tails. It's difficult for one to master Tail cutting with a Lance. The thicker the tail however, the easier the cut is going to be.

o=====o-----  
| Question \ How is it when going Solo? What about in a Group? |  
o=====o-----

Does well in either. Lances don't get in anyone's way, though you might hit someone if you crash into them with Charge.

o=====o-----  
| Question \ Does it have built-in ESP or Anti-Wind? |  
o=====o-----

It has Anti-Wind when in Charge, and ESP at green sharpness and higher.

o=====o-----  
| Question \ How's the Damage Overall? |  
o=====o-----

Depending on how you use it, a Lance can be just as effective as the Hammer or the Greatsword. You just have to be, really, really, good at it.

o=====o-----  
| Question \ Why would I want this weapon? |  
o=====o-----

- Wide range.
- Best blocking weapon in the game with minimal recoil.
- Precise attacks, precision is next to godliness.

o=====o-----  
| Question \ When should I reconsider using this weapon? |  
o=====o-----

- When you want a faster weapon.
- When you need mobility over defense.
- Blocking decreases stamina.

-- Constant blocking may lead to cornering by bosses  
-- Standard attacks may leave you open to assault.

o=====o-----o  
| Question \ Final word? |  
o=====o-----o

A great alternative to the Greatsword, the Hammer, or the Gunlance.  
Simplistic, yet effective. Like all weapons, mastering it takes time.

```
          ^~~~~~^
---| --- [4.1.8] Weapon Types ---|---
---|      ~~~ Gunlance ~~~      |---
          v-----v
```

"In the end, you have to choose whether you're going to live as a soldier...  
...or just another man with a gun."  
~The Boss, Metal Gear Solid 3

Oh poised abomination of Lance and Gun, the Gunlance. Able to shoot Wyverns  
without the nasty inconvenience of not being able to stab them as well. With a  
plethora of uses and a complex relationship between Gun and Lance, the Gunlance  
is a surprising weapon of choice.

o=====o-----o  
| Question \ What are it's controls? |  
o=====o-----o

Thrust (Tilt Joystick for forward thrust) - Triangle  
Shoot - Circle  
Guard - R Trigger  
Upwards Thrust - R Trigger then Triangle  
Backstep - X  
Sidestep (after performing an action) - X + Left or Right tilt

```
x-----x
| C-C-COMBOS! |
x-----x-----x
| Triple Thrust          | Triangle 3x          |
|-----+-----|
| Upward Swing          | Triangle + Circle          |
|-----+-----|
| Triple Upwards Thrust | R Trigger then Triangle 3x  |
|-----+-----|
| Reload Shells         | R Trigger then Circle      |
|-----+-----|
| Extended Combo        | Triangle 3x then Circle (Repeat) |
|-----+-----|
| Wyvern Fire           | R Trigger then Triangle + Circle |
x-----+-----x
```

o=====o-----o  
| Question \ What are some useful skills for this weapon? |  
o=====o-----o

These are the skills, you need to kill. Ha! That rhymed! Gunnery Master is  
important to Gunlancers because some weapons are more or less designed to  
withstand Shells firepower. ESP is a godsend for those easy-to-dull equipment.  
Load Up adds an extra slot for longer comboing. Sword Sharpener is for the  
notoriously dulling history attached to the type.





Shells can stumble them, and Wyvern Fire makes them air-born.

o=====o-----o  
| Question \ Does it have built-in ESP or Anti-Wind? |  
o=====o-----o

Forward Thrust and Wyvern Fire have Anti-Wind, but no ESP.

o=====o-----o  
| Question \ How's the Damage Overall? |  
o=====o-----o

It depends on what Wyvern you're facing. The overall damage of a Gunlance is decent and excellent against the Gravios and Fatalis family. (Not included Black Fatalis however.)

o=====o-----o  
| Question \ Why would I want this weapon? |  
o=====o-----o

-- Has Lances Wide Range, Large Shield, and Precise attacks.  
-- Extended Combo means longer attacks.

o=====o-----o  
| Question \ When should I reconsider using this weapon? |  
o=====o-----o

-- Extended Combo leaves you open.  
-- Shells/Wyvern Fire decrease Sharpness (when Sharpness reaches Red you cannot fire anymore Shells.)

o=====o-----o  
| Question \ Final word? |  
o=====o-----o

A great alternative for the Lance. Sure, it's a monstrosity of machine and medieval weapon, but isn't it cool? You may have trouble with it sometimes, but don't give up on the Gunlance.

^~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~^  
---| --- [4.1.9] Weapon Types --- |---  
---| ~~~Light Bowgun ~~~ |---  
v-----v

"Well I'm going to send you a love letter, my dear. Do you know what that is?  
It's a bullet straight from my gun to your heart."  
~Sniper Wolf, Metal Gear Solid

In the days where the Bow was not available to the average Hunter, the Bowgun was king. It's still here, and in fact retains the attributes of speed and mobility. Along with the ever-so-useful Shells one can see the merit of keeping at least one Bowgun on hand. Ammunition is what we arm ourselves. See the next section for that.

Most (including myself) confuse the Light Bowgun, the Heavy Bowgun, and the Bow for long range weapons. They in fact, are not. Overall damage depends on how many shots collide with the enemy. Ammo like Scatter depends on you being as close as possible for maximum effect. So when you use a 'ranged' weapon, don't think long range. VioletKIRA can explain better than I.

Bowgun Damage Formula:

<http://www.gamefaqs.com/portable/psp/file/943356/55273>

```
o=====o-----o
| Question \ What are it's controls? |
o=====o-----o
```

Triangle - Reload  
Circle - Shoot  
R Trigger - Aim (First Person)  
L Trigger + D Pad - Aim (Third Person)

```
x-----x
| C-C-COMBOS! |
x-----x-----x
| Hit          | Triangle + Circle |
|-----+-----|
| Reload while sheathed | R Trigger + Triangle + Circle |
x-----x-----x
```

It should be noted that reloading while sheathed takes more time then reloading while not.

```
o=====o-----o
| Question \ What are some useful skills for this weapon? |
o=====o-----o
```

Concerning Light Bowgun, you must pile offensive skills on in order to cover their lacking of it. Bundled with skills like Reckless Abandon, Elemental Attack Up, and Normal S, Pierce S, Pellet S are essential for a clean victory.

```
x-----x
| SKILLS! |
x-----x-----x
| Skill          | Armor Skill      | Description          |
|-----+-----+-----|
| Reckless Abandon | Expert          | Adds weapon Affinity. |
|                  |                  | Chance to do a critical |
|                  |                  | hit; 25% extra damage. |
|-----+-----+-----|
| Elem Atk Up     | Elemental Attack | Increases elemental  |
|                  |                  | damage.              |
|-----+-----+-----|
| Earplug/High Grade | Earplug        | Immunity of screams.  |
|-----+-----+-----|
| Recoil Reduction | Recoil          | Decreases the recoil rate |
|-----+-----+-----|
| Speed Fire      | Speed Fire      | No reload for new type |
|                  |                  | Ammo                  |
|-----+-----+-----|
| Load Up         | Loading         | Adds one bullet per clip |
|                  |                  | to your gun's normal clip |
|                  |                  | size.                 |
x-----x-----x
```

\*Note: Speed Fire maxes recoil.

```
o=====o-----o
| Question \ Can it block, how about Roll? |
o=====o-----o
```

No block, just Roll.

o=====o-----o  
| Question \ How's mobility? |  
o=====o-----o

As even paced as any Sword and Shield, Dual Sword, ect.

o=====o-----o  
| Question \ How is it when going Solo? What about in a Group? |  
o=====o-----o

The Light Bowgun (or Heavy) is useful depending on your situation. It's up to you, the player, to gauge which Wyverns you feel merit it's use. And, to be honest, the Light Bowgun can be an all-purpose weapon.

As for Groups. It's better, as we can aid our fellow members with Status ailment Shells and explosive Clusts. All the while, preventing the enemy from getting to us. Whats a Wyvern most likely to go after, the guys in front, or the guy who's not?

o=====o-----o  
| Question \ What are Shells? |  
o=====o-----o

Even though I've said this before, the only way you'll learn is through repetition. Shells are the Bowguns bread and butter. We operate Shells of different variety. For a full list of these, see section [4.2.10].

Simply load them up and you're good to go!

o=====o-----o  
| Question \ How's the Damage Overall? |  
o=====o-----o

Low to Medium. Dependent on your armor skills, weaponry, shells, and real skills. The Light Bowgun can be quite a deterrent, or quite a friend.

o=====o-----o  
| Question \ Why would I want this weapon? |  
o=====o-----o

- If you believe some distance will be the key to your victory.
- If you want the option to Stun, Sleep, or Poison your enemy.
- When you want a Bowgun with fast reload.
- Rapid Fire is a nice bonus. However be aware that it reduces the percentages of your Shells power.
- If you want Bowgun with greater mobility then a Heavy Bowgun.

o=====o-----o  
| Question \ When should I reconsider using this weapon? |  
o=====o-----o

- If you believe closer-range-combat will be the key to your victory.
- If you want a weapon that can block.
- If you want to use stronger armor as Gunner Armor has less defense.
- If you want a weapon you don't have to buy ammunition for.
- If you want a Bowgun with Light Recoil.
- Rapid Fire cannot be redirected when enemy moves, nor can you move out of

the way while Rapid Fire is in action. Also Rapid Fire decreases the percentages of your shots which potentially means less damage over time.

```
o=====o-----o
| Question \ Final word? |
o=====o-----o
```

A long range weapon geared for evasive combat. While appearing simple, it's nature is quite complex. Requiring precise timing and top-notch equipment to compete with others of it's kind. In other words, it's a whole new ballpark.

```
^~~~~~^
---| --- [4.1.10] Weapon Types --- |---
---|   ~~~ Heavy Bowgun ~~~   |---
v-----v
```

"Say hello to my little friend!"  
~Al Pacino, Scarface

A trade for mobility for extra power. Due to this fact, the Heavy Bowgun is often a favorite pick. It's poor mobility can be cloaked with skills. Many Hunter's use this weapon for it's astounding firepower. Along with extra attributes that attract one gearing for long range combat.

```
o=====o-----o
| Question \ What are it's controls? |
o=====o-----o
```

Triangle - Reload  
Circle - Shoot  
R Trigger - Aim (First Person)  
L Trigger + D Pad - Aim (Third Person)

```
x-----x
| C-C-COMBOS! |
x-----x-----x
| Hit          | Triangle + Circle          |
|-----+-----|
| Reload while sheathed | R Trigger + Triangle + Circle |
x-----x
```

It should be noted that reloading while sheathed takes more time then reloading while not.

```
o=====o-----o
| Question \ What are some useful skills for this weapon? |
o=====o-----o
```

Reload Speed can counter the "Very Slow Reload" Bowguns. Evade and Evade Inc. compensate the Heavy Bowgun's has sluggish mobility. Reckless Abandon, Elemental Attack Up, and Earplug are for pumping the weapon and blocking against their greatest annoyances. Normal S, Pierce S, and Pellet S skills still hold quite a sway over this weapon.

```
x-----x
| SKILLS! |
x-----x-----x
| Skill          | Armor Skill          | Description          |
|-----+-----|
| Reckless Abandon | Expert          | Adds weapon Affinity. |
```

		Chance to do a critical hit; 25% extra damage.
Elem Atk Up	Elemental Attack	Increases elemental damage.
Earplug/High Grade	Earplug	Immunity of screams.
Evade	Evade	Longer time of invincibility when rolling.
Evade Inc	Evade Distance Up	Longer distance covered when rolling. Best when paired with Evade.
Recoil Reduction	Recoil	Decreases the recoil rate
*Speed Fire	Speed Fire	No reload for new type Ammo.
Load Up	Loading	Adds one bullet per clip to your gun's normal clip size.

\*Note: Speed Fire maxes recoil.

o=====o-----o  
 | Question \ Can it block, how about Roll? |  
 o=====o-----o

It can block via Shield attachment, but don't expect miracles. The shield is for blocking Roars and Flashes. The recoil is terrible, even for minor blows. And yes, it can Roll.

o=====o-----o  
 | Question \ What it's attack speed? |  
 o=====o-----o

Generally slow, hence the trade for attack power. To my surprise, it works in the Bowgun's favor. Yes, there is a sacrifice in attack speed, but the power more then makes up for the difference.

o=====o-----o  
 | Question \ How's mobility? |  
 o=====o-----o

Bad as you are as slow as a Lancer or Gunlancer with the weapon unsheathed.

o=====o-----o  
 | Question \ How is it when going Solo? What about in a Group? |  
 o=====o-----o

Like the Light Bowgun, it depends on the situation.

In Groups the HBG's power is always appreciated. Especially if you're teaming up with a friend who great at controlling crowds (so you don't have to.)

o=====o-----o



| Question \ What are it's controls? |

o=====o-----o

Triangle - Shoot

Circle - Melee Attack

```
x-----x
| C-C-COMBOS! |
x-----x-----x
| Aim          | R Trigger + D Pad      |
|-----+-----|
| Charge       | Triangle (Hold)       |
|-----+-----|
| Reload Coatings | Triangle + Circle     |
|-----+-----|
| Melee Attack from sheathed | R Trigger + Triangle + Circle |
x-----+-----x
```

o=====o-----o

| Question \ What are some useful skills for this weapon? |

o=====o-----o

Reckless Abandon is needed to pump up the ranged weapon in general. Elemental Attack Up is there for the same reasons we've included them for Light and Heavy Bowgun. The NormS/PrceS/PellS skills become Rapid Bow Up, Pierce Bow Up, and Scatter Bow Up. Runner is used for countering the stamina decrease, because your Mega/Power Juice is likely to wear off. Fast Charge is for faster charging, and Earplug for the obvious Roar nullifing.

```
x-----x
| SKILLS! |
x-----x-----+-----+-----x
| Skill          | Armor Skill | Description      |
|-----+-----+-----|
| Reckless Abandon | Expert      | Adds weapon Affinity. |
|                  |             | Chance to do a critical |
|                  |             | hit; 25% extra damage. |
|-----+-----+-----|
| Elem Atk Up     | Elemental Attack | Increases elemental |
|                  |                 | damage.              |
|-----+-----+-----|
| Runner          | Stamina      | Stamina usage speed |
|                  |              | decreases.           |
|-----+-----+-----|
| Fast Charge     | Concentrate  | Allows faster charging |
|                  |              | for Bow.              |
|-----+-----+-----|
| Earplug/High Grade | Earplug     | Immunity of screams. |
|-----+-----+-----|
| Load Up         | Loading      | Enables Fourth Charge. |
x-----+-----+-----x
```

o=====o-----o

| Question \ Can it block, how about Roll? |

o=====o-----o

No blocking, a minor flaw but not enough to deter us. It can roll too.

o=====o-----o

| Question \ How's mobility? |



o=====o-----o

Average, you can move as swift as you can with any other weapon. Giving us the one up over the Heavy Bowgun while still achieving some of it's power.

o=====o-----o

| Question \ What's its Damage Type? |

o=====o-----o

Technically, "Shot." Melee attack though has both Impact and Cutting damage. Great for taking out minions in the area.

o=====o-----o

| Question \ Can I cut tails with a Bow? |

o=====o-----o

Even with Razor Coatings, it's tough nicking those Tails off. All damage needs to be Cutting, which makes things all the harder. The only tails I recommend you go after are those of Elder Dragons. Once their health is below a certain percentage, they become vulnerable.

o=====o-----o

| Question \ What are Charges? |

o=====o-----o

Are you perhaps referring to the Charges on a Bow? You'll notice that most Bows have four level Charges, while the fourth needs to be unlocked via Load Up hence my suggestion. Moving on. They are divided into several different categories, Pierce, Rapid, and Scatter.

Pierce shoots arrows that, like the name, penetrates the hide of most monsters. It's better to be used against monsters with long bodies like Plesioth. The level of the charge is put into factor of course. Rapid fires a flurry of arrows in a single row, useful. Scatter fires several arrows horizontally meaning they scatter. This is useful for specific monsters like Fatalis and Gravios.

In battle you can charge the bow, the flashing indicates the Bow has upped a charge level. It continues like this until the maximum charge level available is maintained. Remember, you need Load Up to access the Bows maximum charge.

o=====o-----o

| Question \ What are Coatings? |

o=====o-----o

Coatings are extra items, in this case consider them a downgrade from Shells. Depending on which Coatings you have whether they be Power, Para, Poison, Sleep, or whatnot, they can be used alongside the bow. Yeah, they run out like bullets, but you don't need them. Chances of inducing said ailment with Coatings are quite low. You don't have much to lose when investing in them though. As unlike Bowguns, using Coatings does not have recoil.

o=====o-----o

| Question \ How is it when going Solo? What about in a Group? |

o=====o-----o

Like any ranged weapon, the Bow is useful depending on your situation. It's up to you, the player, to gauge which Wyverns you feel merit it's use.

As for Groups. The occasional status ailment via Coatings can do wonders for a

teams moral. Overall, the bow is solid for online play.

o=====o-----o  
| Question \ How's the Damage Overall? |  
o=====o-----o

The Bow starts quite weak and gives little in the future. It's often compared with the Hunting Horn in it's respect to deal damage overtime. It's outclassed by other weapons come endgame.

o=====o-----o  
| Question \ Why would I want this weapon? |  
o=====o-----o

- If you believe that distance will be the key to your victory.
- When you want a longer ranged elemental weapon.
- Charge while moving.
- Infinite Ammo.
- Melee Attack can cut off tails.

o=====o-----o  
| Question \ When should I reconsider using this weapon? |  
o=====o-----o

- If you want to use stronger armor as Gunner Armor has less defense.
- Limited Coatings which can be compensated by bringing combination materials.
- No Blocking.
- Melee Attack is poor substitute for cutting weapon.

o=====o-----o  
| Question \ Final word? |  
o=====o-----o

There you have it. All the ranged weapons to choose from. Each tailored to a specific purpose, but in the end all it matters is which one is more fun to use.

Section Credits:

mazereon (L & H Bowgun Section corrections, Hammer corrections,  
Devil Trigger (General Section corrections)

```

      ^~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~^
---|    --- [4.2] Armor ---  |---
---|   ~~~ Armor Questions ~~~ |---
      v~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~v
```

"The best armor is to keep out of range."  
~Italian Proverb

The road to being number one is tough. You have to train your Pokemon relentlessly...wrong game. The concept is the same though. If you've played one of the many Pokemon titles, you'll know that you need to add stronger Pokemon to your arsenal. In this case, stronger armor.

You may wonder, what armor should I get? Don't feel bad. In fact, everyone, and I mean everyone thinks this sometimes. And if you're wondering what skills you need. Do me a favor a scroll to section [3.8].

o=====o-----o  
| Question \ What is Armor? |  
o=====o-----o

Armor plays a simple yet vital role to Monster Hunter. It is our defense, and also our method of acquiring Armor Skills. Armor is split into five separate pieces, helmet, torso, gauntlet, waist, and leggings. In order to make a full set you must forge each piece separately. Each piece comes with a certain amount of defense, and when pooled together sum up to their total.

o=====o-----o  
| Question \ What are Armor Skills? |  
o=====o-----o

They are a tool Hunters cannot do without. They are varied in effect, carrying both positive and negative traits. Some maybe less useful then others, but that doesn't disqualify their use. In order to activate an Armor Skill, the points on each of your armor pieces must total ten, fifteen, or twenty. Meaning you must Gem your armor if you plan on acquiring certain skills.

o=====o-----o  
| Question \ What are Decorations? |  
o=====o-----o

These aren't your average decorations no. They are actually jewels and gems you stud your armor with, while they are not visible on your avatar they are there. Your armor needs slots in order to carry decorations, and while most have, there more located on some more then others. Each armor piece can house a certain amount of gems, and larger gems actually take two or more slots. Hunters require decorations a single reason, to activate a skill.

o=====o-----o  
| Question \ How do I improve my Armor's Defense? |  
o=====o-----o

Early in the game you receive an item called "Armor Stones." These stones help you improve your armor piece by piece. It takes chunk of money to do this, but if you're having trouble with a Wyvern...well, you just need more practice. Still, upping defense is an open option for players that want a stronger defense. More defense means less healing right?

o=====o-----o  
| Question \ What is Elemental Resistance? |  
o=====o-----o

Elemental resistance is your ability to resist the attacks of enemy Wyverns. There are certain elements in a Wyverns attacks, like Daimyo Hermituar's Water Gun, that apply to armor once struck. Your armor may resist the element, be weak against it, or aren't effected either way.

^~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~^  
---| --- [4.3] Armor --- |---  
---| ~~~ Elder Armor ~~~ |---  
v~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~v

What about the beginning? How do you, the hunter, break into the world of Armor crafting? We start with the basics. The trick is to find the most worth-while armor at the beginning. For me it was Battle Armor. Then I continued my ascension.

As you progress you'll have a vast armory available to you. With pros, the rules are different. Fashion is often greater then function. In our case, you may wish to look at this in a different angle. Function dictates my course,

fashion takes a backseat. Why? Because you're just starting. You need these skills, any skills, to gain a decent edge against Wyverns.

For the most part, there are more Blademaster Armors than Gunner Armors. Why? Gunner armor in general has terrible defense, most of the skills I recommend that come from Blademaster are situational. In reality, the both armor types have narrow prospects, you just got to close your mind...wait...that didn't come out right.

```
x-----x
| LEATHER ARMOR! |
x=====x-----x
\ User Type: Blademaster/Gunner
/ Total Defense: 10
\ Total Slots: Four
/ Elemental Strength: Fire
\ Elemental Weaknesses: N/A
/ Skills:
\ Throwing Skill Up
/ Gathering +1
\ Backpacking Expert (Need +1 Gem)
/
\ Armor Rating: Situational-Gathering
x=====x-----x
```

This set is merely for Gathering purposes. Say you want to use and abuse a Gathering Quest which involves an egg or other heavy object. Backpacking Expert allows you to carry these items with little difficulty. Gathering +1 is exceptional useful for Gathering Quests as it gives you more from one spot. It's not bad for beginner armor.

```
x-----x
| BATTLE ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 80
\ Total Slots: Four
/ Elemental Strength: Fire
\ Elemental Weaknesses: Water, Thunder
/ Skills:
\ Sharpening Skl Inc
/ Attack Up [Small]
\ Detect (Needs 2+ in Gems)
/ Guard (Needs 4+ in Gems)
\
/ Armor Rating: Useful
x=====x-----x
```

Or...

```
x-----x
| BATTLE ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 50
\ Total Slots: Four
/ Elemental Strength: Fire
\ Elemental Weaknesses: Water, Thunder
/ Skills:
\ Load Up
```

```
/ Attack Up [Small]
\ Detect (Needs 2+ in Gems)
/ NormalS Up (Needs 4+ in Gems)
\
/ Armor Rating: Useful
x=====x
```

This is my first 'good' armor. You can purchase it from the Felyne Armor salesman in the village. As you can see, Attack Up is a godsend for the starting hunter. This set is designed to give us a fighting chance against Yian Kut Ku. Which, if you're like everyone else, is probably your wall.

```
x-----x
| HORNET ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 55
\ Total Slots: Six
/ Elemental Strength: Water, Dragon
\ Elemental Weaknesses: Fire, Ice, Thunder
/ Skills:
\ High Grade Earplug
/ Dragon Resistance +5
\ Gathering +1 (Need +4 Gems)
/
\ Armor Rating: Situational
x=====x
```

The earliest set with High Grade Earplugs, but with terrible defense and even worse elemental resistance. Gunners are looking at a severe depletion in health if crossed.

```
x-----x
| IOPREY ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 60
\ Total Slots: Four
/ Elemental Strength: Fire, Water, Ice
\ Elemental Weaknesses: N/A
/ Skills:
\ Pellet S Up (Need +2 Gems)
/ Pellet S Add (Upgrade for +3 Gems)
\ Poison Negated
/
\ Armor Rating: Situational
x=====x
```

Ioprey Armor is your Bowgun Pellet user armor. You benefit greatly when using this on certain enemies. And if Pellet isn't what you're searching for...

```
x-----x
| CONGA ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 80
\ Total Slots: Four
/ Elemental Strength: Water, Thunder
\ Elemental Weaknesses: Fire
/ Skills:
```

```
\ Speed Eater
/ Antiseptic
\ Normal S Up (Need +2 Gems)
/
\ Armor Rating: Situational
x=====x
```

If you think Normal Shots are a winner, this this armor is for you!

```
x-----x
| KUT-KU ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 120
\ Total Slots: Five
/ Elemental Strength: Fire
\ Elemental Weaknesses: Water, Ice
/ Skills:
\ Health +30
/ Attack Up [Med]
\ Fire Res +5
/
\ Armor Rating: Fair-Useful
x=====x
```

Or...

```
x-----x
| KUT-KU ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 60
\ Total Slots: Five
/ Elemental Strength: Fire
\ Elemental Weaknesses: Water, Ice
/ Skills:
\ Health +30
/ Attack Up [Med]
\ Fire Res +5
/
\ Armor Rating: Fair-Useful
x=====x
```

It's completely up to you whether or not you wish to switch. Why switch in the first place? As a Blademaster, I found the extra Attack useful. Since you don't have access to a full Felyne staff, Health +30 is a godsend. Especially for those who get hit more then they should.

Both Battle and Yian Kut-Ku should suffice until you get to Shogun Ceanataur or Yian Garuga. Until then, may I suggest branching out and even experimenting with different armor sets. Like...

```
x-----x
| KHEZU ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 160
\ Total Slots: Five
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: Water
```

```

/ Skills:
\ Damage Rec Speed +1 (Needs +2 Gems for 2+ Upgrade)
/ Flute Expert (Needs +2 Gems)
\ Wide Area +1
/
\ Armor Rating: Situational-Party
x=====x

```

Looking for that early Party armor? Got a buddy who can't fight alone? Training your younger sibling in the arts of Monster Hunter? Look no further for your early Elder support armor. This armor is what hard-core Hunting Horn users use. Other than helping out your party member, this armor lacks the combative skills we get with other sets. Still, worth acquiring nonetheless.

```

x-----x
| HERMITUAR ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 160
\ Total Slots: Nine
/ Elemental Strength: Water
\ Elemental Weaknesses: Thunder, Fire
/ Skills:
\ Guard (Needs 3+ Gems)
/ Defense +20
\
/ Armor Rating: Useful-Lance/Gunlance
x=====x

```

True, Battle Armor can supply you with Guard. It can't give you the defense that Hermituar armor offers. Nor does it require as many gems to get Guard. This set is strictly for Lancers and Gunlancers. My problems with it are, that its weak to fire. Fire is the most commonly used element in this game. So if you end up getting hit, expect a sincere decrease in HP.

```

x-----x
| LOBSTER ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 170
\ Total Slots: Six
/ Elemental Strength: Water, Ice
\ Elemental Weaknesses: Fire, Dragon, Thunder (-30 Points)
/ Skills:
\ Evade +2
/ Water Resistance (Need 2+ Gems)
\ Fishing Expert
/
\ Armor Rating: Situational-Evasion
x=====x

```

We're not really investing (if you so choose) for Fishing Expert. Rather, we're going for Evade +2. Evade +2 can help expert Hunters out of sticky situations. It's not outstanding for beginner's Hunters as they've yet to master the mechanics of evade. The Thunder weakness poses little problem so long as you avoid Kirin and your own Lightning Rods.

```

x-----x
| KUT-KU D ARMOR! |
x=====x-----x

```

```
\ User Type: Blademaster
/ Total Defense: 110
\ Total Slots: Seven
/ Elemental Strength: Fire
\ Elemental Weaknesses: Water, Ice
/ Skills:
\ Attack Up [Small] (Need 3+ Gems for Upgrade)
/ Reckless Abandon +1 (Need +3 Gems for Upgrade)
\ Elemental Attack (Need +3 Gems)
/
\ Armor Rating: Useful
x=====x
```

Or...

```
x-----x
| KUT-KU D ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 50
\ Total Slots: Seven
/ Elemental Strength: Fire
\ Elemental Weaknesses: Water, Ice
/ Skills:
\ Attack Up [Small] (Need 3+ Gems for Upgrade)
/ Reckless Abandon +1 (Need +3 Gems for Upgrade)
\ Elemental Attack (Need +3 Gems)
/
\ Armor Rating: Useful
x=====x
```

A great early on armor set. All you need are two Gems for either Attack or Reckless Abandon and the skill upgrades. Otherwise, this is a great armor to invest in. Especially since we get a taste of Elemental Attack Up.

```
x-----x
| BLANGO ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 180
\ Total Slots: Six
/ Elemental Strength: Ice, Water
\ Elemental Weaknesses: Fire
/ Skills:
\ Cold Resistance
/ Snow Resistance
\ Terrain Damage Inc [Low]
/
\ Armor Rating: Situational
x=====x
```

Or...

```
x-----x
| BLANGO ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 108
\ Total Slots: Five
/ Elemental Strength: Ice, Water
```



```
\ Elemental Weaknesses: Fire
/ Skills:
\ Cold Resistance
/ Snow Resistance
\ Terrain Damage Inc [Low]
/
\ Armor Rating: Situational
x=====x
```

When times call for it, you'll want some armor with Quake Resistance. You'll need this if you ever plan on a smooth victory against Shen Gaoren. Until then, Quake Resistance has it's benefits. Though, the only time I ever used it was then. Otherwise, it's a decent piece of armor.

```
x-----x
| MONOBLOS ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 180
\ Total Slots: Seven
/ Elemental Strength: Fire
\ Elemental Weaknesses: Thunder
/ Skills:
\ Health +20
/ Adrenaline +1
\ Attack Up [Low] (Need 2+ Gems)
/
\ Armor Rating: Fantastic with Adrenaline +2
x=====x
```

Or...

```
x-----x
| MONOBLOS ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 90
\ Total Slots: Six
/ Elemental Strength: Fire
\ Elemental Weaknesses: N/A
/ Skills:
\ Health +20
/ Adrenaline +1
\ Attack Up [Low] (Need +2 Gems)
/
\ Armor Rating: Fantastic with Adrenaline +2
x=====x
```

Great armor if you can get the 3+ Gems and upgrade it into Adrenaline +2 for Blademaster. The problem here is that Adrenaline only activates when your HP is low. For beginner's that have yet to comb through their target's moves, this armor may impede rather than aide. You have to narrow your opponent's moves to an exact science before even thinking about this set. I warn you. Don't use Adrenaline +2 until you've mastered the engrossing complexities of dodging at low health.

```
x-----x
| YIAN GARUGA ARMOR! |
x=====x-----x
\ User Type: Blademaster
```

```

/ Total Defense: 180
\ Total Slots: Six
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: N/A
/ Skills:
\ Reckless Abandon +1
/ Sharp Sword
\ Earplug (Need 2+ Gems)
/
\ Armor Rating: Useful
x=====x

```

Or...

```

x-----x
| YIAN GARUGA ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 90
\ Total Slots: Six
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: N/A
/ Skills:
\ Reckless Abandon +1
/ Pierce S Lvl Add
\ Earplug (Need +2 Gems)
/
\ Armor Rating: Useful
x=====x

```

A set worthy of acquiring, you'll find the simplistic addition of Reckless Abandon sets this above most armors. Sharp Sword reduces the sharpness loss by half, making it into an excellent set for Dual Sword users.

The less effective Gunner Armor is a clean substitute for Hornet armor which cursed defense leads many to their end. However, you'll have to sacrifice High Grade Earplugs because even with six Earplug gems you'll still only have fourteen points. Instead, try Garuga Mask. You'll need two Earplug and two Expert gems in order to make any use of this combination.

```

x-----x
| CEANATUAR ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 185
\ Total Slots: Five
/ Elemental Strength: Water
\ Elemental Weaknesses: Thunder, Ice (low)
/ Skills:
\ Sharpness +1 (Needs 5+ Gems)
/ Sword Sharpener
\ Sharp Sword
/ Defense -20
\
/ Armor Rating: Fantastic
x=====x

```

Or...

```

x-----x

```

```

| CEANATUAR ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 90
\ Total Slots: Eight
/ Elemental Strength: Water
\ Elemental Weaknesses: None
/ Skills:
\ Pierce S Up/Pierce Bow Up
/ Target Range Down
\ Pierce S Lvl Add (Need 5+ Gems)
/
\ Armor Rating: Fair
x=====x-----x

```

With a little love, this set can take you far. Ceanataur armor is a Blademaster's dream set. And at Elder Rank for godsakes! While not perfect, the investment for Sharpness +1 will leave you with no regrets. Sadly, not many are willing to make the commitment.

And commitment I mean you have to gather FIVE Monoblos Hearts in order to make the Gems necessary for this armor set. Is it worth it? Ask yourself. The drop rates of Monoblos Hearts are slim, however you can acquire what you need by smashing the Daimyo Hermituar's Shell.

The Gunner set is fair, but not many devote the time to find Pierce S Add Gems. If you're a Bowgun/Bow user, this definitely comes in handy.

```

x-----x
| DIABLOS ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 200
\ Total Slots: Five
/ Elemental Strength: Fire
\ Elemental Weaknesses: Water, Ice
/ Skills:
\ Reckless Abandon +2
/ Low Wind Press
\ Health -10 (Fixed with a single Strength Gem.)
/
\ Armor Rating: Useful
x=====x-----x

```

Diablos Armor is purely for Reckless Abandon +2. Low Wind Press, while a fair skill, is not likely to get much usage. Still a gem to have around, and a decent upgrade from Garuga.

```

x-----x
| DIABLOS D ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 90
\ Total Slots: Eight
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: Ice
/ Skills:
\ High Wind Press
/ Load Up
\

```

/ Armor Rating: Useful

x=====-----x

Love Load Up. High Wind Press can prevent most Wyvern's Wind generated attacks from working, allowing you to minimize at least one part of your enemies game. Sadly, the lack of Earplug will always be apparent.

x-----x

| BLACK BELT ARMOR! |

x=====-----x

\ User Type: Blademaster and Gunner

/ Total Defense: 100

\ Total Slots: Three

/ Elemental Strength: All

\ Elemental Weaknesses: None

/ Skills:

\ Sharpness +1

/ Load Up

\ Map Unavailable

/

\ Armor Rating: Useful

x=====-----x

On it's own, the Black Belt armor can dominate. Sharpness +1 is all you need with this baby, Gunners won't find it as useful as Diablos D comes with Load Up. The REAL gem of this armor is that most pieces have Torso Inc. This skill duplicates the armor skills on the Torso piece. As long as you change the Black Belt Greaves (I go for Chrome Metal which also has Torso Inc) you can have the skills of a full set.

I caution you to use this set sparingly. While Gems also apply to the equation, bad skills do as well. You should also consider the low armor defense. In the end, you can't really substitute Black Belt for the real thing.

x-----x

| DEATH STENCH ARMOR! |

x=====-----x

\ User Type: Blademaster

/ Total Defense: 200

\ Total Slots: Six

/ Elemental Strength: Fire

\ Elemental Weaknesses: Ice

/ Skills:

\ Stealth

/ ESP

\ Health -20

/

\ Armor Rating: Useful

x=====-----x

First, an awesome looking armor. Second, this is our first encounter with ESP armor. For those quests that call for it, ESP may be the skill you're looking for.

How do we get it? We're limited to Death Stench Cloths delivered by Trenya the traveling Felyne. Trips to the Desert (for 500 points) take a mission to complete (with the exclusion of gathering quests) so be sure to have a lot of points to send Trenya on trips.

x-----x

```
| MONODEVIL ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 170
\ Total Slots: Seven
/ Elemental Strength: Fire
\ Elemental Weaknesses: All but Fire
/ Skills:
\ Adrenaline +2
/ Sharpness +1 (Need 4+ Gems)
\ Reckless Abandon +1 (Need 3+ Gems)
/
\ Armor Rating: Fantastic
x=====x-----x
```

Or...

```
x-----x
| MONODEVIL ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 80
\ Total Slots: Seven
/ Elemental Strength: Fire
\ Elemental Weaknesses: None
/ Skills:
\ Adrenaline +2
/ Load Up (Need 4+ Gems)
\ Reckless Abandon +1 (Need +3 Gems)
/
\ Armor Rating: Fantastic
x=====x-----x
```

Each armor has just enough slots to activate said skills. The burden of each set is gathering and forging said gems. I can tell you, this is mighty tricky as the Blademaster set requires four Artisan Gems to activate Sharpness +1. That's four Monoblos Hearts you have to gather. I can otherwise tell you, that this armor is the cream of the Elder Quest crop.

Finding the Gunner armor is much easier, as Load Up doesn't require daunting Gems. You're still without Earplug, but it's all situational from here.

```
x-----x
| RATHALOS SOUL ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 190
\ Total Slots: Six
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: Dragon
/ Skills:
\ Attack Up [Medium]
/ Earplug (Upgrade for 2+ Gems)
\ Reckless Abandon (Need +5 Gems)
/
\ Armor Rating: Useful
x=====x-----x
```

Or...

```

x-----x
| RATALOS SOUL ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 90
\ Total Slots: Eight
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: Dragon
/ Skills:
\ Attack Up [Medium]
/ Earplug (Upgrade for 4+ Gems)
\ Reckless Abandon (Need +5 Gems)
/
\ Armor Rating: Useful
x=====x-----x

```

Rathalos Soul is possibly the best armor for Elder Rank Quests. Earplugs are essential to many quests, and Gunners can't do without them. I marked the Gunner armor a little less useful as you're required to devote extra to Earplug in order to upgrade. Either way, Reckless Abandon is thrown out the window. Still a decent set.

```

^~~~~~^
---| --- [4.3.1] Elder Armor --- |---
---|   ~~~ Summary - Zenny ~~~   |---
v~~~~~v

```

In this stage of the game. Your main focus should be finding armor that suits your weapon and skills. Most of you will choose Longsword in your beginning. I don't blame you because I used it. Early on they're good weapons. However you'll notice as time goes by, the weapon never picks up.

Cash (or Z) becomes a rather large issue. What makes the most money isn't exactly the right course. The formula goes...

$$T + V + R = P$$

T = Time it takes to finish quest.  
V = Value of materials  
R = Reward Z Received  
P = Overall profit.

For those more 'plain English' oriented, I know I am, let me explain this another way. Each quest starts with 50 minutes on the clock, with few as the exception. Now say, you found a quest you think pulls in a lot of dough, that's good. However is it great? Few realize that they waste time trying to do money-making quests. Either because they take too long, or the rewards simply aren't good enough. Thats when you apply the formula into factor.

Take the time it takes to finish the quest (T) then compare it to the value of materials sold after (V + R). You should have the time and the total sum (P) written down.

Example 1: You receive 10000z worth in Materials and Reward but the quest time averaged 20 min.

Example 2: You receive 5000z worth in Materials and Reward but the quest time averaged 10 min.

In this case, both are equal. There is the X factor - things you carved from Wyvern or otherwise gathered from the Map. This really doesn't make much of a

difference. Unless you're facing Lao, in which-case takes 20 mins at minimum. Let's look at another example.

Example 1: You receive 24000z worth in Materials and Reward but the quest time averaged 23 min.

Example 2: You receive 16000z worth in Materials and Reward but the quest time averaged 15 min.

Boy that's a doozie. When this happens, it's best to stick with the one that takes the shortest amount of time. The time saved adds up.

```
^~~~~~^
---|    --- [4.4] Armor ---    |---
---|   ~~~ Felyne Elder Armor ~~~  |---
v~~~~~v
```

So... We have amassed a darn good collection of Elder Quest armors. What now? The rules of gathering Armor from here on out is simply to acquire the same skills on different combinations of rarer armor. Now you've gotten armors like Monodevil and Ceanatuar, you just don't want to go back. And why should you?

Where do we begin though? Where is our 'breaking into Hard Quests' armor? That's tough because I had the exact problem. Still don't know how to deal with it either. My opinion, find about Armor Combinations.

<http://www.gamefaqs.com/boards/genmessage.php?board=934395&topic=44537507>

TTD2005's Armor Combo sticky does justice. But you may want to check other resources. Until then you may just want to find the Rarer version of your own armor. Like switching out your old Rathalos Soul for Rathalos Soul U.

```
x-----x
| HERMITUAR S ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 280
\ Total Slots: Nine
/ Elemental Strength: Water
\ Elemental Weaknesses: Fire, Thunder
/ Skills:
\ Guard +1 (Upgrade for 5+ Gems)
/ Defense +20
\ Throwing Skill Up
/
\ Armor Rating: Fair
x=====x-----x
```

A minor upgrade for Lancers/Gunlancers. You can upgrade to Guard +2 if you wish.

```
x-----x
| NARUGACUGA ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 310
\ Total Slots: Nine
/ Elemental Strength: Water
\ Elemental Weaknesses: Fire, Thunder
/ Skills:
\ Defensive Maneuvers +2
/ Evade Distance Up
```

```
\ Attack Down [Small]
/
\ Armor Rating: Useful
x=====x
```

Or...

```
x-----x
| NARUGACUGA ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 150
\ Total Slots: Nine
/ Elemental Strength: Water, Ice
\ Elemental Weaknesses: Fire, Thunder
/ Skills:
\ Defensive Maneuvers +2
/ Evade Distance Up
\ Attack Down [Small]
/
\ Armor Rating: Useful
x=====x
```

A unique set coming from one of the most evasive enemies in-game. Negative attributes can be simply Gemmed away. Otherwise, it's a great set to add to your arsenal.

```
x-----x
| DIABLOS S ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 320
\ Total Slots: Eight
/ Elemental Strength: Fire
\ Elemental Weaknesses: Water, Ice
/ Skills:
\ Reckless Abandon +2 (Upgrade with +4 Gems)
/ Low Wind Resistance
\ Health -10 (Kill with 2+ Gems)
/
\ Armor Rating: Useful
x=====x
```

Or...

```
x-----x
| DIABLOS S ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 150
\ Total Slots: Seven
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: Ice
/ Skills:
\ Reckless Abandon +2
/ Low Wind Resistance
\ Health -10
/
\ Armor Rating: Fair
x=====x
```



A fair trade-off from Elder Diablos, but more Health Gems must be devoted in order to kill-off Health -10. It had decent defense, but should avoid enemies like Blangonga and Plesioth.

```
x-----x
| JOLLY ROGER ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 240
\ Total Slots: None
/ Elemental Strength: None
\ Elemental Weaknesses: None
/ Skills:
\ Carving Celebrity
/ Luck Booster
\ Bomber
/ Demonic Protection
\
/ Armor Rating: Situational
x=====x-----x
```

Do what you want 'cause a pirate is free! You-are-a-PIRATE!  
...Ahem. At least with this set you are. More or less a utility set for gathering treasure. Carving Celebrity allows an extra carve on anything including Tails. This allows you an extra chance to get that rare item needed for forging. And believe me, there are plenty of these. Luck Booster has a chance of increasing the normal rewards making your trip a little more profitable.

The real problem with this set is that you're stuck with Demonic Protection. Unless you have a three-slotted weapon, all with Protection Gems. You'd run into those kind of weapons with Sword and Shields.

```
x-----x
| RAJANG ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 275
\ Total Slots: Four
/ Elemental Strength: Fire, Dragon
\ Elemental Weaknesses: Ice
/ Skills:
\ Adrenaline +2
/ Flute Expert
\ Sharpness +1
/ Taunt
\
/ Armor Rating: Fantastic
x=====x-----x
```

Or...

```
x-----x
| RAJANG ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 140
\ Total Slots: Four
/ Elemental Strength: Fire, Dragon
```

```
\ Elemental Weaknesses: Ice
/ Skills:
\ Adrenaline +2
/ Gunnery King
\ Stealth
/
\ Armor Rating: Useful
x=====x
```

Rajang! Great armor, but difficult to obtain. Those who use Hunting Horns will worship the ground this armor recites on. This set is for those who wish to invest in Adrenaline +2. These sets can serve one well, especially if you've memorized each move and have the timing down to an exact science.

```
x-----x
| BUTTERFLY/OBITUARY ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 280
\ Total Slots: Eight
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: Ice, Water
/ Skills:
\ Evade +2
/ Abnormal Status Attack Up
\ Cold Inc [Low]
/
\ Armor Rating: Useful
x=====x
```

Or...

```
x-----x
| BUTTERFLY/OBITUARY ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 140
\ Total Slots: Eight
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: Ice, Water
/ Skills:
\ Evade +2
/ Abnormal Status Attack Up
\ Cold Inc [Low]
/
\ Armor Rating: Useful
x=====x
```

Evade +2 is the perfect set for Heavy Bowgun, Lance, and Gunlance users. It does have it's weaknesses, however with the power of Evade +2 you can scathe by. Abnormal Status Attack Up does well with Lances. Hell, this set is built to poke, poke, dodge.

```
x-----x
| AUROROS/BOREALIS ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 330
\ Total Slots: Eight
/ Elemental Strength: Water, Ice
```

```
\ Elemental Weaknesses: Fire, Dragon
/ Skills:
\ Guard +1 (Upgrade for +4 Gems)
/ Guard Inc
\ Damage Recovery Speed +1
/
\ Armor Rating: Fantastic
x=====x
```

If you're a Lancer/Gunlancer that values above else the power of Guard then this set is yours. Not only is this a decent looking set of armor, but Damage Recovery Speed +1 helps recover the red gauge you lost should you block more then you can chew. This is the defined Guarding Lancer/Gunlancer set.

```
x-----x
| RATHALOS SOUL U ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 310
\ Total Slots: Nine
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: Dragon
/ Skills:
\ High Grade Earplug
/ Reckless Abandon +1
\ Health -10 (Kill with +1 Gem)
/
\ Armor Rating: Fantastic
x=====x
```

Or...

```
x-----x
| RATHALOS SOUL U ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 140
\ Total Slots: Nine
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: Dragon
/ Skills:
\ High Grade Earplug
/ Reckless Abandon +1
\ Health -10 (Kill with +1 Gem)
/
\ Armor Rating: Fantastic
x=====x
```

My all purpose armor set back in the last title. You can easily Gem Reckless Abandon +2, no doubt. I'd recommend you invest in both Gunner and Blademaster sets. Even though their materials are rare (Rathalos Ruby) I guarantee it's worth it.

```
x-----x
| SILVER RATHALOS ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 320
\ Total Slots: Ten
/ Elemental Strength: Fire
```

```
\ Elemental Weaknesses: Thunder, Water
/ Skills:
\ Attack Up [Low] (Upgrade for +1 Gem)
/ ESP
\
/ Armor Rating: Fantastic
x=====x
```

Or...

```
x-----x
| SILVER RATHALOS ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 160
\ Total Slots: Ten
/ Elemental Strength: Fire
\ Elemental Weaknesses: None
/ Skills:
\ Pierce S Up
/ Elemental Attack Up (Need +2 Gems)
\ Attack Up [Low]
/
\ Armor Rating: Useful
x=====x
```

Very versatile set. Some use this to duel Akantor and Gem it with Guard. With so many slots available who doesn't enjoy toying around?

```
x-----x
| AKANTOR ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 350
\ Total Slots: Six
/ Elemental Strength: Ice, Water
\ Elemental Weaknesses: Dragon
/ Skills:
\ Reckless Abandon +2 (Upgrade for +4 Gems)
/ Sharpness +1
\ Earplug (Need +3 Gems)
/ Distraction (Kill with +1 Gem)
\
/ Armor Rating: Fantastic
x=====x
```

Or...

```
x-----x
| AKANTOR ARMOR! |
x=====x-----x
\ User Type: Blademaster/Gunner
/ Total Defense: 170
\ Total Slots: Six
/ Elemental Strength: Ice, Water
\ Elemental Weaknesses: Dragon
/ Skills:
\ Reckless Abandon +2 (Upgrade for +4 Gems)
/ Load Up
\ Earplug (Need +3 Gems)
```

```
/ Distraction (Kill with +1 Gem)
\  
/ Armor Rating: Fantastic
x=====x
```

Very worth facing Akantor for. In the days of Monster Hunter Freedom 2, this armor was king...by king, I mean everyone WORE it. Distraction decreases the charge of Hammers, Bows, and yes, even Greatswords. With the slot options low, you'll have to decide between Reckless Abandon +3 and Earplug. Unless you use a weapon with extra slots...

```
^~~~~~^
---| --- [4.4.1] Felyne Elder Armor --- |---
---|      ~~~ Summary ~~~      |---
v~~~~~v
```

A wash for some, but overall there's a lot to gain during these quests. By now you've been experimenting with Gems. And hopefully you've gone out of your way to try armor combos. If not, no biggie.

After this, you should know which skills you're comfortable with. And now, you should be adamant on gaining those same skills along G Rank.

```
^~~~~~^
---| --- [4.5] Armor --- |---
---| ~~~ G Rank Armor ~~~ |---
v~~~~~v
```

If you want to make the list, you gotta have talent dood! You gotta have guts dood! You gotta have heart dood!

```
x-----x
| NARUGACUGA X ARMOR! |
x=====x-----x
\  
\ User Type: Blademaster
/  
/ Total Defense: 450
\  
\ Total Slots: Eleven
/  
/ Elemental Strength: Water, Ice
\  
\ Elemental Weaknesses: Fire, Thunder
/  
/ Skills:
\  
\ Evade Inc.
/  
/ Evade +1 (Upgrade for +2 Gems)
\  
\ Trap Master (Need +4 Gems)
/  
/ Attack Down [Low] (Kill with +2 Gems)
\  
/ Armor Rating: Fantastic
x=====x
```

Or...

```
x-----x
| NARUGACUGA X ARMOR! |
x=====x-----x
\  
\ User Type: Gunner
/  
/ Total Defense: 220
\  
\ Total Slots: Eleven
/  
/ Elemental Strength: Water, Ice
\  
\ Elemental Weaknesses: Fire, Thunder
/  
/ Skills:
\  
\ Evade +2
```

```
/ Evade Inc. (Need +1 Gem)
\ Trap Master (Need +8 Gems)
/ Attack Down [Low] (Kill with +2 Gems)
\
/ Armor Rating: Fantastic
x=====x
```

The bold, the brave, and the Prinny sure could've used this. If you're looking for G Rank Evade armor, then this is it. Hands down, one of the best in-game. Attack Down is a downer, but less troublesome than people think. Overall, an excellent set, especially for Lancers and Heavy Bowgun users.

```
x-----x
| LAVASIOTH X ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 460
\ Total Slots: Eight
/ Elemental Strength: Fire
\ Elemental Weaknesses: Water
/ Skills:
\ Terrain Damage Reduced [Hi]
/ Survival (Need +3 Gems)
\ Concentration
/
\ Armor Rating: Useful
x=====x
```

Or...

```
x-----x
| LAVASIOTH X ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 230
\ Total Slots: Eight
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: Water
/ Skills:
\ Terrain Damage Reduced [Hi]
/ Survival (Need +2 Gems)
\ Concentration
/
\ Armor Rating: Useful
x=====x
```

Survival will help you avoid those nasty OHKO attacks. Many of which the Fatalis family is fond of. Otherwise one of the only sets you can acquire both Survival and Concentration.

```
x-----x
| HERMITAUR Z ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 420
\ Total Slots: Thirteen
/ Elemental Strength: Water
\ Elemental Weaknesses: Ice, Thunder
/ Skills:
\ Guard +1 (Upgrade with +5 Gems)
```

```
/ Survival
\ Attack Up [Low] (Need +3 Gems)
/ Flat Footed (Kill with +3 Gems)
\
/ Armor Rating: Useful
x=====x
```

A great set for those investing in Guard. Survival mixed with Guard blend well, especially in G Rank. The female version of this armor is quite stylish if I do so myself.

```
x-----x
| DIABLOS Z ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 455
\ Total Slots: Eleven
/ Elemental Strength: Fire
\ Elemental Weaknesses: Ice, Water
/ Skills:
\ Earplug (Upgrade for +5 Gems)
/ Sharpness +1 (Need +1 Gems)
\ Reckless Abandon +1
/
\ Armor Rating: Fantastic
x=====x
```

Or...

```
x-----x
| DIABLOS Z ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 240
\ Total Slots: Eleven
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: Water
/ Skills:
\ Earplug (Upgrade for +5 Gems)
/ Load Up (Need +1 Gems)
\ Reckless Abandon +1
/
\ Armor Rating: Fantastic
x=====x
```

With some mighty fine, ole rusty horns here can make a powerful set. In fact, just 'bout everything can be upgraded. Them thar Earplugs can be High Grade Earplugs or Reckless Abandon +1 can make +2. It's all in y'all city slickers hands.

```
x-----x
| TRUE RAJANG ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 405
\ Total Slots: Ten
/ Elemental Strength: Fire, Dragon
\ Elemental Weaknesses: Ice
/ Skills:
\ Sharpness +1
```

```
/ Dragon Resistance +5
\ Concentration (Need +4 Gems)
/ Taunt
\
/ Armor Rating: Useful
x=====x
```

Say, that's some nice armor. Concentration plus Sharpness, who wish for anything more? Taunt can easily be Gemed away, my opinion though, it doesn't create any problems for Solo Hunters. Want the best GS armor? True Rajang Armor has that potential. Make this set a priority.

```
x-----x
| KUSHALA X ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 470
\ Total Slots: Ten
/ Elemental Strength: Ice, Water
\ Elemental Weaknesses: Dragon, Thunder
/ Skills:
\ Evade +1
/ Sharp Sword
\ Daora Ward
/
\ Armor Rating: Useful
x=====x
```

Or...

```
x-----x
| KUSHALA X ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 240
\ Total Slots: Ten
/ Elemental Strength: Ice, Water
\ Elemental Weaknesses: Dragon, Thunder
/ Skills:
\ Load Up
/ Recoil Reduction +1 (Upgrade for +3 Gems)
\ Daora Ward
/
\ Armor Rating: Fantastic
x=====x
```

If anything, get this for Daora Ward. With it, you'll have Resist Terrain Damage [Hi] and an amazing recovery rate. Who couldn't use two skills for one?

```
x-----x
| EMPRESS X ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 490
\ Total Slots: Nine
/ Elemental Strength: None.
\ Elemental Weaknesses: Fire, Dragon
/ Skills:
\ Fire Dragon Ward (Need Gunner Helm)
/ Wide Area +1 (Need +1 Gem)
```



```
\ Health Recovery Items Improved
/ Item Usage Decline
\
/ Armor Rating: Situational
x=====x
```

Fire Dragon Ward gives Immunity to Theft, Fatigue, and Poison. Aside from it's skill-set, the strong weakness to both fire and dragon leave much to be desired.

```
x-----x
| KAISER X ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 500
\ Total Slots: Nine
/ Elemental Strength: Fire
\ Elemental Weaknesses: Dragon, Water
/ Skills:
\ Fire Dragon Ward (Need Gunner Helm)
/ Reckless Abandon +2 (Upgrade for +1 Gems)
\ Item Usage Decline
/
\ Armor Rating: Fantastic
x=====x
```

Or...

```
x-----x
| KAISER X ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 250
\ Total Slots: Nine
/ Elemental Strength: Fire
\ Elemental Weaknesses: Dragon
/ Skills:
\ Fire Dragon Ward
/ Reckless Abandon +2 (Upgrade for +1 Gems)
\ Normal S Up (Need +7 Gems)
/ Speed Fire (Need +8 Gems)
\ Item Usage Decline
/
\ Armor Rating: Useful
x=====x
```

Maybe the better armor, who knows? This FAQ writer recommends you take a look at this. Reckless Abandon +3 is merely a gem away, making Kaiser armor not only unique, but rather grand. Who wouldn't want a set?

```
x-----x
| UCAMULBAS ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 500
\ Total Slots: Ten
/ Elemental Strength: Ice, Water
\ Elemental Weaknesses: Fire, Thunder
/ Skills:
\ Sharpness +1
/ ESP
```

```
\ Quake Resistance
/ Demonic Protection
\
/ Armor Rating: Fantastic
x=====x
```

Or...

```
x-----x
| UCAMULBAS ARMOR! |
x=====x-----x
\ User Type: Blademaster/Gunner
/ Total Defense: 250
\ Total Slots: Ten
/ Elemental Strength: Water, Ice
\ Elemental Weaknesses: Fire
/ Skills:
\ Load Up
/ Reloading +1
\ Demonic Protection
/
\ Armor Rating: Fantastic
x=====x
```

One of the best armors with some of the best skills. Why don't we see more people wearing this then? Because it looks uglier than Tigrex. It's quite possibly, the most hideous thing to wear since Ebony armor in Elder Scrolls III: Morrowind. Demonic Protection can be gemmed away. Plus, there are plenty of slots open for experimentation.

```
x-----x
| GOLDEN MOON ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 480
\ Total Slots: Eleven
/ Elemental Strength: Fire
\ Elemental Weaknesses: Thunder
/ Skills:
\ Reward Celebrity
/ Luck Boost
\ Sharpness +1 (Need +8 Gems)
/
\ Armor Rating: Situational
x=====x
```

Or...

```
x-----x
| GOLDEN MOON ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 240
\ Total Slots: Eleven
/ Elemental Strength: Fire
\ Elemental Weaknesses: None
/ Skills:
\ Reward Celebrity
/ Luck Boost
\ Reloading +1 (Need +8 Gems)
```

```
/
\ Armor Rating: Situational
x=====x
```

This armor set is more for gathering materials in general than rarities. Reward Celebrity and Luck Boost give extra drops rather than rare. This utility set is mainly to sell what you get as rewards, build up some cash for those expensive armors and weapons. If the requirements for Sharpness +1 and Reloading +1 weren't so steep I'd reconsider the status of this armor.

```
x-----x
| SILVER RATHALOS Z ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 490
\ Total Slots: Ten
/ Elemental Strength: Fire
\ Elemental Weaknesses: Water, Thunder
/ Skills:
\ Attack Up [Med] (Upgrade for +3 Gems)
/ ESP
\ Defense -20 (Kill with +1 Gems)
/
\ Armor Rating: Fair
x=====x
```

Hunters who are in desperate need for ESP, without the eyesore of wearing Ucamulbas. I'm a little ify on including it on the list in the first place. I suppose it could still be used for Gemming. Especially if you plan on turtling (more on that later.)

```
x-----x
| FATALIS Z ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 515
\ Total Slots: Ten
/ Elemental Strength: Thunder, Water, Ice
\ Elemental Weaknesses: Dragon
/ Skills:
\ Sharpness +1 (Need +1 Gems)
/ Evade +1 (Need +1 Gems)
\ Rampage
/ Damage Recovery Speed Weaker
\
/ Armor Rating: Fantastic
x=====x
```

Or...

```
x-----x
| FATALIS Z ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 265
\ Total Slots: Ten
/ Elemental Strength: Thunder, Water, Ice
\ Elemental Weaknesses: Dragon
/ Skills:
\ Reloading +1 (Need +1 Gems)
```

```

/ Evade +1 (Need +1 Gems)
\ Rampage
/ Damage Recovery Speed Weaker
\
/ Armor Rating: Fantastic
x=====x

```

Fatalis is end-game armor 101. Rampage is a mix of Survival plus Adrenaline +2. If that doesn't sell you, then take into fact that you only need a few Gems to make this set battle ready. Forging the armor is a task suited for the best.

```

x-----x
| WHITE FATALIS Z ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 520
\ Total Slots: Eleven
/ Elemental Strength: Thunder, Water, Ice
\ Elemental Weaknesses: Dragon
/ Skills:
\ Defensive Maneuvers +1 (Upgrade for +1 Gems)
/ True Strike
\ Damage Recovery Speed +1 (Need +8 Gems)
/ Bad Luck (Kill with +5 Gems)
\
/ Armor Rating: Fantastic
x=====x

```

Or...

```

x-----x
| WHITE FATALIS Z ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 270
\ Total Slots: Twelve
/ Elemental Strength: Thunder, Water, Ice
\ Elemental Weaknesses: Dragon
/ Skills:
\ Defensive Maneuvers +1 (Upgrade for +1 Gems)
/ Marksman
\ Damage Recovery Speed +1 (Need +8 Gems)
/ Bad Luck (Kill with +5 Gems)
\
/ Armor Rating: Fantastic
x=====x

```

True Strike comes with Sharpness +1 and Attack Up [Large] which is enough reason to forge this set. Despite Bad Luck, White Fatty armor is well worth getting.

```

^~~~~~^
---| --- [4.5.1] G Rank Armor --- |---
---|      ~~~ Summary ~~~      |---
v~~~~~v

```

I couldn't possibly have anything more to tell you about G Rank Armors. So let's review, pro-tip style!

Pro-tip:

-- Be sure to build up a good collection of Gems. Artisan, Expert, Potential are all useful in the long run. Also find the time to make some Protection Gems, you'd be surprised how many armors contain Demonic Protection.

-- Money's always a big problem, but skills like Reward Celebrity or Carving Celebrity make gathering Z less of a task.

-- Rubies, Divine Plates, and Ores oh my! Sometimes the best method of keeping yourself organized is to make a list of armor pieces you have, plus the materials you need to make it.

Ex:  
Armor Piece  
-- Material  
-- Material

And so on.

-- Elemental Weaknesses on an armor should never turn you away. Instead capitalize on avoiding being hit by the enemies elemental attack.

-- Surf the Minegarde forums for tried and true armor combos. You won't regret it!

```
  /\  /\      |_|
 /  \/  \onster | |unter=====x
-----x-----|                [5] Materials                \
                    x=====x
```

"Hard work never killed anybody, but why take a chance?"  
~Edgar Bergen

In the wide, wide world of Monster Hunter. The one with the most items is king. Not really. Pretty much all you're doing in the game is gathering items. Would have done wonders to put a story quest here and there...\*sigh\*

Where was I? Gathering. Aside from the various materials you'll find from Wyvern/Monster corpses there are significant spots you need to know about. You'll discover there are many ways to get stuff.

```
  ^~~~~~^
---| --- [5.1] Materials --- |---
---|   ~~~ Gathering ~~~   |---
  v~~~~~v
```

This section covers the methods of gathering items. While out there in the world of Monster Hunter, you'll come across three resources that require certain items. These are included as Mining Spots, Bug Spots, and Fishing Spots.

Before you do ANY mining. You need to know that when the game begins you're limited to Old and Iron Pickaxes. While they'll do you good, you eventually want to unlock Mega Pickaxes. The "Mega" items come with gaining ranks, and are more durable than their lesser counterparts. Mining Spots appear as natural fissures on walls of rock. Sometimes an obvious cross (X marks the spot! ^\_^) or as pieces of rock that stand out (like rock protruding from a wall.) You'll know it's a Mining Spot because the crossed out Pickax icon will disappear. So long as you HAVE a Pickax.

As you mine, you'll notice that many will break. When that happens the game automatically switches to the next Pickaxe in your inventory. You DID bring more than one...right?

Bug Spots are fairly straightforward. They consist of a semi-visible fireflies and all you must do is use the Bugnet. Fishing is a tricker, as those areas will consist of lake areas, and even ponds. You don't know where exactly, but you should try to find some fish and get in front of them. Fishing consists of throwing bait (no Fishing Rods in this game) and waiting for a fish to pull. Depending on your bait, you can attract several fish. If you're lucky, you can even snag a Goldenfish which is worth it's weight in Pokke Points!

For locations, check out the "Maps and Charts" section of GameFAQs!

```

^~~~~~^
---| --- [5.2] Materials --- |---
---|   ~~~ Pokke Farm ~~~   |---
v~~~~~v

```

Boldrin has this covered.

<http://www.gamefaqs.com/portable/psp/file/934395/50112>

There are a few things I like to cover before we move on. Pokke Farm will be a major contributor when collecting materials. Also, his guide doesn't cover the additions made in this game where you acquire Mining Point 4+ and Insect Thicket 4+.

Fun story, it takes Pokke Points to get all those areas on Pokke Farm. At first it seems overwhelming, but let me give you a Pro-tip.

```

^~~~~~^
---| --- [5.3] Materials --- |---
---|   ~~~ Zenny ~~~   |---
v~~~~~v

```

You're already aware of the Questing Method stated in "[4.3.1]" however there are key non-violent methods that can net beginners cash. Not all will be available at first, but many are.

```

x-----x
| METHOD! |
x=====x-----x
| Quest Type: Slaying Quest /
| Map: Snowy Mountains \
| Level: Beginner Training /
| Item: Carnivore Egg (700z) x-----x
| Mission: Weapon Training Hunting Horn |
x=====x-----x

```

Begin at Camp, kill the two Giaprey in Area 1 and head to Area 3. Kill the other two Giaprey then collect the egg. BEFORE you take the egg take two Rations and play the Notes White --> Blue to give yourself infinite Stamina. You can run (hold R Trigger) all the way back to camp like this.

Your obstacles include the two Giaprey atop Area 5. You should be able to edge past them. Why not kill them like we did the four Giaprey? Because then we would complete the quest. No, we want to milk this.

In Area 4, we come across what appears to be a large cliff. DO NOT JUMP OFF!

Instead, hug the wall adjacent from you entered. Then walk off the cliff. You should fall onto a small cliff. Keep hugging the wall and fall onto the next one. Keep doing this until your on the ground. Make your way back to Area 1. From there take small drops until you're on the ground. Run to camp and deposit the Carnivore Egg.

You can repeat this infinitely, or until you run out of quest time. Just follow the same steps. Don't worry, the Giaprey you killed do not respawn. When you're running out of time or you think you have enough, simply kill one last Giaprey.

Section Credits:

3plepounder (for method)

```
x-----x
| METHOD! |
x=====x-----x
| Quest Type: Pokke Farm      \
| Map: Poke Farm              /
| Level: Elder *               \
| Item: Power Seed            /
| Requirements: Power Seed & Dung \
x=====x-----x
```

Note: You need to unlock this via Field +1 (1000 Pokke Points.)

An "over-time" investment. Even busy Hunters have the time to make a little Zenny on the side by planting and selling Power Seeds. All you need is a little Dung (or Worms if you can't locate) and a few Power Seeds. While it doesn't account for a whole lot, over time you'll see your fortune amass. This can be performed in tandem with the Method above.

```
x-----x
| METHOD! |
x=====x-----x
| Quest Type: Farming        \
| Map: Snowy Mountains      /
| Level: Elder *             \
| Item: Tigrex Skull Shell /
| Requirements: Mad Skills \
x=====x-----x
```

In Area 8 (not sure) of the Snowy Mountains there is a Tigrex. Normally, you're supposed to run away from him but those with skills can fight him. If you're able to at least smash the skull then you can continue and complete the quest. You may be able to acquire Tigrex parts including the Tigrex Skull Shell.

Section Credits:

Icowa

```
x-----x
| METHOD! |
x=====x-----x
| Quest Type: Farming        \
| Map: Jungle                /
| Level: Elder **            \
| Item: Med Monster Bone    /
| Requirements: None        \
x=====x-----x
```

In Area 8 of the Jungle you can find Suiko Jewels that can be traded to the

Elder at Camp. You're limited to how much the Elder will want to trade you however it's the only known way to get this item without having to fight. Even faster with Gathering +2!

Section Credits:

HoMeLeSsBoB

```
x-----x
| METHOD! |
x=====x-----x
| Quest Type: Farming \
| Map: Forest & Hills /
| Level: Guild ** \
| Item: Monster Bone + /
| Requirements: None \
x=====x
```

In "Slay the Great Kut-Ku!" quest, you can slay Kut-Ku for Monster Bone +! With it, you can forge stronger weapons earlier in the game. Word of warning, don't find yourself in the mind-set that stronger weapons equals better skills.

Section Credits:

NodalW

```
x-----x
| METHOD! |
x=====x-----x
| Quest Type: Gathering Quest \
| Map: Volcano /
| Level: Elder **** \
| Item: Sootstone /
| Misc: Coal \
x=====x
```

I did well just farming Coal and bringing back Sootstones. Scattered in mining spots through 4, 5, and 6. Bringing Gathering +2 and Backpacking Expert skills with me, I'm able to fill up on Coal and retrieve the Sootstone. It's tough getting the Sootstone, especially if you have Velociprey on your tail. Nonetheless, it's rewarding to see those points stack. With this in mind, you'll be able to maximize Pokke Farm usage.

```
/\ /\      |_|
/ \/\ \onster | |unter=====x
-----x-----| [6] End-game Weapons \
                x=====x
```

On the long road of life, you will encounter monsters, hunt them, and acquire their materials. These materials are forged with Felyne pride and the result is nothing short but awesome. I speak of end-game weapons.

The cream of the crop; the best weapons in the game. Provided by Minegarde mostly, Kayin9988, Severine, KidImposter, HotGamerMum. I borrowed a lot from their lists...

<http://forums.minegarde.com/index.php?showtopic=47>

```
^~~~~~^
---| --- [6.1] End-Game Weapons --- |---
---|   ~~~ Sword and Shield ~~~   |---
v~~~~~v
```



The name of the game is Element. The main elements, the ones that most monsters are weak against, are the most important. Ergo, they will listed first. Ice, Fire, Thunder, and Dragon are these. If you read the previous section then you'll know that the most useful elemental weapons come from Sword and Shield.

```

x-----x          o-----o
| DAORA'S MAELSTROM! | | WEAPON PATH! |
x-----x--x      o=====o-----o
| Attack: 378        \ / Rusted Sword |
| Element: 350 Ice / \ --> |
| Sharpness: White \ / Tarnished Sword |
| Affinity: N/A / \ --> |
| Slots: One \ / Steel Ice Dagger |
x-----x          \ --> |
o-----o Steel Ice Dagger + |
/ Daora's Razor --> Mistral Daora |
o=====o-----o-----o

```

```

x-----x          o-----o
| GOLDEN ECLIPSE! | | WEAPON PATH! |
x-----x-x      o=====o-----o
| Attack: 336        \ / Bone Kris |
| Element: 520 Fire / \ --> |
| Sharpness: White \ / Bone Kris + |
| Affinity: N/A / \ --> |
| Slots: Two \ / Chief Kris |
x-----x          \ --> |
o-----o |
/ Red Saber --> Corona --> Golden Falchion |
/ Golden Falchion + --> Golden Eclipse |
o=====o-----o-----o

```

```

x-----x          o-----o
| THUNDERBLADE VAJRA +! | | WEAPON PATH! |
x-----x-x      o=====o-----o
| Attack: 350        \ / Hunter Dagger |
| Element: 380 Thunder / \ --> |
| Sharpness: White \ / Hunter Dagger + |
| Affinity: N/A / \ --> |
| Slots: Two \ / Assassin's Dagger |
x-----x          \ --> |
o-----o |
/ Velocidrome Bite --> Velocidrome Bite + |
/ Odyssey --> Odyssey + |
/ Thunderblade Vajra --> Thunderblade Vajra + |
o=====o-----o-----o

```

```

x-----x
| HIGH SANDMAN SPIKE G! |
x-----x
| Attack: 280        \
| Element: 320 Sleep /
| Sharpness: White \
| Affinity: N/A /
| Slots: Two \

```

x-----x

Note: Forged through Commendation S which is obtained at G Rank \*\*\*.

```

x-----x          o-----o
| TRUE BLACK RUINER SWORD! | | WEAPON PATH! |
x-----x-----x          o=====o-----o
| Attack: 252          \ / Black Sword |
| Element: 320 Dragon / \ --> |
| Sharpness: White    \ / Black Ruiner Sword |
| Affinity: -20       / \ --> |
| Slots: N/A         \ / True Black |
x-----x          \ Ruiner Sword |
                      o=====o-----o

```

Note: Terrible Affinity. Awful. However this was the compromise between terrible Raw damage (Indigo Ogre Sword) or bad sharpness and the least amount of Dragon Element (Black Dragon Sword.) It's a toss up.

```

^~~~~~^
---| --- [6.2] End-Game Weapons --- |---
---|    ~~~ Dual Swords ~~~    |---
v~~~~~v

```

Same reason you get Dual Swords is the same reason you get a Sword and Shield. The difference here is that Dual Swords have more potential for overall damage. Though the elemental damage is dulled down.

There are two main Dual Swords you need to aim for. Ultimus Apocalypse, and Fire and Ice. So what's the problem? They're really hard to get. You might want to collect a few others if you're focused on building a Dual Sword arsenal for any situation.

```

x-----x          o-----o
| ULTIMUS APOCALYPSE! | | WEAPON PATH! |
x-----x-----x          o=====o-----o
| Attack: 336          \ / Black Twin Daggers |
| Element: 300 Drg/Thn / \ --> |
| Sharpness: White    \ / Ultimus Celestials |
| Affinity: N/A       / \ --> |
| Slots: N/A         \ / Ultimus Apocalypse |
x-----x          o=====o-----o

x-----x          o-----o
| FIRE AND ICE! | | WEAPON PATH! |
x-----x-----x          o=====o-----o
| Attack: 350          \ / Rusted Sword |
| Element: 450 Ice/Fire / \ --> |
| Sharpness: White    \ / Tarnished Sword |
| Affinity: N/A       / \ --> |
| Slots: N/A         \ / Steel Ice Dagger |
x-----x          \ --> |
o-----o          |
/ Twin Nails --> Twin Nails + --> Fire and Ice |
o=====o-----o

```

```

x-----x          o-----o
| SILHOUETTE SABERS G! | | WEAPON PATH! |
x-----x          o=====o-----o

```

```

| Attack: 364      \      /      NONE      |
| Element: 400 Ice /      o=====o--o
| Sharpness: White \
| Affinity: N/A   /
| Slots: Three   \
x-----x

```

Note: This item is unlocked via Commendation S.

```

x-----x      o-----o
| PUNISHMENT BLADES! | | WEAPON PATH! |
x-----x      o=====o-----o
| Attack: 350      \      /      Bone Kris      |
| Element: 400 Fire /      \      -->      |
| Sharpness: White \      /      Bone Kris +      |
| Affinity: N/A   /      \      -->      |
| Slots: One     \      /      Chief Kris      |
x-----x      \      -->      |
o-----o      |
/ Red Saber --> Twin Flames --> Hi Twin Flames |
/ Gradios Ultimius --> Corpse Blades -->      |
/      Punishment Blades      |
o=====o-----o-----o-----o

```

```

x-----x      o-----o
| FESTIVE RUSTLING RAIN! | | WEAPON PATH! |
x-----x-x      o=====o-----o
| Attack: 350      \      /      Bone Kris      |
| Element: 200 Thn/120 Par /      \      -->      |
| Sharpness: White \      /      Bone Kris +      |
| Affinity: N/A   /      \      -->      |
| Slots: One     \      /      Chief Kris      |
x-----x      \      -->      |
o-----o      |
/ Crimson Club --> Monoblos Club --> Kirin Bolt |
/      Kirin Bolt + --> Kirin Bolts -->      |
/      Festive Fall Typhoon --> FestiveRustlingRain |
o=====o-----o-----o-----o

```

```

^~~~~~^
---| --- [6.3] End-Game Weapons --- |---
---|      ~~~Greatswords ~~~      |---
v~~~~~v

```

Note: There are two schools of thought surrounding Greatswords. Those that do better when charged, and those that do better when they're used in the Greatsword combo. The Greatsword combo consists of spamming Triangle then Triangle, X over and over again.

I will only be covering a select few Greatswords. Why? Element isn't as important as it is on other weapons. Trust me, gathering the materials and learning to use this weapon is a challenge in itself.

```

x-----x      o-----o
| KING ATILLART SWORD! | | WEAPON PATH! |
x-----x      o=====o-----o
| Attack: 1488      \      /      Bone Blade      |
| Element: Raw      /      \      -->      |
| Sharpness: White \      /      Bone Blade +      |
| Affinity: -15%   /      \      -->      |

```

```

| Slots: N/A          \ / Bone Slasher      |
x-----x          \      -->              |
o-----o
/ Golem Blade  --> Golem Blade + --> Executioner |
/   Sword of the Diablos --> Diablos Destroyer  |
/
/               King Atillart Sword          |
o=====o-----o-----o

```

Note: King Atillart Sword is incredible. However, like all good weapons, this ones needs priming. Good skills like Concentrate, Sharpness, and Unsheathe Critical are a requirement for any GS. The DKB is no exception.

```

x-----x          o-----o
| GAOREN CLEAVER! | | WEAPON PATH! |
x-----x-----x o=====o---o
| Attack: 1440      \ / Buster Sword      |
| Element: Raw      / \      -->          |
| Sharpness: White  \ / Buster Sword +    |
| Affinity: N/A     / \      -->          |
| Slots: N/A        \ / Buster Blade      |
| Added Effect: 30+ Def / \      -->      |
x-----x / Ravager Blade                |
o-----o
/ Ravager Blade + --> Chrome Razor -->    |
/   Carbalite Sword --> Bronze Coin -->   |
/   Gaoren Coin --> Gaoren Cleaver        |
o=====o-----o-----o

```

Note: Why two Raws? Well each work in different ways. Because of the bad Affinity on King Atillart Sword the reluctant switch to Gaoren Cleaver. Since Gaoren Cleaver has neutral affinity, it's easier, if not practical, to spam the Greatsword Combo (Trangle, X.) So why not take advantage of that?

```

x-----x          o-----o
| IGNEOUS SWORD! | | WEAPON PATH! |
x-----x-----x o=====o---o
| Attack: 1344      \ / Buster Sword      |
| Element: 220 Fire / \      -->          |
| Sharpness: White  \ / Buster Sword +    |
| Affinity: 20%     / \      -->          |
| Slots: One        \ / Buster Blade      |
x-----x \      -->                      |
o-----o
/ Ravager Blade --> Ravager Blade + -->   |
/   Chrome Razor --> Carbalite Sword -->  |
/   Decider --> Igneous Blade -->         |
/   Igneous Sword                                     |
o=====o-----o-----o

```

Note: With it's amazing Affinity, the Lava Splitter has the potential to become stronger then Gaoren Token. That is if the monster your fighting is weak against Fire. Still, not a bad Greatsword to have handy.

```

^~~~~~^
---| --- [6.4] End-Game Weapons --- |---
---|      ~~~ Longswords ~~~      |---
v~~~~~v

```

I've told you all once, I'll tell you again. I hate Longswords. Doesn't mean I'm against YOU using them. They are the faster, more mobile equivalent of a

Greatsword.

```
x-----x o-----o
| C. BLANGO DESTRUCTOR! | | WEAPON PATH! |
x-----x--x o=====o-----o
| Attack: 1536          \ / Buster Sword      |
| Element: Raw          / \    -->             |
| Sharpness: White     \ / Blango Destroyer   |
| Affinity: -20%       / \    -->             |
| Slots: One           \ / Blango Destroyer + |
x-----x \    -->             |
o-----o |
/ Blango Decimator --> Blango Destructor --> |
/ C.Blango Decimator --> C.Blango Destructor |
o=====o-----o-----o
```

Note: Terrible Affinity, but with a Raw power unlike any other weapon.  
Reckless Abandon is a must for this set.

```
x-----x o-----o
| EDELWEISS ICE BLADE +! | | WEAPON PATH! |
x-----x o=====o-----o
| Attack: 1344          \ / Buster Sword      |
| Element: 200 Ice      / \    -->             |
| Sharpness: White     \ / Buster Sword +    |
| Affinity: 0%         / \    -->             |
| Slots: Two           \ / Buster Blade      |
x-----x \    -->             |
o-----o |
/ Ravager Blade --> Ravager Blade + -->     |
/ Chrome Razor --> Carbalite Sword -->      |
/ Guardian Sword --> Imperial Sword --> Aqua Guardian |
/ Edelweiss Ice Blade --> Edelweiss Ice Blade + |
o=====o-----o-----o
```

Note: Best Ice weapon of it's type.

```
x-----x o-----o
| LEGENDARY FATALIS SCYTHE! | | WEAPON PATH! |
x-----x--x o=====o-----o
| Attack: 1248          \ / Black Scythe \   |
| Element: 300 Drg      / \    -->       \   |
| Sharpness: White     \ / Fatalis Sickle \  |
| Affinity: N/A        / \    -->         o---o |
| Slots: N/A           \ / LgndaryFatalisSickle |
x-----x o=====o-----o
```

Note: Best Dragon weapon of it's type. After Sharpness +1 is applied it has the longest Purple Sharpness in the game.

```
^
---| --- [6.5] End-Game Weapons --- |---
---|     ~~~ Hammers ~~~           |---
v
```

I love Hammers. I'm a Megaman X fan, I used to love holding the Square button waiting for his X Cannon to charge ^\_^ . It's kinda like this. Except you hold R to charge and you do it in front of your foe.

Depending on what your using, you may be inclined towards Elemental/Status

Hammers. Go for it. Just know SnS and Dual Swords are my preferred weapons when it comes to those things.

```

x-----x                o-----o
| CHAOTIC ORDER! |      | WEAPON PATH! |
x-----x-----x-----x o=====o
| Attack: 1508          \ /   Bone Club  |
| Element: Raw          / \     -->      |
| Sharpness: White     \ /   Cyclo Hammer |
| Affinity: N/A         / \     -->      |
| Slots: N/A           \ /   Atlas Hammer |
| Added Effect: 20+ Def / \     -->      |
x-----x /   Kut-Ku Jaw  |
                \     -->      |
                /   Kut-Ku Pick |
o-----o |
/   Hard Bone Hammer --> Hard Bone Hammer + |
/   Diablos Hammer --> Diablos Chaos Broker |
/                   Chaotic Order          |
o=====o-----o-----o-----o

```

Note: Awesome. Chaotic Order is a friend to all Hunter's. Clean Affinity, White Sharpness, and amazing Raw attack power. It's sharpness, is a little more than that of a Magnitude. Magnitude in general is stronger, however if you want a weapon that will last a little bit longer in battle before having to sharpen it, Chaotic Order is your guy!

```

x-----x                o-----o
| MAGNITUDE! |          | WEAPON PATH! |
x-----x-----x-----x o=====o-----o
| Attack: 1612          \ /   Cyclo Hammer  |
| Element: Raw          / \     -->          |
| Sharpness: White     \ /   Conehead Hammer |
| Affinity: -15%       / \     -->          |
| Slots: One           \ /   Conehead Hammer + |
x-----x \     -->          |
o-----o |
/   Great Cone --> Desert Cone --> Magnitude |
o=====o-----o-----o-----o

```

Note: Overall, Magnitude is stronger than Chaotic Order. It's negative Affinity can be covered up by Reckless Abandon. Like I said though, Magnitude has less sharpness than CO. Also, and this is my opinion, CO looks A LOT better than Magnitude!

So how do you decide which one to use? If you plan to charge, go with a Magnitude as it consumes less sharpness. If you plan on using the Triangle, Triangle, Triangle, combo for some or most parts of the battle, you want to stick with CO. That can be your rule of thumb.

```

x-----x                o-----o
| JUGGERNAUT! |        | WEAPON PATH! |
x-----x-----x-----x o=====o
| Attack: 1404          \ /   War Hammer  |
| Element: Raw          / \     -->        |
| Sharpness: White     \ /   War Hammer + |
| Affinity: N/A         / \     -->        |
| Slots: Two           \ /   War Mace     |
| Added Effect: 10+ Def / \     -->        |
x-----x /   Iron Striker |

```

```

o-----o |
/   Iron Striker + --> Anvil Hammer |
/   Onslaught Hammer --> Blacksmith |
/                               Juggernaut |
o=====o-----o-----o-----o

```

Note: Not the greatest weapon of all time, but a close second. So why get it? The materials that forge it are insanely easy to acquire.

```

x-----x           o-----o
| KHEZU THUNDER! | | WEAPON PATH! |
x-----x-----x   o=====o-o
| Attack: 1456      \ / Bone Club |
| Element: 250 Thn  / \ -->      |
| Sharpness: White \ / Cyclo Hammer |
| Affinity: N/A     / \ -->      |
| Slots: One       \ / Atlas Hammer |
x-----x           \ -->      |
o-----o           |
/   Khezu Horn --> Khezu Horn + --> |
/   Purse Bop Purse Bop + --> Khezu Thunder |
o=====o-----o-----o-----o

```

Note: One of those 'stronger-then-raw-especially-when-you're-facing-target-weak-against-thunder' weapons. That is if you take into calculation Reckless Abandon.

```

x-----x           o-----o
| DRAGON BREAKER G! | | WEAPON PATH! |
x-----x           o=====o--o
| Attack: 1300      \ / NONE      |
| Element: 330 Drg / o=====o--o
| Sharpness: White \
| Affinity: N/A     /
| Slots: N/A       \
x-----x           x

```

Note: This item is unlocked through Condemnation S.

```

^~~~~~^
---| --- [6.6] End-Game Weapons --- |---
---|     ~~~ Hunting Horn ~~~     |---
v~~~~~v

```

Hunting Horns have a complex nature to them. At times, they are an asset and a credit to your Party. If you're not in a party then they're still useful. Hunting Horns have the ability to knock out any wyvern/monster/ect simply by abusing the Triangle button. Not only that, but Hunting Horns provide various buffs that make us feel like Red Mages from Final Fantasy XI. Powerful, yet still able to buff the party.

I'll be listing the potential songs (another thing you can thank DS31x for.) I've ranked them by usefulness. You shouldn't depend on a piece of paper during battle though. Have these songs memorized.

```

x-----x           o-----o
| GAOREN ZHONG! | | WEAPON PATH! |
x-----x-----x   o=====o--o
| Attack: 1560      \ / War Hammer |
| Element: Raw     / \ -->      |

```

```

| Sharpness: White      \ /   War Mace      |
| Affinity: N/A         / \       -->       |
| Slots: One           \ /   Iron Striker   |
| Added Effect: 36+ Def / \       -->       |
| Notes: P;B;Y         \ /   Anvil Hammer  |
x-----x \       -->       |
o-----o   Bronze Bell |
/           Gaoren Bell --> Gaoren Zhong   |
o=====o-----o-----o

```

Possible Combination's:

(Wind Pressure [Perfect]) Blue --> Blue --> Yellow --> Purple (3 min)  
(Infinite Stamina [Large]) Purple --> Blue --> Blue (3 min)  
(Water Defense Up [Small]) Yellow --> Blue --> Purple (1 min)  
(Thunder Def Up [Large]) Yellow --> Yellow --> Blue (1 min)  
(Dragon Def Up [Large]) Purple --> Yellow --> Yellow (1 min)

Note: This Horn for power. Dragonwood for Notes.

```

x-----x                                     o-----o
| DIVINE ANCIENT DRAGONWOOD FLUTE |         | WEAPON PATH! |
x-----x-----x   o-----o=====o
| Attack: 1092          \       /   Dragonwood Horn      |
| Element: 260 Para     /       \       -->              |
| Sharpness: White     \       /   Spirit Dragonwood Horn |
| Affinity: N/A         /       \       -->              |
| Slots: Two           \       /   AncientDrgwdFlute     |
| Notes: P;B;R         /       \       -->              |
x-----x               /       \   DivineAncDrgwdFlute  |
                                     o=====o-----o

```

Possible Combination's:

(Attack Power Up [Large]) Purple --> Red --> Red (2 min)  
(Health +50) Red --> Blue --> Red --> Purple (3 min)  
(Wind Pressure [Small]) Blue --> Blue --> Red (3 min)  
(Infinite Stamina [Large]) Purple --> Blue --> Blue (3 min)

Note: Attack Power Up, Health +50, Infinite Stamina, sir...you are a god!  
This, along with the Paralyzing factor and you got THE perfect Hunting Horn.

```

x-----x                                     o-----o
| TIGREX HORN +! |         | WEAPON PATH! |
x-----x-----x   o=====o---o
| Attack: 1508          \       /   Striped Dragonga |
| Element: Raw          /       \       -->              |
| Sharpness: Purple     \       /   Tigrex Horn        |
| Affinity: -30%        /       \       -->              |
| Slots: N/A           \       /   Tigrex Horn +       |
| Notes: P;Lb;R        /       \   o=====o---o
x-----x

```

Possible Combination's:

(Attack Power Up [Large]) Purple --> Red --> Red (2 min)  
(Defense Up Large) Red --> Light Blue --> Light Blue --> Purple (2 min)  
(Health +30) Red --> Red --> Light Blue  
(Earplugs) Light Blue --> Light Blue --> Red

Note: A little Reckless Abandon and it's pretty decent. For both attacking and support. Remember, Flute Expert can make these buffs last longer.



```

      ^~~~~~^
    ---| --- [6.7] End-Game Weapons --- |---
    ---|      ~~~ Lance ~~~          |---
      v~~~~~v

```

There's a lot of discrimination when it comes to Lances. Most tend to side with Gunlances simply because they're easier to handle and whatnot. Lances have more attack power, keep most of their sharpness. Gunlances lose sharpness as the battle goes on, mainly because of their Wyvern's Fire and shots. Gunlances are also better at chaining combos. In the end, it depends on the user's taste.

Let's not forget to mention Lances and Gunlances are amazing status inducers and elemental attackers. They're pretty much compatible with a lot of Blademaster Skills. So I'll list a few Lances to shoot for.

x-----x		o-----o
RISING TEMPEST!		WEAPON PATH!
x-----x-x		o=====o
Attack: 736 \	/	Longhorn
Element: Raw /	\	-->
Sharpness: White \	/	Longhorn +
Affinity: -20% /	\	-->
Slots: One \	/	Long Tusk
x-----x	\	-->
o-----o		
/	Crimson Lance -->	Diablo Horn -->
/	Diablo Spear -->	Black Tempest -->
/	Rising Tempest	
o=====o		o-----o

Note: Amazing Raw, needs Reckless Abandon though.

x-----x		o-----o
DRAGON RIDER SPEAR "GEIBOLG"!		WEAPON PATH!
x-----x-x		o=====o-o
Attack: 690 \	/	Iron Lance
Element: Raw /	\	-->
Sharpness: White \	/	Iron Lance +
Affinity: N/A /	\	-->
Slots: N/A \	/	Paladin Lance
Added Effect: +12 Def /	\	-->
x-----x	/	Rampart
o-----o		
/	Growling Wyvern -->	Knight Lance -->
/	Grayburg Javelin -->	Dragon Rider Spear -->
/	DrgnRdr Spr "Geibolg"	
o=====o		o-----o

Note: Alternative Raw Spear in case your armor doesn't have room for Reckless Abandon.

x-----x		o-----o
DEMONLANCE RAJANG!		WEAPON PATH!
x-----x-x		o=====o
Attack: 621 \	/	Longhorn
Element: 230 Thn /	\	-->
Sharpness: White \	/	Long Horn +
Affinity: +30% /	\	-->
Slots: N/A \	/	Long Tusk

```

x-----x      \      -->  |
o-----o      |      |
/      Barbaroi Tusk -->  Ogre Tusk -->  |
/      Hard Bone Lance Hard Bone Lance + -->  |
/      Demon Lance -->  Great Demon Lance -->  |
/      Demonlance Rajang      |
o=====o-----o-----o

```

Note: Amazing Affinity, decent, if not amazing Raw attack power. How could anyone hate a Lance as good as this?

```

x-----x      \      o-----o
| DRAGON SEALER "NULL"! | | WEAPON PATH! |
x-----x---x      o=====o-----o
| Attack: 575      \      / Vermillion Rim |
| Element: 340 Drg /      \      -->      |
| Sharpness: White \      /      Dragonic Rim |
| Affinity: +25%   /      \      -->      |
| Slots: N/A      \      / Sealed Dragonlance |
x-----x      \      -->      |
o-----o      |      |
/ DragonSealer "Virtue" -->  DragonSealer "Null" |
o=====o-----o-----o

```

Note: Like the above, amazing against those weak against Dragon. Long live the Lance!

```

x-----x      \      o-----o
| DARKNESS! |      | WEAPON PATH! |
x-----x-----x      o=====o-----o
| Attack: 506      \      / Longhorn |
| Element: 250 Stun /      \      -->      |
| Sharpness: Purple \      / Longhorn + |
| Affinity: N/A     /      \      -->      |
| Slots: Two       \      / Dark Lance |
x-----x      \      -->      |
o-----o      |      |
/ Dark Spear -->  Dark -->  Darkness |
o=====o-----o-----o

```

Note: Perfect Stun weapon. No extra sharpness needed.

```

^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^
---| --- [6.8] End-Game Weapons --- |---
---|      ~~~ Gunlance ~~~      |---
v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v

```

The strange marriage of Gun and Lance, just as Gun was to Blade in a game long past. ^\_- \*Wink\*

```

x-----x      \      o-----o
| BLACK GORE BUSTER! | | WEAPON PATH! |
x-----x-x      o=====o-----o
| Attack: 690      \ / Iron Gunlance |
| Element: Raw     / \      -->      |
| Sharpness: White \ / Iron Gunlance + |
| Affinity: N/A    / \      -->      |
| Slots: N/A      \ / Steel Gunlance |
| Added Effect: 10+ Def / \      -->      |
| Shell: Long Lv.4 \ / White Gunlance |

```

```

x-----x \      --> |
o-----o |
/ Black Gunlance --> Black Gore Cannon --> |
/           Black Gore Buster |
o=====o-----o-----o-----o-----o

```

Note: Better for combos.

```

x-----x      o-----o
| DESERT SLINGSHOTER! | | WEAPON PATH! |
x-----x-x      o=====o-----o
| Attack: 736 \ / Bone Gunlance |
| Element: Raw / \ --> |
| Sharpness: White \ / Great Bone Gunlance |
| Affinity: -20% / \ --> |
| Slots: N/A \ / Wyvern Bone Gunlance |
| Shell: Normal Lv.4 / \ --> |
x-----x \ Hellsting |
o-----o |
/ Hellsting + --> Hellstinger --> Hell Blizzard |
/ Desert Slingshot --> Desert Slingshoter |
o=====o-----o-----o-----o-----o

```

Note: Better for shooting as Wyvern Fire and Shots are not effected by Affinity.

```

x-----x      o-----o
| LAVASIOTH GUNLANCE! | | WEAPON PATH! |
x-----x-x      o=====o-----o
| Attack: 644 \ / Iron Gunlance |
| Element: 240 Fire / \ --> |
| Sharpness: White \ / Snow Gunlance |
| Affinity: N/A / \ --> |
| Slots: 2 Slots \ / Snow Gunlance MK.II |
| Shell: Long Lv.4 / \ --> |
x-----x / Marine Fisher |
o-----o |
/ Deep Fisher --> Deep Ocean --> |
/ Sea King Gunlance --> Volcano Gunlance |
/ Lavasioth Gunlance |
o=====o-----o-----o-----o-----o

```

Note: Amazing Raw, okay fire, but the extra slots make it versatile for armor sets. Or maybe you need to cancel same bad status.

```

x-----x      o-----o
| HIGH VOLT GUNLANCE! | | WEAPON PATH! |
x-----x      o=====o-----o
| Attack: 644 \ / Longhorn |
| Element: 260 Thn / \ --> |
| Sharpness: White \ / Longhorn + |
| Affinity: N/A / \ --> |
| Slots: One \ / Long Tusk |
| Shell: Long Lv.4 / \ --> |
x-----x / Barbaroi Tusk |
o-----o |
/ Ogre Tusk --> Hard Bone Lance --> |
/ Hard Bone Lance + --> Full Vultage --> |
/ Full Generator --> High Volt Gunlance |
o=====o-----o-----o-----o-----o

```

Note: Trade one slot for extra Thunder Element. Otherwise godly stuff.

```

x-----x      o-----o
| DEMONIC BLIZZARD! | | WEAPON PATH! |
x-----x      o=====o-----o
| Attack: 575      \ / Bone Gunlance |
| Element: 340 Ice / \ -->          |
| Sharpness: White \ / Great Bone Gunlance |
| Affinity: +25%   / \ -->          |
| Slots: Two       \ / Wyvern Bone Gunlance |
| Shell: Spread Lv.4 / \ -->          |
x-----x      / Hellsting          |
o-----o      |
/              Hellsting + --> Hellstinger |
/              --> Demonic Blizzard      |
o=====o-----o-----o-----o

```

Note: Trade attack for Affinity. Hell Blizzard is what you get.

```

x-----x      o-----o
| WORLD'S END! | | WEAPON PATH! |
x-----x-----x o=====o-----o
| Attack: 575      \ / Iron Gunlance |
| Element: 370 Drg / \ -->          |
| Sharpness: White \ / Iron Gunlance + |
| Affinity: N/A    / \ -->          |
| Slots: Two       \ / Steel Gunlance |
| Shell: Long Lv.4 / \ -->          |
x-----x      / Special Ops Gunlance |
o-----o      -->                    |
/      Imperial Gunlance --> Silver Rook --> |
/      Gun Chariot --> World's End          |
o=====o-----o-----o-----o

```

Note: Dragon, Dragon, Dragon. Little less attack, little more element.

```

^~~~~~^
---| --- [6.9] End-Game Weapons --- |---
---|      ~~~ Light Bowgun ~~~      |---
v~~~~~v

```

If you choose a Bowgun, you should know how the table works. First, Rapid Fire is a double-edged sword. It can actually LOWER your damage over time. As it separates your shells into percentages. Plus, you can't move while you're firing. Meaning skills like Evade and Evade Inc. are must have skills.

Also, I'll be listing Reload and Recoil. Note though, that some of the information will be incomplete. Yes, even I lack sources.

```

x-----x      o-----o
| MYTHICAL THREE-HORN! | | AMMO! |
x-----x-----x o=====o-----o
| Attack: 336      \ / Load Lv:  1  2  3 |
| Rapid Fire: Crag Lv.1 / \ Normal S: 9  9  12 |
| Reload: Normal     \ / Pierce S: 4  4  4 |
| Affinity: N/A      / \ Pellet S: -  -  - |
| Slots: Two        \ / Crag S  : 1  -  - |
| Recoil: Moderate   / \ Clust S : 2  2  2 |
x-----x      / Recov S : 3  3  - |

```

```

o-----o
/ Poison S: 3 1 - Para S : 3 1 - |
\ Sleep S : 3 1 - Flame S : 4 - - |
/ Water S : 4 - - Thnd S : 4 - - |
\ Freeze S: 4 - - Drgn S : - - - |
/ Tranq S : 2 - - Paint S : 2 - - |
\ Demon S : 1 - - Armor S : 1 - - |
o=====o-----o

```

Note: As you can see, Clust is awesome when fighting against G Rank Crimson Fatalis. Heck, any armored Wyvern, this Bowgun is made for Clusts.

```

x-----x          o-----o
| PROSPERITY! |    | AMMO! |
x-----x-----x  o=====o-----o
| Attack: 336      \ / Load Lv: 1 2 3 |
| Rapid Fire: Pellet Lv1 / \ Normal S: 6 6 9 |
| & Pierce Lv2      \ / Pierce S: 6 3 6 |
| Reload: Fast      / \ Pellet S: 2 - - |
| Affinity: -15%    \ / Crag S : 2 2 - |
| Slots: N/A        / \ Clust S : 2 2 - |
| Recoil: Moderate  \ / Recov S : 3 3 - |
| Added Effect: Def +16 / \ Poison S: 3 1 - |
x-----x / Para S : 3 1 - |
          o-----o
          \ Sleep S : 3 1 - Flame S : 3 - - |
          / Water S : 3 - - Thnd S : 3 - - |
          \ Freeze S: 3 - - Drgn S : - - - |
          / Tranq S : 2 - - Paint S : 2 - - |
          \ Demon S : 1 - - Armor S : 1 - - |
          o=====o-----o

```

Note: Can carry lots of ammunition.

```

x-----x          o-----o
| ABSOLUTE BOW! |  | AMMO! |
x-----x-----x  o=====o-----o
| Attack: 360      \ / Load Lv: 1 2 3 |
| Rapid Fire: Prce Lv.1 / \ Normal S: 9 9 12 |
| Fire S; Wtr S; Thn S \ / Pierce S: 4 4 3 |
| Reload: Very Slow  / \ Pellet S: - - - |
| Affinity: N/A      \ / Crag S : 1 1 1 |
| Slots: N/A        / \ Clust S : 1 1 1 |
| Recoil: Moderate  \ / Recov S : 3 - - |
x-----x \
          o-----o
          / Poison S: 3 - - Para S : 3 - - |
          \ Sleep S : 3 - - Flame S : 3 - - |
          / Water S : 3 - - Thnd S : 3 - - |
          \ Freeze S: 3 - - Drgn S : - - - |
          / Tranq S : 2 - - Paint S : 2 - - |
          \ Demon S : - - - Armor S : - - - |
          o=====o-----o

```

Note: Sporting power and Rapid Fire Elements, make it perfect for gunning. No Affinity or extra slots though.

```

x-----x          o-----o
| ENGRAVED FIRE WYVERN BOW! | | AMMO! |
x-----x-----x  o=====o-----o

```

```

| Attack: 360          \      / Load Lv:  1  2  3 |
| Rapid Fire: Prce Lv.1 /      \ Normal S:  9  9 12 |
| And Fire S          \      / Pierce S:  4  4  3 |
| Reload: Very Fast   /      \ Pellet S:  -  -  - |
| Affinity: N/A       \      / Crag S   :  1  1  - |
| Slots: One          /      \ Clust S  :  -  -  - |
| Recoil: Moderate    \      / Recov S  :  3 3-  - o
x-----x          \      /
o-----o          /
/ Poison S: 3  1  -   Para S   :  3  1  - o
\ Sleep S  : -  -  -   Flame S  :  3  -  - |
/ Water S  : -  -  -   Thnd S   :  -  -  - |
\ Freeze S : -  -  -   Drgn S   :  -  -  - |
/ Tranq S  : 2  -  -   Paint S  :  2  -  - |
\ Demon S  : 1  -  -   Armor S  :  -  -  - |
o=====o-----o

```

Note: Another Bowgun, just as strong as Absolute Bow. Less fewer Rapid Fire options for those who dislike it.

```

^~~~~~^
---| --- [6.10] End-Game Weapons --- |---
---|      ~~~ Heavy Bowgun ~~~      |---
v~~~~~v

```

In this world you'll need a few Heavy Bowguns to get by. It's best to know which ones they are, and what they do.

```

x-----x          o-----o
| EVIL WIND DARKCANNON! | | AMMO! |
x-----x          o=====o-----o
| Attack: 360          \      / Load Lv:  1  2  3 |
| Reload: Very Fast   /      \ Normal S:  6  6  9 |
| Affinity: 40%       \      / Pierce S:  -  -  - |
| Slots: N/A          /      \ Pellet S:  6  6  6 |
| Recoil: Moderate    \      / Crag S   :  3  3  3 |
x-----x          \      / Clust S  :  3  3  3 |
                        \      / Recov S  :  3  3  - |
                        \      /
o-----o          |
/ Poison S: -  -  -   Para S   :  4  2  - |
\ Sleep S  : -  -  -   Flame S  :  3  -  - |
/ Water S  : -  -  -   Thnd S   :  4  -  - |
\ Freeze S : -  -  -   Drgn S   :  -  -  - |
/ Tranq S  : 2  -  -   Paint S  :  2  -  - |
\ Demon S  : 1  -  -   Armor S  :  1  -  - |
o=====o-----o

```

Awesome affinity and decent availability in ammunition make this versatile weapon.

```

x-----x          o-----o
| DAORA'S CETI! | | AMMO! |
x-----x          o=====o-----o
| Attack: 408          \      / Load Lv:  1  2  3 |
| Reload: Very Slow   /      \ Normal S:  6  6  9 |
| Affinity: 30%       \      / Pierce S:  3  3  3 |
| Slots: One          /      \ Pellet S:  4  -  - |
| Recoil: Weak        \      / Crag S   :  1  -  - |
x-----x          \      / Clust S  :  1  -  - |

```

```

/ Recov S : 3 3 - |
\
o-----o
/ Poison S: 3 1 - Para S : 3 1 - |
\ Sleep S : - - - Flame S : - - - |
/ Water S : 3 - - Thnd S : - - - |
\ Freeze S: 3 - - Drgn S : - - - |
/ Tranq S : 2 - - Paint S : 2 - - |
\ Demon S : 1 - - Armor S : - - - |
o=====o-----o

```

Another excellent Bowgun, much to the likeness of Evil Wind Darkcannon.

```

x-----x          o-----o
| DESTINY'S ARM! | | AMMO! |
x-----x          o=====o-----o
| Attack: 420    \ / Load Lv: 1 2 3 |
| Reload: Fast   / \ Normal S: 9 9 12 |
| Affinity: -15% \ / Pierce S: 6 6 6 |
| Slots: Two     / \ Pellet S: - - - |
| Recoil: Moderate \ / Crag S : 2 2 2 |
x-----x          \ Clust S : 2 2 2 |
                      / Recov S : 3 - - |
                      \
o-----o
/ Poison S: 3 - - Para S : 3 - - |
\ Sleep S : 3 - - Flame S : 4 - - |
/ Water S : 4 - - Thnd S : 4 - - |
\ Freeze S: - - - Drgn S : - - - |
/ Tranq S : 2 - - Paint S : 2 - - |
\ Demon S : - - - Armor S : - - - |
o=====o-----o

```

Wide range of ammunition along with decent capacity for shells.

```

x-----x          o-----o
| ANCIENT DRAGONWOOD CANNON! | | AMMO! |
x-----x          o=====o-----o
| Attack: 444    \ / Load Lv: 1 2 3 |
| Reload: Slow   / \ Normal S: 6 6 9 |
| Affinity: N/A  \ / Pierce S: - - - |
| Slots: Two     / \ Pellet S: 6 6 6 |
| Recoil: Light  \ / Crag S : 3 3 3 |
x-----x          \ Clust S : 3 3 3 |
                      / Recov S : 3 3 - |
                      \
o-----o          /
/ Poison S: - - - Para S : 4 2 - o
\ Sleep S : - - - Flame S : 3 - - |
/ Water S : - - - Thnd S : 4 - - |
\ Freeze S: - - - Drgn S : - - - |
/ Tranq S : 2 - - Paint S : 2 - - |
\ Demon S : 1 - - Armor S : 1 - - |
o=====o-----o

```

Note: One of the best Pellet guns in-game.

```

x-----x      o-----o
| ULTIMATE LAO-SHAN CANNON! | | AMMO! |
x-----x      o=====o-----o
| Attack: 480          \ / Load Lv: 1 2 3 |
| Reload: Very Slow    / \ Normal S: - 6 9 |
| Affinity: -10%      \ / Pierce S: - - 3 |
| Slots: One          / \ Pellet S: - - 4 |
| Recoil: Weak        \ / Crag S : - - 1 |
| Added Effect: 18+ Def / \ Clust S : - - 1 |
x-----x      / Recov S : - - - |
|                               / |
o-----o      |
/ Poison S: - 1 -   Para S : - - - |
\ Sleep S : - - -   Flame S : 3 - - |
/ Water S : 3 - -   Thnd S : 3 - - |
\ Freeze S: - - -   Drgn S : - - - |
/ Tranq S : 2 - -   Paint S : 2 - - |
\ Demon S : - - -   Armor S : - - - |
o=====o-----o

```

Note: Second in power only to Ukanlos Cannon.

```

x-----x      o-----o
| UKANLOS CANNON! | | AMMO! |
x-----x      o=====o-----o
| Attack: 504          \ / Load Lv: 1 2 3 |
| Reload: Slow        / \ Normal S: 5 5 12 |
| Affinity: -40%     \ / Pierce S: 2 2 6 |
| Slots: N/A         / \ Pellet S: 2 2 6 |
| Recoil: Moderate   \ / Crag S : - - - |
| Added Effect: 10+ Def / \ Clust S : - - - |
x-----x      / Recov S : - - - |
|                               \ |
o-----o      |
/ Poison S: - - -   Para S : - - - |
\ Sleep S : 3 1 -   Flame S : - - - |
/ Water S : - - -   Thnd S : - - - |
\ Freeze S: - - -   Drgn S : - - - |
/ Tranq S : 2 - -   Paint S : 2 - - |
\ Demon S : - - -   Armor S : - - - |
o=====o-----o

```

Terrible affinity, but overwhelming power. Comes with a few more options compared to Ultimate Lao-Shan Cannon.

#### Section Credits:

Mazereon (Indicating best Heavy Bowguns)

```

^~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~^
---| --- [6.11] End-Game Weapons --- |---
---|           ~~~ Bow ~~~           |---
v~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~v

```

In my opinion, the easiest to use ranged weapon. Bows are cool, but lack the power to see them much in endgame. Who doesn't want to look like Link from the Legend of Zelda? I do!

We have three strong Raw bows. Each is amazing in their own way. Not sure which one is stronger though...



```

x-----x o-----o
| DIABLOS KING HORN BOW! | | WEAPON PATH! |
x-----x-x o=====o-----o
| Attack: 372          \ / Diablos Horn Bow I |
| Element: Raw        / \      -->          |
| Coatings: Power/Paint \ / Diablos Horn Bow II |
| Affinity: +30%      / \      -->          |
| Slots: N/A         \ /   Gale Horn Bow    |
| Added Effect: +30 Def / \      -->          |
x-----x / DiablosKingHornBow |
                                     o=====o-----o
                                     x=====x-----x
                                     | CHARGE LEVEL! |
x-----x-----x
| Charge Lv1: Pierce Lv3 |
| Charge Lv2: Pierce Lv4 |
| Charge Lv3: Pierce Lv5 |
| Charge Lv4: Rapid Lv4  |
x-----x-----x

```

Note: The strongest Raw Bow, ever. Great Affinity, extra defense. No slots though.

```

x-----x o-----o
| EXTERMINATOR BOW II! | | WEAPON PATH! |
x-----x-x o=====o-----o
| Attack: 384          \ / Black Bow        |
| Element: Raw        / \      -->          |
| Coatings: Power/Paint \ / Black Bow II    |
| Affinity: +20%      / \      -->          |
| Slots: One         \ / Exterminator Bow I  |
| Added Effect: +30 Def / \      -->          |
x-----x / Exterminator Bow II |
                                     o=====o-----o
                                     x=====x-----x
                                     | CHARGE LEVEL! |
x-----x-----x
| Charge Lv1: Scatter Lv4 |
| Charge Lv2: Scatter Lv4 |
| Charge Lv3: Rapid Lv4   |
| Charge Lv4: Rapid Lv5   |
x-----x-----x

```

Note: From from the depths of Fatalis parts comes Annihilator Bow! Rapid just barely redeems this bow. Be sure to have Concentrate when using this bow, because Scatter...is just awful.

```

x-----x o-----o
| MIDNIGHT BOW! | | WEAPON PATH! |
x-----x-x o=====o-----o
| Attack: 324          \ / Tigrex Arrow I |
| Element: Raw        / \      -->          |
| Coatings: All       \ / Tigrex Arrow II |
| Affinity: +50%     / \      -->          |
| Slots: N/A         \ /   Hidden Bow    |
x-----x \      -->          |
                                     / Midnight Bow |
                                     o=====o-----o
                                     x=====x-----x

```

```

| CHARGE LEVEL! |
x-----x-----x
| Charge Lv1: Scatter Lv4 |
| Charge Lv2: Rapid Lv5 |
| Charge Lv3: Pierce Lv5 |
| Charge Lv4: Rapid Lv5 |
x-----x

```

Note: Just...just godly Affinity. With this amazingly versatile set, you can have all coatings, Power, Poison, Para, Sleep and the less important others. What's the best news? You can forge this bow right off the bat. All you need is G Rank Nagacuga parts. Cool right?

```

x-----x          o-----o
| DEVIL BLOS BOW! | | WEAPON PATH! |
x-----x-----x  o=====o
| Attack: 324      \ /      N/A |
| Element: 150 Fire / o=====o
| Coatings: Power/Paint \
| Affinity: +10%      /
| Slots: One          \
| Added Effect: +10 Def /
x-----x

```

```

x=====x-----x
| CHARGE LEVEL! |
x-----x-----x
| Charge Lv1: Pierce Lv3 |
| Charge Lv2: Pierce Lv4 |
| Charge Lv3: Pierce Lv5 |
| Charge Lv4: Scatter Lv5 |
x-----x

```

Forged from Diablos parts and Dengeki Ticket G. In Unite it's simply referred to as "dummy."

```

x-----x          o-----o
| DRAGONHEAD HARP III! | | WEAPON PATH! |
x-----x-----x--x  o=====o-----o
| Attack: 240          \ / Dragonhead Harp I |
| Element: 300 Water   / \      -->         |
| Coatings: All        \ / Dragonhead Harp II |
| Affinity: N/A        / \      -->         |
| Slots: One           \ / Dragonhead Hard III |
| Added Effect: +20 Def / o=====o-----o
x-----x

```

```

x=====x-----x
| CHARGE LEVEL! |
x-----x-----x
| Charge Lv1: Scatter Lv5 |
| Charge Lv2: Rapid Lv2 |
| Charge Lv3: Rapid Lv1 |
| Charge Lv4: Pierce Lv5 |
x-----x

```

Note: With Scatter, this weapon is the perfect Black Gravios killer.

```

x-----x          o-----o
| DRAGONWOOD BOW APOLLO! | | WEAPON PATH! |

```

```

x-----x o-----o
| Attack: 300 \ / Dragonbow Halo |
| Element: 180 Thn / \ --> |
| Coatings: All but Razor \ / Dragonbow Solar |
| Affinity: +20% / \ --> |
| Slots: N/A \ / Dragonwood Bow Apollo |
| Added Effect: Para Up / o-----o
x-----x

```

```

x-----x
| CHARGE LEVEL! |
x-----x
| Charge Lv1: Scatter Lv3 |
| Charge Lv2: Scatter Lv4 |
| Charge Lv3: Pierce Lv5 |
| Charge Lv4: Rapid Lv4 |
x-----x

```

Note: Interesting added effect.

```

x-----x o-----o
| DAORA'S SAGITTARII! | | WEAPON PATH! |
x-----x-----x-----x o-----o
| Attack: 300 / / Frozen Stallion |
| Element: 180 Ice \ \ --> |
| Coatings: Pwer/Para/Pois/Pai / / Daora's Sagittarii |
| Affinity: +30% \ o-----o
| Slots: One /
x-----x

```

```

x-----x
| CHARGE LEVEL! |
x-----x
| Charge Lv1: Rapid Lv3 |
| Charge Lv2: Scatter Lv4 |
| Charge Lv3: Pierce Lv5 |
| Charge Lv4: Rapid Lv5 |
x-----x

```

Note: Powerful Ice Elemental Bow.

```

x-----x o-----o
| AKANTOR CHAOS BOW! | | WEAPON PATH! |
x-----x-----x-----x o-----o
| Attack: 312 / / Akantor Bow |
| Element: 200 Dragon \ \ --> |
| Coatings: Power/Poison / / Akantor Chaos Bow |
| Affinity: +40% \ o-----o
| Slots: One /
x-----x

```

```

x-----x
| CHARGE LEVEL! |
x-----x
| Charge Lv1: Scatter Lv4 |
| Charge Lv2: Pierce Lv4 |
| Charge Lv3: Rapid Lv5 |
| Charge Lv4: N/A |
x-----x

```

Note: There is no Lv4 Charge. You'll need Load Up to unlock the Lv3 Charge. Otherwise it's the best Dragon Bow.

Section Credits:

Minegarde (for helping me update the list.)  
Kayin9988  
Severine  
KidImposter  
HotGamerMum  
Devil Trigger (Massive corrections.)

```
  /\  /\      |_|
 /  \/  \onster | |unter=====x
-----x-----|                [7] Elder Quests                \
                    x=====x
```

"A gem is not polished without rubbing, nor a man perfected without trials."  
~Chinese Proverb

Before we begin anything. There are many things you should already know. For those who skipped those sections, I'm going to shove the info down your throat. My reasoning? Because you NEED to know these things.

```
  ^~~~~~^
---| --- [7.1] Elder Quest --- |---
---|    ~~~ Review ~~~    |---
  v~~~~~v
```

I am assuming, this is your first Monster Hunter. As a Hunter, it is your priority to DO certain things before venturing off. The first should be the exploration of your environment. This means, exploring your home, Pokke Farm, and once you've unlocked it, the Felyne Kitchen.

Once you've cleverly perceived the size of Pokke Village, you may want to start Elder Quests. As you progress in these quests, you'll gain access to more Areas and more monsters. With these monsters comes more materials. So how does the average Hunter live day by day? How do we sort out all the complicated details of gathering and forging and slaying? It's not easy.

The average hunter sets him or herself into a pattern. This pattern consists of doing several things before departing. Even if it's not in the same order, you still do it. Call it multi-tasking, or whatever, a true hunter one or more of these things before leaving.

- Check if new armor or weapons can be forged.
- Visit Felyne Kitchen for a boost!
- Check on the condition of your Felyne Fighter!
- Visit and gather materials at Pokke Farm!
- Buy needed items such as Potions or Antidotes.

This, should be your checklist. Before leaving, you should make it a priority to check these things off. These way, you can establish that needed pattern without wondering if you've forgotten something. Takes the stress off your shoulders, and makes it easier to engage in combat.

```
  ^~~~~~^
---| --- [7.1.1] Review --- |---
---|    ~~~ Prep for Battle ~~~ |---
  v~~~~~v
```

So you're wondering how to break into the world of Monster Hunter? The game is paced so beginners aren't overwhelmed. You're given one of each weapon type, and a set of armor. As a Hunter, you should experiment with each at least once. As for the armor, I can't say you should keep it for long. With the lack of materials though, how do we progress?

The Felyne next to the Weapon/Armor Forger sells beginning weapons. While not great, they're much better than the ones you start out with. As a Hunter, you should not only profess in one weapon type, but several. Managing this can be tough. You will get the hang of it though.

As a beginner, I recommend you start easy. Either with an SnS or a Longsword. Both are great beginner weapon. After you get the hang of those, I suggest the Lance or Gunlance. Both offer outstanding defense, however take skill to master. Then onto Hammer and/or Greatsword, and if you like to experiment with range, Bow or Bowgun.

As you experiment with more weapons, you look for things to test these out on. The more you kill, the more materials you get. And at last we can forge our own armor. You're well aware of my recommendations on that section. If not, simply scroll up a few pages.

```

      ^~::~::~::~::~::~::~::~::~::~::~^
----| --- [7.1.2] Review --- |---
----|   ~~~ Wild-life ~~~   |---
      v~::~::~::~::~::~::~::~::~::~v

```

Haven't covered wild-life yet. You may know them as Apceros, Popo's, or Kelbi. Wildlife is split into two main categories, aggressive and passive. When a monster is passive, it will not attack you. Some monsters won't attack you, even if you attack them.

Aggressive monsters, even the small, pose a big problem. These aid your foe, as they distract you from executing your attacks. When they interfere with your strategy, chances are, you're toast. If you haven't already guessed, they attack you with no provocation.

There are monsters placed by the developers in order to balance the fight. Say, you found a great spot where you can snipe Plesioth at. Anticipating a player will abuse such a thing, the developers programmed a Vespiod to appear to distract the player. Either way, aggressive monsters make you aggressive. It's best to kill these buggers before they become a big problem.

Prey Family - These monsters resemble raptors from Jurassic Park. They come in many shapes and sizes. Each species has different status ailments to dish out. While easy to kill, these creatures often hunt in pairs and with speed.

Felyne Family - These monsters are wild Felyne. Depending on their color, they'll attempt to steal an item or attempt to blow you up. An odd cousin of the species is known as Shakalaka. These critters pop up from oddly colored mushrooms and can deal lots of damage. They're tough to kill because of their size. Plus, they like putting their foes to sleep with sleep bombs. If you can, avoid mushrooms during a fight.

Insect Family - These monsters are over-sized bugs begging for extermination. They include Vespiod, a bee-like insect that paralyzes with its stinger. Hornetaurs are belly-crawling beetles, waiting to ambush unsuspecting hunters. While not posing much of a threat, Hornetaurs seldom hunt alone. Great Thunderbugs are a rare sight, when encountered these clusters of fireflies attempt to paralyze you.

Indigenous Family - This section is dedicated to the large and in charge wildlife. Excluded from these are Aptonoth, Popo's, Kelbi and Anteka who are all passive creatures. Mosswine would have been included, if not for the fact that they attack when provoked. Also included here are Bullfango, which are bull-like boars that charge at hunters. Not forgetting Apceros, a creature similar to a stegosaurus. It's sluggish speed makes it an easy kill.

Monster Family - These monsters are "mini" versions of "boss" monsters. Blango's are snow-lion type creatures who are also quick and vicious. Conga's are baboon type creatures whose stink is unmatched. Hermituar and Ceanataur are crab-like creatures. They emerge from the ground to ensnare hunter's. Cephalos are subjects of sand, like a sand-shark that spits globs of the stuff. Remobra are aerial creatures that enjoy hawking poison down on hunters. Quite possibly, more annoying then Morrowind's Cliff Riders.

On retrospect they aren't. Cliff Riders are devil incarnate.

```
^~~~~~^
---| --- [7.1.3] Review --- |---
---|   ~~~ Examination ~~~   |---
v~~~~~v
```

I will set aside a section of the Walkthrough to discuss a boss monster, the Wyverns. There I will list every detail about said Wyvern from weakest part of the body, to weapon strategies, to the actual weapons themselves. In the beginning however, you won't have a capable range of weaponry. Listing what you can acquire will come later when becomes a necessity. Here is a quick rundown of what you'll see.

```
o=====o-----o
| Question \ What is _____? |
o=====o-----o
```

My "Schrute" format will ask the basic question. What is the monster I'm fighting? Well, along with a cheery description of said Wyvern, you'll also receive a list of characteristics.

Most effective attacks: Explains what body part is weakest to what weapon type.

Most effective element: Explains what element does the most damage.

Susceptible Status Ailments: Status ailments come in a variety of ways and effects every Wyvern/Monster differently. This will merely list the odd characteristics that status attacks have.

Susceptible Bombs: Usually only two Bombs will make this list, Sonic or Flash. Rarely will I suggest Dung Bomb, if at all.

Susceptible Traps: Reserved for Stun Trap or Pitfall mentioning if they need to be in Rage Mode or not for it to work.

Breakable Parts: Obviously listing all the breakable parts of your opponent. Breaking these parts leads to rare rewards after missions.

Near Death When: Noted behavior when Monster's health is critical.

```
o=====o-----o
| Question \ What attacks does it have? |
o=====o-----o
```

This will list every single attack a Wyvern/Monster possesses. Along with their obvious tells. This section is extremely important for all Hunters, as you must study their moves in order to react, counter, and defeat them. That is why, you should take a moment during battle, look at their moves and compare them to the list. I will mention these moves in great detail in my next section.

```
o=====o-----o
| Question \ What weapons should I bring? |
o=====o-----o
```

This section will eat up portions of the guide. Each weapon requires a different approach, and in-depth detail. I can, have, and will continue to write paragraphs chock full of info. Every node, every tip, every scrap of detail I can think of will be wedged between these five sections.

```
x-----x
| Sword and Shield, Dual Swords! |
o=====o
```

Will list details concerning the Sword and Shield, and Dual Swords.

```
x-----x
| Greatsword, Longsword! |
o=====o
```

Will list details concerning the Greatsword and the Longsword.

```
x-----x
| Hammer, Hunting Horn! |
o=====o
```

Will list details concerning the Hammer and the Hunting Horn.

```
x-----x
| Lance, Gunlance! |
o=====o
```

Will list details concerning the Lance and the Gunlance.

```
x-----x
| Bow, Bowgun! |
o=====o
```

Will list details concerning the Bow, the Light Bowgun, and the Heavy Bowgun.

```
o=====o-----o
| Question \ What armor should I wear? |
o=====o-----o
```

Not really a major section, so I will sometimes cut it altogether. If you're looking for reference take to section [4.3] for Elder Rank Armor.

```
o=====o-----o
| Question \ Final thoughts? |
o=====o-----o
```

My final words go here. Summarizing the Monster as a whole after breaking it into pieces. Ending with words of encouragement and a pat on the back.

```

^~~~~~^
---| --- [7.1.3] Review --- |---
---|   ~~~ Final Words ~~~ |---
v~~~~~v

```

My, my. I had to cover A LOT before getting to this section. You know, as much a parent prepares a child for his first day of school, there's not a lot I can do to prepare you for Monster Hunter. It's an experience. It's a journey. Throughout the game you'll complete mission after mission. Enjoying the thrill of the hunt. Whether it's capturing a Yian Kut Ku, or blowing it to smithereens! It's the ride that never seems to end.

While you enjoy the excitement of Monster Hunter, I urge you to remember the outside world. I know of no hunter who beat the game in a day. It's important to rest your weary-self, and meditate on what you've learned. I ask you to pause for five minutes, and experience life.

```

^~~~~~^
---| --- [7.2] Elder Quest --- |---
---|   ~~~ Elder * ~~~ |---
v~~~~~v

```

Allow me to walk you through my format. The quests I have listed will allow you to progress onto the next hunter rank once completed. You'll know because there will be a "Yes" next to the Mandatory box. I cannot, and will not, engross in much detail concerning these non-mandatory quests. Unless they include a new Wyvern.

```

x-----x
| #3 Hunt the Carnivore! |
x-----x-----x
| Mandatory: Yes          /
| Type: Slaying Quest     \
| Reward: 300z            /
| Contract Fee: 0z        \
| Location: Snowy Mountains (Day) /
| Details: Slay 5 Giaprey  \
x-----x

```

As you can see from this example, "Yes" is listed next to Mandatory because it's required to pass in order to get the "Urgent" Quest for that rank. By completing the "Urgent" Quest, we can move on.

Type refers to the type of quest. These range from Gathering, Slaying, and Hunting. Gathering requires you to acquire a certain item and deposit in into the red/brownish box at your camp. Slaying demands that you kill your target monster, meaning you cannot capture it. And of course, Hunt means you can either kill or capture the target.

Reward and Contract Fees are the income you receive after completing a Quest. You'll notice the Contract Fee is 0z on this one. Which means you pay nothing, but also don't get paid back in the Contract Fee area.

Location simply refers to the location. Your destination. Why is this important? It's good to come with Hot or Cold Drink. For a list of Hot/Cold Areas, refer to my section "[4.2.6]" under Drinks. And of course, Details should be obvious. Let's begin!

```

x-----x
| #1 Mountain Herb Picking! |
x-----x-----x

```



```
| Mandatory: No /
| Type: Gathering Quest \
| Reward: 300z /
| Contract Fee: 0z \
| Location: Snowy Mountains (Day) /
| Details: Deliver 5 Mountain Herbs \
x-----x
```

```
x-----x
| #2 An Anteka in the Snow! |
x-----x-----x
| Mandatory: No /
| Type: Gathering Quest \
| Reward: 300z /
| Contract Fee: 0z \
| Location: Snowy Mountains (Day) /
| Details: Gather 3 Anteka Antlers \
x-----x
```

```
x-----x
| #3 Hunt the Carnivore! |
x-----x-----x
| Mandatory: Yes /
| Type: Slaying Quest \
| Reward: 300z /
| Contract Fee: 0z \
| Location: Snowy Mountains (Day) /
| Details: Slay 5 Giaprey \
x-----x
```

Giaprey are white, dinosaur-like monsters with the ability to freeze you. They hunt along Areas 5, 6, 7, and 8.

```
x-----x
| #4 Sinking Feeling! |
x-----x-----x
| Mandatory: Yes /
| Type: Gathering Quest \
| Reward: 300z /
| Contract Fee: 0z \
| Location: Snowy Mountains (Night) /
| Details: Gather 3 Popo Tongues \
x-----x
```

Popo's are big, Yak-like monsters that roam in grassy areas of the Snowy Mountains. You'll need to kill these in order to get your Popo Tongues. I would make some comment about "lams-to-the-slaughter" but I'm sure what you'll encounter in that will sound ironic. Especially considering there is a Tigrex waiting to ambush you...

```
x-----x
| #5 Slay the Blangos! |
x-----x-----x
| Mandatory: Yes /
| Type: Slaying Quest \
| Reward: 300z /
| Contract Fee: 0z \
| Location: Snowy Mountains (Night) /
| Details: Slay 3 Blangos \
x-----x
```

These small snow-lion type creatures can be found in the same areas we found our Giaprey.

```
x-----x
| (U) The Carnivorous Leader! |
x-----x---x
| Mandatory: Urgent           /
| Type: Hunting Quest         \
| Reward: 900z                 /
| Contract Fee: 150z          \
| Location: Snowy Mountains (Day) /
| Details: Hunt the Giadrome   \
x-----x
```

You're Urgent quest will always have "Urgent" marked beside Mandatory. Being this is your first, let me explain. Urgent Quests are special quests unlocked after completing the Mandatory Quests. What are Urgent Quests? They unlock a quest against a "Boss" monster. In this case, a "Mini-Boss."

Giadrome is a slightly larger version of it's counter-part, the Giaprey. Having increases health and power, you'll have a tough time with him. That's the point of Urgent Quests. To test your skills learned so far.

At this point I go into suggesting what weapons you should use. Any of them will do, the point I'm trying to make is what works. Then I'll go on to detail it's attacks, which are quite limited to pouncing, spitting ice, and calling Giaprey to it's defense. At times I can be quite detailed, I'll even draw a rough diagram. The diagrams are meant to show the player the monster's pattern, or a method of attack.

Then of course, I disclose the miscellaneous details. Like, Giadrome will flee the area if critically injured. This indicates he's ready for the final blow. Be careful though, as there are other Giaprey waiting on the other side. Just be aware, I'll be covering the other Wyverns in tremendous detail. The below is just a format for the insanely easy Mini-bosses.

```
x-----x
| GIADROME! |
x-----x=====x
| Size: Small-Average       /
| Family: Prey               \
| Breakable Part: None      /
| Weakness: Fire             \
| Rare Item: Giadrome Head /
x=====x
```

Allow me to explain. Size, is just that, size. I state this for one of two reasons. The first is that you'll have a pretty good size of the monster. The second is that you be aware the a monster's size changes with every battle. When they are larger, chances are they have more Health. Even if they don't, larger monsters are still tougher than their smaller forms.

Family is stating which family it belongs to. Though the game categorizes the Prey Family as "Bird Wyverns" that title is best given to monsters like Yian Kut Ku and Gyceros. Hence the name-change.

As your career as a Monster Hunter advances, you'll encounter many monsters. Monster with breakable body parts. Most don't require you to do anything special (other than actually hitting the body part.) With "Weakness" I'll list

what element the Monster is most weak against.

While being weak against Fire, you won't have the resources to exploit Giadrome's weakness. I've never needed it to defeat him; neither should you.

If you managed to beat Giadrome, then lets move on. Or if you'd like, you can hunt him multiple times in the next Elder Rank for materials.

```
^~~~~~^
---| --- [7.3] Elder Quest --- |---
---|    ~~~ Elder ** ~~~    |---
v~~~~~v
```

We really can't do anything right now. As we're just emerging from the game's "semi-tutorial" mode. However Elder \*\* unlocks some rewarding ventures. This includes the "wall" Yian Kut Ku.

```
x-----x
| #1 Gathering - Snowy Mountains! |
x-----x
| Mandatory: No                    /
| Type: Gathering Quest           \
| Reward: 12z                      /
| Contract Fee: 0z                 \
| Location: Snowy Mountains (Day) /
| Details: Gather Materials        \
x-----x
```

Ever said "I wish I could gather all those swell items without fighting any monsters" to yourself? Fret no more. These types of Gathering Quests give players the chance to gather some key material from the Area. For more information on the how, refer to "[5.1]" under Materials.

In order to leave, simply check the blue box at your Camp for Paw Passes. Deposit these into the brown/red box.

```
x-----x
| #2 Gathering - Jungle Zone! |
x-----x
| Mandatory: No                    /
| Type: Gathering Quest           \
| Reward: 12z                      /
| Contract Fee: 0z                 \
| Location: Jungle (Day)           /
| Details: Gather Materials        \
x-----x
```

Same as above.

```
x-----x
| #3 Gathering - Desert Zone! |
x-----x
| Mandatory: No                    /
| Type: Gathering Quest           \
| Reward: 12z                      /
| Contract Fee: 0z                 \
| Location: Desert (Day)           /
| Details: Gather Materials        \
x-----x
```

Same as above.

```
x-----x
| #4 The Carnivorous Leader! |
x-----x-----x-----x
| Mandatory: No                /
| Type: Hunting Quest          \
| Reward: 900z                 /
| Contract Fee: 150z           \
| Location: Snowy Mountains (Day) /
| Details: Hunt the Giadrome   \
x-----x
```

The former Urgent Quest reintroduced through the next Elder Rank. Should you want the best available weapons and armor, you'll find yourself taking these quests often.

```
x-----x                x-----x
| #5 Reckless Bulldrome Hunter! | | BULLDROME! |
x-----x-x-x            x-----x=====x
| Mandatory: Yes                / / Size: Small-Average |
| Type: Hunting Quest          \ \ Family: Indigenous/Primate |
| Reward: 300z                 / / Breakable Parts: None |
| Contract Fee: 0z             \ \ Weakness: Thunder |
| Location: Snowy Mountains (Day) / / Rare Item: Fango Head |
| Details: Slay 5 Giaprey       \ x=====x
x-----x
```

If you have no idea what you're doing, then Bulldrome's annoying. As you progress you'll learn that you never get better. He just gets less annoying. Ole bully has but one attack, tackle. While Impact weapons are slightly less effective on Bulldrome, I found Hammering him brings about an easy "knocked-out" status. In this time, you'll be able to pound, pound, pound away! Like all monsters of the Snowy Mountains, you'll encounter him around Areas 6, 7, or 8. He'll flee to one of these areas when weak. Pursue then finish him.

```
x-----x
| #6 Slay the Giaprey! |
x-----x-----x-----x
| Mandatory: No                /
| Type: Slaying Quest          \
| Reward: 900z                 /
| Contract Fee: 150z           \
| Location: Snowy Mountains (Day) /
| Details: Slay 20 Giaprey     \
x-----x
```

Beware of Giadrome!

```
x-----x
| #7 The Pack of Blangos! |
x-----x-----x-----x
| Mandatory: No                /
| Type: Slaying Quest          \
| Reward: 900z                 /
| Contract Fee: 150z           \
| Location: Snowy Mountain (Night) /
| Details: Slay 5 Blangos      \
x-----x
```

Beware of Bulldrome!

```
x-----x
| #8 The Taboo Negligence! |
x-----x-----x
| Mandatory: No /
| Type: Gathering Quest \
| Reward: 900z /
| Contract Fee: 150z \
| Location: Snowy Mountains (Night) /
| Details: Gather 15 Mountain Herbs \
x-----x
```

```
x-----x          x-----x
| #9 Hunt Down the Velocidrome! | | VELOCIDROME! |
x-----x-----x-----x-----x
| Mandatory: No / / Size: Small-Average |
| Type: Hunting Quest \ \ Family: Prey |
| Reward: 900z / / Breakable Part: None |
| Contract Fee: 150z \ \ Weakness: Ice |
| Location: Jungle (Day) / / Rare Item: Velocidrome Head |
| Details: Hunt the Velocidrome \ x=====x
x-----x
```

Velocidrome is a lesser version of it's species, as it lacks a status attack. It attacks with the same method as a Giadrome would. This guy should be no problem.

```
x-----x
| #10 Jungle Menace! |
x-----x-----x
| Mandatory: Yes /
| Type: Hunting Quest \
| Reward: 1500z /
| Contract Fee: 250z \
| Location: Jungle (Night) /
| Details: Hunt Yian Kut Ku! \
x-----x
```

See "[7.3.1]" for details.

```
x-----x
| #11 Rarest of Rare Beasts! |
x-----x-----x
| Mandatory: Yes /
| Type: Hunting Quest \
| Reward: 1500z /
| Contract Fee: 250z \
| Location: Jungle (Night) /
| Details: Hunt Congalala \
x-----x
```

See "[7.3.2]" for details.

```
x-----x
| #12 Hunt the Rare Forest Congas! |
x-----x-----x
| Mandatory: No /
| Type: Slaying Quest \
| Reward: 900z /
```

```

| Contract Fee: 150z          \
| Location: Jungle (Day)     /
| Details: Slay 10 Congas    \
x-----x

```

Watch out for Velocidrome!

```

x-----x
| #13 Attack of the Giant Bugs! |
x-----x
| Mandatory: No                /
| Type: Slaying Quest          \
| Reward: 900z                 /
| Contract Fee: 150z           \
| Location: Jungle Day         /
| Details: Slay 20 Vespoids    \
x-----x

```

Ignore, the Hornetuars (beetle-like bugs) and go straight for the Vespoids (bee-like bugs.)

```

x-----x
| #14 Collect to Combine! |
x-----x-----x
| Mandatory: No           /
| Type: Gathering Quest  \
| Reward: 900z           /
| Contract Fee: 150z     \
| Location: Jungle (Day) /
| Details: Gather 10 Special Mushrooms \
x-----x

```

Collect Special Mushrooms by searching Area's for Mushroom Gathering Points. Even if you don't collect the first time, try until you do.

```

x-----x
| #15 Hunt the Gendrome! |
x-----x-----x
| Mandatory: No          /
| Type: Hunting Quest   \
| Reward: 900z          /
| Contract Fee: 150z    \
| Location: Desert (Day) /
| Details: Hunt Gendrome \
x-----x-----x
| GENDROME! |
x-----x=====x
| Size: Small-Average /
| Family: Prey        \
| Breakable Parts: None /
| Weakness: Ice       \
| Rare Item: Gendrome Skull /
x=====x

```

Gendrome can paralyze, only if you're caught in it's pounce. Otherwise watch out for the Genprey he summons. You've already tackled Giadrome and Velocidrome. If you're still having trouble...well that's expected. Gendrome is supposed to be annoying.

```

x-----x
| #16 The Land Shark! |
x-----x-----x
| Mandatory: No        /
| Type: Hunting Quest  \
| Reward: 1200z        /
| Contract Fee: 200z   \
| Location: Desert (Day) /
| Details: Hunt Cephadrome \
x-----x-----x
| CEPHADROME! |
x-----x=====x
| Size: Medium-Large /
| Family: Piscine    \
| Breakable Parts: Fin /
| Weakness: Ice      \
| Rare Item: Cephalos Fin /

```

x-----x

x=====x

Cephadrome is tricky. While some may equate him to an actual Wyvern, the monster is a pushover. If you have Sonic Bombs, now would be the time to pack them. You'll find Cephadrome in the largest Areas of the desert rolling around in a "square" pattern. When you find him you have two methods of drawing him out, either throwing a Sonic Bomb directly at the fin or exploding a Small Barrel Bomb. Sometimes, you can even attack him to get him to rise. That's rare though.

He has two attacks when topside, he'll use his own version of Tail Whip or launch a concentrated ball of sand as if it were a Fireball. His Tail Whip is what you need to watch out for. Find which direction he swings his tail and pick the opposite side to position yourself at. Then attack.

After a few minutes, he'll jump back into the sand. There are times where this happens just after a few attacks. Draw him out with another Sonic Bomb and attack until he squeals.

Personally, I found the Sword and Shield easier to handle. It's fast, plus you need to deal fast damage before he sinks back. Of course Lance works just as well, if not better in terms of damage dealing. A few pokes to the head can deal a considerable amount. Just be sure to avoid it's Tail Whip.

```
x-----x
| #17 Liver of Legend! |
x-----x-----x
| Mandatory: Yes      /
| Type: Gathering Quest \
| Reward: 1200z       /
| Contract Fee: 200z  \
| Location: Desert (Day) /
| Details: Gather 3 Piscine Livers \
x-----x
```

You remember the Cephadrome m'right? Well, Cephalos are the smaller version of these monsters. They appear in the same areas as of a Cephalos and they have less health. So what's the problem? You have the retrieve Piscine Livers from these dudes. Our methods of drawing them out are the same as Cephadrome, Sonic or Small Barrel Bombs.

After killing them, you get a carve (I'm not sure if it's one or two.) Chances are, you're going to be getting a Piscine Liver. Deliver three of those and you'll golden. Remember to bring Cold Drink!

```
x-----x
| #18 Gone Fishin'! |
x-----x-----x
| Mandatory: No      /
| Type: Gathering Quest \
| Reward: 900z       /
| Contract Fee: 150z  \
| Location: Desert (Day) /
| Details: Gather 2 Goldenfish \
x-----x
```

Get some bait and start Fishing in Area 1. Your objective is to capture 2 Goldenfish. They look like gold fish obviously, so if you don't see any, enter and re-enter that Area until you do. Watch out for Gendrome, cause chances are he's there.

```

x-----x
| (U) Shadow in the Snow! |
x-----x-----x-----x
| Mandatory: Urgent      /
| Type: Hunting Quest   \
| Reward: 2100z         /
| Contract Fee: 350z    \
| Location: Snowy Mountains (Day) /
| Details: Hunt Khezu   \
x-----x-----x-----x

```

See "[7.3.3]" for details.

```

^~~~~~^
---| --- [7.3.1] Elder ** --- |---
---|   ~~~ Yian Kut-Ku ~~~   |---
v~~~~~v

```

"I think that guy is missing a few buttons..."  
~Locke about Kefka, FFVI

```

o=====o-----o
| Question \ What is a Yian Kut Ku? |
o=====o-----o

```

Lo and Behold gentlemen and lady gamers, "the wall." In runner terminology "the wall" is the barrier you can't get past. As seen in Run Fatboy Run. Yian Kut Ku is the first Wyvern you encounter and he is the wall. Ready to blitz you with fire, claws, and tails.

Find your balance. Whether it be SnS, Lance, or Greatsword. By now, you've learned your weapon. The time to master it is now. Evasion is key. Practice the rituals of the "[4] Basics" and you should shine.

Most effective attacks: Impact (Head) and Cutting (Stomach)  
Most effective element: Water  
Susceptible Status Ailments: Poison, Sleep, Paralysis.  
Susceptible Bombs: Flash and \*Sonic.  
Susceptible Traps: Stun Trap, Pitfall  
Breakable Parts: Ears  
Near Death When: Ears droop, or if he limps before fleeing area.

\*Note: Sonic sends him into Rage Mode. Also, Sonic Bombs cause Yian Kut-Ku to lift his head making it a poor choice for Impact weapons.

Reminder:  
-- Cutting weapons are SnS, Dual Swords, Longsword, Greatsword, Gunlance,  
\*\*Bow, and \*Lance.  
-- Impact weapons are Hammer, Hunting Horns, \*\*Bow, and \*Lance.

\*Note: Being that Lance counts as both Impact and Cutting, whichever type does more damage (IE Impact (Head)) the Lance will switch it's type to Impact.

\*\*Note: Bow's Melee counts as Cutting and Impact. I wouldn't normally use it during battle. Especially since this is your first Wyvern fight.

```

o=====o-----o
| Question \ What attacks does it have? |

```



#### Fireball:

Yian Kut Ku will spit a fireball at you; his "tell" is that he jerks his head upward. The good news is that it's both block-able and easy to dodge. It's hit-zone is linear and short range. Most fireballs are like this, so it's easy to gauge the distance between where it starts and where it ends.

#### Peck Attack:

Our pink and purple friend will launch (hop) forward; with his head held high he'll start pecking in a downward motion. Like a chicken pecking at seeds. This is linear, but if you're caught it can destroy you. Dodge, don't Guard as his pecking attacks hits your shield multiple times.

At times, you can rear up and commit to another lengthy pecking attack. A good way to avoid it is memorizing the split second before he commits. His "tell." You can even count the times he pecks for an attack. That way, you can counter the moment he's finished.

#### Backward Brush:

Yian Kut-Ku will brush the ground summoning Wind. He will launch himself backwards, in preparation for another attack. His wings expand and emits and non-damaging scream. Either Pecking or Tackling.

#### Tackle:

One of his deadliest attacks is a full-out tackle. Covering great distances, he'll roar and stumble and eventually crash just short of the map's edge. This attack has a wide hit-zone so Lunge (R + X) if you must. I must note though, that a few moments after executing the tackle, he is vulnerable to attack. So if you didn't get caught, you could take advantage.

#### Tail Whip:

A common trait among Wyverns with tails is Tail Whip. The monster will spin their tail in a one-hundred eighty degree angles. In Yian Kut-Ku's case he'll usually swing the left. Meaning it'd be a good idea to keep his right. That way, you'll be able to see the Tail Whip and even get a few hits in before dodging.

#### Launch:

If Yian Ku-Ku feels threatened by your barrage, he'll take the air summoning Wind as he departs. This is often confused for him escaping, however he'll soon land. Quite annoying. Only if you're standing directly under him does this attack have a chance of hitting you.

#### Bite:

A simple short-range bite with his beak. It's sluggish and avoidable as long as you keep away from his front.

#### Taunt:

At this moment, Yian Kut-Ku will initiate it's Taunt. A Taunt is just that, it's a non-aggressive move that lasts for a moment. This tests a Hunter's ability to take advantage, while being able to recover before his next attack. He will scratch the ground and emit a soft cry. If you're daring enough, you can set up a Trap, use a Bomb, even Paintball him. It's your second, take advantage.

#### Closing the Distance:

Yian Kut-Ku will try many things to close the distance between you and him. If you're a Bow or Bowgun user then listen up. His methods include a low-altitude flight coming at you in a linear direction. This is easy to dodge, however this

whips up Wind. Another way of closing distance is by using his Peck Attack. Which is also linear, however it involves him rushing forward, and ergo closes distance.

#### Rage Mode:

What is Rage Mode? Rage Mode is a mode that every Boss enemy (be it Wyvern or Monster) undergoes. The monster will launch into a frenzy, gaining power, speed, and even new attacks. New speed means your sense of timing will be off. It'll be up to you to adjust. Don't fret, it's not as hard as it sounds.

Yian Kut-Ku will show you his rage mode by leaping up and down in frustration. He will then emit fiery smoke from his mouth, indicated his Rage. In this mode he'll have access to a new attack.

#### Multi-Fireball:

We arrive at my first, but not last, diagram. These paint a rough, rough, overhead view of an action. This prepares you a little for this new attack. While looking a bit confusing, it's anything but. Below the diagram is a Legend which lists what the "X's" and the "O's" are.

Yian Kut-Ku will dump fireballs left and right. It reminds me of a blind attempt to drown you out. Don't be intimidated by this. It just means he's getting desperate.

#### Diagram #1 - Multi-Fireball

```
=====
=====X=====
=====/\=====
=====/\=====
=====/\=====
=====O=====O=====
=====
```

#### Legend:

X = Yian Kut Ku  
/\ = Path of assault  
O = Where it lands

This is what my Diagrams look like. "=" is just empty space, sometimes I'll separate lines with a space or " " which indicates terrain you can't walk on. You shouldn't need to remember this, as I'll remind you when the time comes.

```
o=====o-----o
| Question \ What weapons should I bring? |
o=====o-----o
```

```
      x-----x
      | Sword and Shield, Dual Swords! |
      o=====o
```

```
x-----x
| VELOCIDROME BITE! |
x-----x-----x
| Weapon Type: SnS
| Weapon Attack: 168
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: One
```

| Path:  
| Hunter's Dagger --> Hunter's Dagger +  
| Assassin's Dagger --> Velocidrome Bite

| Method:

| If you already don't have Hunter's Dagger, you can buy it from the Felyne  
| Weapon seller. You must then take it to the weapon forger and improve it  
| with 3 Iron Ore. Iron Ore can be found in mining spots across the snowy  
| mountains, or jungle. Check GameFAQs resources map for details. While three  
| is the requirement, you'll actually need another three for the next weapon  
| improvement, so you want to gather six total.

| You should keep your eye out for three Earth Crystal and the elusive  
| Machalite Ore. You'll need four total, and at this point is quite a rare  
| find. I've had luck at Area 2 of the Snowy Mountains. Start by climbing to  
| the summit of Area 2 (approaches the entrance to Area 7) then turn face the  
| cliff. Adjust your camera and look for a small bluff below. Crawl to the  
| edge of the cliff and fall onto it, there should be another, keep going  
| until you find a fissure and start mining. I've walked away with one or two  
| Machalite Ore at a time. You may be luckier than me, so start mining!

| The rest comes from Velocidrome parts. Not to be confused with Velociprey,  
| Velocidrome is the mini-boss of the pack. You'll need four Velocidrome Claws  
| and two Velocidrome Hide for forging.

| Challenge Rating: Average

x-----x

If balance is what you seek, then seek the Sword and Shield. With the power of  
the sword and shield, one can conquer all plains of battle. It's form consists  
of resounding strikes...preferably before you commit a final combo so you have a  
chance to evade. Normally, I aim for the head then execute a short attack via  
Triangle, Triangle, then evade. This way I can deal some damage while still  
having the time to escape.

This may take some time, but you CAN execute a final attack if you feel  
confident. Like when he does a taunt, or is recovering from a tackle. These  
windows are few, so take advantage when you get the chance.

Most of the time, you either want to go for the head or the stomach area. Your  
pattern should be "Attack-Dodge-Attack-Dodge." Beware of blocking, your SnS  
isn't made for blocking heavy blows. You should be okay with fireball, but if  
your caught in Peck Attack you're toast. Remember you can use items while  
blocking, which comes useful if you have a moment to spare.

x-----x

| GIAPREY CLAWS +! |

x-----x-----x

| Weapon Type: Dual Swords  
| Weapon Attack: 140  
| Element: Ice 240  
| Sharpness: Green  
| Affinity: N/A  
| Slots: N/A

| Path:

| Hunter's Dagger --> Giaprey Claws  
|           --> Giaprey Claws +

| Method:

| Buy or make a Hunter's Dagger. Then go after Giadrome, yes, you're going to

| need Giaprey parts, but you get those in the reward section for facing off  
| with Giadrome anyway. Plus there are plenty of Giaprey to go after during  
| the quest. This will make collecting materials easier, if not a bit tedious,  
| in the long run.

| Challenge Rating: Average-Hard

x-----x

The Giaprey Claws dull quickly, counter with Battle Armor's Sharpening Skull Inc. You should always choose your sharpening times with care (IE, Taunt.) Otherwise it's a similar game in contrast with the Sword and Shield. Avoid the tail by keeping round his side, this will help evade the infuriating pecking attack as well.

Your attack of choice is going to the Roundhouse (Circle button.) It is an effective tool which can deal a considerable amount, while giving some time to evade. The avenues of execution are all open to you, but I'll list a few. After turning, there is a window of opportunity just as the AI is moving to face you. You can lash out just as he's using Bite, remember that positioning is key. The range of Dual Swords requires precision when attempting to exploit this attack. Too close means you get hit, and too far means no damage done and opportunity wasted.

You can attacked two maybe three times during a Taunt using Roundhouse. I found Demon Mode useful, but you lose some time when entering the mode. Plus, your weapons will dull quicker. Speaking of Demon Mode, being in that mode makes you immune to Wind. On an overall note, the weapon gives you many opportunity for attack but it takes practice. Remember to never stay in one spot, and always be wary of it's next attack.

x-----x  
| Greatsword, Longsword! |  
o=====o

x-----x

| RAVAGER BLADE! |

x-----x-----x

| Weapon Type: Greatsword

| Weapon Attack: 576

| Element: Raw

| Sharpness: Green

| Affinity: N/A

| Slots: N/A

| Added Effect: Def +1

| Path:

| Buster Sword --> Buster Sword +

| Buster Blade --> Ravager Blade

|

| Method:

| You will need (assuming you did not make Buster Sword from scratch) a total  
| of twenty Iron Ore, five Disc Stones, fifteen earth crystals, and six  
| Machalite Ore. As of now, you have these resources available throughout the  
| Mining spots in the Jungle and the Snowy Mountains. If you are having  
| trouble locating them refer to Scootypuff's resource maps on GameFAQs.

|

| Challenge Rating: Average-Hard

x-----x

If power is what you seek, then seek the Greatsword. Defeating a Yian Kut-Ku with one is not for the faint of heart. Being slow, a beginner might take one

look at this weapon and wonder how they could ever land a blow. It takes immaculate timing, and great accuracy. By manipulating a Wyvern's blind-spot, you can successfully deal blows.

Our strategy can be one of "Unsheathe-Sheath-Run" and repeat. This is where you run up to the Yian Kut-Ku and execute an Unsheathe Attack. This gets out a quick first strike. It's effective, especially on faster enemies.

Another method is through Charging. If you've read the "[4] Weapon Types" section, then you know what Charging is. Assuming you haven't read that section, Charging is where you hold the Triangle button with your weapon sheathed. You may be wondering how the hell we actually HIT the enemy. More advance players construct a strategy involving the time they have to charge; and the time you have before you need to charge or your enemy attacks. Remarkably, it's not as hard as it sounds. I have a diagram to demonstrate.

Diagram #2 - The Charge Method

```
=====
=====O=====
=====V=====
=====
=====
```

Legend:

V = Direction Yian Kut-Ku is facing.

O = Position you should be at when you start charging your Greatsword.

This also works for Hammers. The concept surrounding this, is that you have enough time to charge. Granted it doesn't have to be fully charged. In fact, there are times where you're not ever going to get a full charge. It all depends on how skilled you are with the Greatsword.

Say, for example, I go into battle with a Greatsword. After some Unsheathe Attacks our foe will launch a fireball. If I time this right I can position myself at the location shown on the diagram. Preferably facing his backside. Now Yian Kut-Ku may turn around, or use Tail Whip. If I'm in the right position I can avoid this. If not, well, gotta try again.

Moments of vulnerability:

-- His Launch Attack, in order to stave off damage, Yian Kut Ku will take to the air. At this moment we can prepare a charge to go off when he comes back down.

-- During his Taunt, where it is possible to let off a fully Charged attack.

Let's not forget that Greatswords get Anti-Wind, allowing you attack the enemy when they summon Wind. Wind is just that, they're powerful gusts that knock you back. When executing a combo with a Greatsword, we can get in a couple of shots. As I have mentioned, combos are the normal attacks done with the Greatsword. When performed in tandem with each other one can make an "infinite combo" (Circle + Circle and Triangle.)

In particular, I've found using Circle and Triangle effective. When aiming for the head, by pressing those two buttons our Greatsword swings overhead. With the right timing we can get a hit off. Being the range of this attacks farther then you'd expect, we can keep a small amount of distance away.

Even if you don't plan on using a Greatsword against Yian Kut-Ku, it's good to know this for future reference. Always remember that enemies have points of vulnerability to Charge attacks. It's up to you to find them! ...Or me to point

them out for you. ^\_^;;

```
x-----x
| IRON KATANA "GOSPEL"! |
x-----x-----x
| Weapon Type: Longsword
| Weapon Attack: 576
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| Buster Sword --> Buster Sword + --> Iron Katana
| --> Iron Katana "Grace" --> Iron Katana Gospel
|
| Method:
| Start or buy a Buster Sword. In order to reach "Gospel" you will need a
| total of thirty-four Iron Ore, ten Disc Stone, eighteen Machalite Ore, and
| twenty-five Earth Crystal. All of which come from mining spots throughout
| the maps, so get digging!
|
| Challenge Rating: Average
x-----x
```

The Longsword is a like extension cord on the Sword and Shield except the latter is removed. The range of our weapon allows us to cover higher ground, transforming it into the "safe" weapon of choice. Attacks like Bite allows you to attack from further away without taking damage. Remember your positioning though and that you move forward a bit when using an Overhead Swing (Triangle.) If you find yourself too deep then retreat with a Back-Sweep (Circle + Triangle.)

You won't have too many chances to attack in Rage Mode, but his frames while entering Rage Mode (the hopping) can be taken advantage of briefly. You can resist his Wind generating attacks by attacking, just make sure you don't stop. And should you avoid his Tackle, the tail is open during his recovery. Nailing it requires good aim. The Spirit attacks can be executed in spurts. During battle I launched swings via R Trigger, moved, swung again, and repeated this until the gauge depleted. From there I started over again.

```
x-----x
| Hammer, Hunting Horn! |
o=====o
```

```
x-----x
| IRON STRIKER! |
x-----x-----x
| Weapon Type: Hammer
| Weapon Attack: 624
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| War Hammer --> War Hammer +
| War Mace --> Iron Striker
|
| Method:
| Assuming you started with a War Hammer, you'll need a total of twenty-seven,
| six Disc Stones, five Machalite Ore, and three Earth Crystals. All, and must
```

| be, collected from various mining spots across the Jungle and Snowy  
| Mountains. Yeah, it's a grind I know, but Iron Striker is a reliable weapon  
| with a path that leads all the way to G Rank.

| Challenge Rating: Low-Average

x-----x

The unique attributes of Hammers is that you're allowed to charge while moving. With that in mind, it makes it far easier to avoid our foe. As a Hammer user, you'll want to aim for the head. However the legs work too, and depending on his size you could scathe his wings. Why the legs? Because we can knock him down. This leaves him open to hits.

You're strategy should consist of "Charge-Approach-Execute-Dodge" and repeat. Whipping our Hammers, we begin the charge while avoiding Yian Kut-Ku's attacks. As long as we keep our stamina up, we can hold it for as long as we need. When you see a moment of vulnerability or just can't hold it in any longer, approach. Choose a time when he's either recovering or is taunting. Then execute. You may even get him to flinch.

Using the Triple Pound (Triangle, Triangle, Triangle) is difficult. The output damage is larger though, so it's rewarding. You may want to use this when you've trapped your foe or flashes him. Even in a non-Rage Mode Taunt he's vulnerable to a Triple Pound. If you manage to KO him, bravo. You can get away with two Triple Combo's before he recovers. This will deal a lethal amount of damage, crippling anything he has to throw at you.

x-----x

| GIAPREY BALLOON +! |

x-----x-----x

| Weapon Type: Hunting Horn

| Weapon Attack: 520

| Element: Ice 150

| Sharpness: Yellow

| Affinity: N/A

| Slots: N/A

| Notes: White, Green, Light Blue

| Path:

| Bone Club --> Giaprey Balloon --> Giaprey Balloon +

|

| Method:

| Assuming you bought the Bone Club, you'll need two Giaprey Hide, two Giaprey Scales, and three Ice Crystals to make the Giaprey Balloon. All of which can be found off Giaprey during the Giadrome hunting mission (bring whatever Pickaxes you can.)

|

| The next improvement comes from Giadrome Parts, five Giadrome Hide, three Screammers, and one Giadrome Skull. The Giadrome Skull is perhaps the most difficult of the materials to find as it's chance of dropping is rare. It could go better if you captured it (See section [3.7.3] for details.) The materials are provided for you in the Supply Box.

|

| Noteworthy Notes:

| (Heal +20 & Antidote) -- White --> Green

| (Heal +30 & Freshness) -- Green --> White --> Light Blue

|

| Challenge Rating: Average-Hard

x-----x

With the spam-able Triangle attack, we can render KO lightening fast.

After pumping yourself up with speed boosts (White, White, White under Recital Mode) commit to a "Attack-Dodge-Attack-Dodge" pattern aiming for the head. You always want to start with White --> White, sheathe, then White --> White again for ESP. Your Hunting Horn's strength is less than norm because of the lack of green sharpness.

We always want to go after the head, but with ESP we're allowed to tag any part of the body. I took advantage of this during Multi-Fireball, by targeting his backside we can score extra hits. Your attack pattern should take advantage of Super Pound (Triangle + Circle) and attempt to KO your enemy. Rarely do you want to use the Triangle unless you're working for a KO. Either way, plan to evade after executing your move. Remember to keep the damage flow. If you're having trouble getting to the head, try pounding the legs. It helps especially if he's spamming Tail Whip.

```
x-----x
| Lance, Gunlance! |
o=====o
```

```
x-----x
```

```
| SPIKED SPEAR! |
```

```
x-----x-----x
```

```
| Weapon Type: Lance
```

```
| Weapon Attack: 276
```

```
| Element: Raw
```

```
| Sharpness: Green
```

```
| Affinity: N/A
```

```
| Slots: N/A
```

```
| Path:
```

```
| Iron Lance --> Iron Lance + -->
```

```
| Bone Javelin --> Spiked Spear
```

```
|
```

```
| Method:
```

```
| You need three Iron Ore to improve Iron Lance into Iron Lance +. You will
| need to gather four Small Monster Bones from Apceros. And while you are
| farming these from your quarry, venture to find three Medium Monster Bones.
| Finding them can be quite difficult, and only other available to get the
| materials come from boss Monsters like Yian Kut-Ku and Congalala themselves.
| If you're up to it, then you may want to invest in Paladin Lance.
```

```
|
| You will also need four Iron Ore, four Brute Bones (Blango), three Machalite
| Ore, and two Killer Beetles. Difficult to find I know, but worth the forge.
```

```
|
```

```
| Challenge Rating: Average
```

```
x-----x
```

Or...

```
x-----x
```

```
| PALADIN LANCE! |
```

```
x-----x-----x
```

```
| Weapon Type: Lance
```

```
| Weapon Attack: 253
```

```
| Element: Raw
```

```
| Sharpness: Green
```

```
| Affinity: N/A
```

```
| Slots: N/A
```

```
| Added Effect: Defense +4
```

```
| Path:
```

```
| Iron Lance --> Iron Lance + -->
```



| Steel Lance --> Paladin Lance

|  
| Method:  
| You'll need twenty-one Iron Ore, five Earth Crystals, four Disc Stones, and  
| four Machalite Ore. All come from mining. The Paladin Lance is a little  
| easier to acquire than the Spiked Spear, with the cost of attack being it's  
| price.

| Challenge Rating: Average

x-----x

Approaching a Yian Kut-Ku with a Lance is tricky. When done right though, you're a Hunter among Hunters. The main issue that most player's have with the Lance is that Evade is replaced with Back-hop. In many ways, Back-hop is just as good as Evading. You'll notice in the heat of battle, you won't have the time to sheath and dodge. A beginner would think that Guarding compensates for this. As you'll learn though, the Lance incapable of withstanding multiple assaults. This is where Back-hopping comes in.

Say for a minute, you need to dodge a linear attack. Be it a fireball, a tackle, or beam. This is where the Back-hop comes in. Wait! Doesn't the Back-hop, only go backwards? I mean, isn't that WHY we call it the "Back-hop?" It all depends on which direction your facing.

Diagram #3 - Back-hop Demonstration

```
=====
=====
=====X=====
=====^=====
=====
```

Legend:

X = Enemy

^ = You and the direction you're facing.

Say you're caught in this situation. It's going to happen many times. You're caught in front of the enemy and you got no other way to go. What do you do?

```
=====
=====X=====
=====|<<=====
=====|=====
=====|=====
=====
```

Legend:

X = Enemy

<< = You and the direction you're facing.

By changing direction, we can manipulate Back-hop to act like Evade. With the Lance, we are awarded three Back-hops at the cost of stamina. It'll result in some serious evasion while combining the prowess poking of your tool (innuendo not intended.)

Your method should consist of avoiding the Kut-Ku's front while poking him in the eye. With all your skills, you should be able to handle him with ease. Or not...

x-----x

```

| SNOW GUNLANCE MK.II! |
x-----x-----x
| Weapon Type: Gunlance
| Weapon Attack: 253
| Element: Ice 120
| Sharpness: Green (Very Low)
| Affinity: N/A
| Slots: N/A
| Shelling Type: Normal Lv2
| Path:
| Iron Gunlance --> Snow Gunlance
|   --> Snow Gunlance MK.II
|
| Method:
| You'll need two Giaprey Hide, three Giaprey Scales, eight Iron Ore for the
| upgrade to Snow Gunlance. After this, you'll need eight Earth Crystals,
| three Giadrome Hide, and one Giadrome Head. The Giadrome Head (as I
| mentioned before) is a rare drop but your chances increase by capturing it.
|
| Challenge Rating: Average-Hard
x-----x

```

Limit yourself to Upwards Swing (Triangle + Circle) then evade. Remember a moment has to pass before you can use another Back-Hop (unlike the Lance.) That's why most stick to guarding over evading. It's still a no-no to block against Peck Attack. However attacks like Tail Whip can be leave our foe vulnerable to well-timed stabs (as to avoid getting hit.)

You can apply your attacks during a Taunt, but remember Wyvern Fire (Triangle + Circle while guarding) is always available. And like any weapon with decent length, we can snag the tail after evading or blocking Tackle by using Unsheathe Attack/Forward Stab (Forward + Triangle.) Also when using Launch, you can aim your Gunlance shells upwards using the Upwards Swing (Triangle + Circle) then Shoot (Circle). If you're lucky, you can make him fall.

```

x-----x
| Bow, Bowgun! |
o=====o

```

```

x-----x
| BLANGO FUR BOW II! |
x-----x-----x
| Weapon Type: Bow
| Weapon Attack: 120
| Element: Ice 80
| Affinity: N/A
| Slots: One
| Coatings: All but Razor
| Charges Levels:
| Charge Lv1: Rapid Lv1
| Charge Lv2: Pierce Lv1
| Charge Lv3: Rapid Lv3
| Charge Lv4: Scatter Lv3
|
| Path:
| Blango Fur Bow I --> Blango Fur Bow II
|
| Method:
| You'll need ten Ice Crystals which can be gathered around the Snowy
| Mountains. You'll also need five Giaprey Scales and four Blango Pelts, all

```

| of which come from their respective sources (Giaprey = Scales, Blango =  
| Pelts.) When finished you'll need Brute Bone (Bulldrome or more Blango) four  
| Giadrome Hide, and ten Carpenterbugs (Pokke Farm.)

| Challenge Rating: Average

x-----x

Using the Bow is quite simple. Load your coatings (Triangle + Circle) then hold the Triangle button to charge your Bow. When you feel the moment is right, unleash it. During the battle stay close to him, but keep outside the range of his attacks like Tail Whip. With this in mind, it makes for an easier fight. You want to maintain a counterclockwise movement at all times. Only taking the time to stop to fire at his head. It goes without saying but keep away from his front.

Watch your stamina gauge making sure you have enough to evade an oncoming attack. Peck Attack and Tackle are especially unforgiving when it comes to this. And when running out of Coatings look for right moment to reload, such as a Taunt or the comical Bite attack. I only recommend using Sonic Bombs (found in supply box) as a last resort.

x-----x

| SHOTGUN (WHITE)! |

x-----x-----x

Weapon Type: Light Bowgun	Load Lv: 1 2 3
Weapon Attack: 120	Normal S: 6 6 - Flame S : - - -
Reload: Fast	Pierce S: 3 - - Water S : - - -
Recoil: Moderate	Pellet S: 3 - - Thnd S : - - -
Affinity: N/A	Crag S : 1 - - Freeze S: 3 - -
Slots: N/A	Clust S : 1 - - Drgn S : - - -
Rapid Fire: Pellet S Lv1	Recov S : 3 3 - Tranq S : - - -
	Poison S: 3 - - Paint S : - - -
	Para S : 3 - - Demon S : - - -
	Sleep S : 3 - - Armor S : - - -

| Method:

| You'll need four Giadrome Claws, six Giaprey Scales, one Machalite Ore and  
| four Small Monster Bones. The claws come from Giadrome obviously, the scales  
| from Giaprey, the Machalite Ore comes from mining spots (see SnS section)  
| and the Small Monster Bones are found on Apceros in the Desert Gathering  
| Quest.

| Challenge Rating: Low-Average

x-----x

x-----x

| SAND DIVER! |

x-----x-----x

Weapon Type: Heavy Bowgun	Load Lv: 1 2 3
Weapon Attack: 192	Normal S: 6 6 - Flame S : 4 - -
Reload: Fast	Pierce S: 3 - - Water S : 4 - -
Recoil: Moderate	Pellet S: 3 - - Thnd S : 4 - -
Affinity: N/A	Crag S : 1 - - Freeze S: - - -
Slots: N/A	Clust S : 1 - - Drgn S : - - -
	Recov S : 3 3- - Tranq S : 2 - -
	Poison S: - - - Paint S : 2 - -
	Para S : 3 1 - Demon S : - - -
	Sleep S : 3 1 - Armor S : - - -

| Method:

| Skipping ahead a bit, the Liver of Legend quest grants you access to  
| Cephalos. You need two Cephalos Fin and six Cephalos Scales from them. While  
| accomplishing Liver of Legend you can search for these parts. The fins rare  
| but acquirable, and once you have them search for ten Iron Ore and three  
| Machalite Ore. Once you've spent the better part of an hour gathering forge  
| the Sand Diver and get ready to fight.

| Challenge Rating: Low-Average

x-----x

Light Bowgun Shells: Pierce Lv1, Freeze S, Normal Lv2, Normal Lv1

Heavy Bowgun Shells: Pierce Lv1, Water S, Normal Lv2, Normal Lv1

Start with Pierce aiming for the head. The trick for scoring great damage.  
Didn't care to include Pellet because it came with Rapid Fire, and that would  
ground us for seconds we can't afford. You want to perform the same regiment as  
you would with a Bow, never stray too far or too close to your prey.

You also want to maintain that counterclockwise motion in order to avoid his  
Tail Whip and coming attack. You should choose your reload times sparingly. With  
Battle Armor's Reloading + 1, doing so is easy. Pull out the Freeze S should you  
run out of Pierce Lv1. If you want, you can bring Huskberry and Velociprey Fangs  
for combination. Remain cautious, try to eliminate the habit of spamming shots  
from one spot. Spending too much time in one place can be dangerous on the  
field. Amend your skills to these standards and you'll do fine.

o=====o-----o

| Question \ What armor should I wear? |

o=====o-----o

I believe I may have covered this in "[4.3]" but I'll re-post it.

x-----x

| BATTLE ARMOR! |

x=====x-----x

\ User Type: Blademaster

/ Total Defense: 80

\ Total Slots: Four

/ Elemental Strength: Fire

\ Elemental Weaknesses: Water, Thunder

/ Skills:

\ Sharpening Skill Inc

/ Attack Up [Small]

\ Detect (Needs 2+ in Gems)

/ Guard (Needs 4+ in Gems)

\

/ Armor Rating: Useful

x=====x-----x

Or...

x-----x

| BATTLE ARMOR! |

x=====x-----x

\ User Type: Gunner

/ Total Defense: 50

\ Total Slots: Four

/ Elemental Strength: Fire

\ Elemental Weaknesses: Water, Thunder

/ Skills:

```

\ Load Up
/ Attack Up [Small]
\ Detect (Needs 2+ in Gems)
/ Normal S Up (Needs 4+ in Gems)
\
/ Armor Rating: Useful
x=====x

```

We get Sharpening Skill Inc and Attack Up [Small] right off. It's resistant against Fire (which means less damage from Fireballs.) Plus, it's versatile. While you won't have access to Guard, you will later.

```

o=====o-----o
| Question \ Final thoughts? |
o=====o-----o

```

The impassible wall that's tamed through developed skill. True mastery of this wyvern comes from failure, the more times you fail the more you'll learn. The time will come when you will defeat your foe and claim you rank as Monster Hunter. Time tempers all skills. And should you find yourself on the wrong side of a mission, pause, take a step back, and calm down. Go back to that exact moment you which you failed and push past the pain. When you attempt to correct an action you have wronged, you are a step closer to victory! To sum up, it's why I got hit, and what I can do to prevent it from happening again.

Win with haste, win with grace.

```

      ^~~~~~^
---| --- [7.3.2] Elder ** --- |---
---|    ~~~ Congalala ~~~  |---
      v~~~~~v

```

"Take your stinking paws off me, you damned dirty ape!"  
George Taylor, Planet of the Apes.

```

o=====o-----o
| Question \ What is Congalala? |
o=====o-----o

```

The white-furry Donkey Kong of Monster Hunter. While lacking Barrels to throw at you, Congalala borrows traits from a more primitive Nintendo character. Wario, if you believe it. Throwing globs of it's own excrement at you, he'll unleash a series of gross, primate fashioned attacks.

Most effective attacks: Head (Both)  
Most effective element: Fire  
Susceptible Status Ailments: High tolerance to status ailments.  
Susceptible Bombs: Flash  
Susceptible Traps: Stun Trap, Pitfall (Non-Rage Mode only)  
Breakable Parts: Horn, Tail (you can make his item drop.)  
Near Death When: Will limp before fleeing Area.

Congalala likes to eat. Even with it's high tolerance, you can lay down a "Status" Meat and have him eat it. Chances are, he'll fall under it. This gives you time to deal heavy damage. Even if he doesn't affected the next time, you can still benefit from distracting him for extra hits!

```

o=====o-----o
| Question \ What attacks does it have? |
o=====o-----o

```

Swipe:

Congalala will take a single swipe at you. It's quite fast. It's hit-zone appears a little larger then Yian Kut-Ku's.

Back-Hop:

Our furry foe will leap backwards, usually in preparation for another attack like Triple-Combo or Three-Pronged Throw.

Rush:

Congalala will take off in a linear direction. Often coming to an abrupt stop in order to execute another move. It's quite the opposite of Back-Hop, as he's strategy now is to enclose you in his next move.

Triple-Combo:

Our fat foe stands on two legs and begins an wide hit-zone swipe attack. After three blind swipes his legs give in causing him to fall. The ground will shake creating a "Quake" effect. Often used with larger monsters; "Quake" can momentarily cause you to shake. While not damaging, you automatically sheathe your weapon effectively canceling your offense. Quake can be canceled with "Anti-Quake" armor, which comes with Congalala Armor.

After this combo however, he is vulnerable to attack. For a brief moment he rests on the ground recovering from the strain put on his legs. Leaving you a moment to deal some damage.

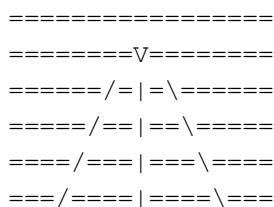
Roar:

Congalala will Roar, when a monster "Roars" you'll crouch to cover your ears. After the monster finishes roaring, you'll be vulnerable to attack. This is what kills Gunners later on, as their armor is weaker. To counter this, you need to have armor with "Earplug" armor. You won't have access to this armor right away. It's best block it with a shield.

Three-Pronged Throw:

Say, you ever go to the zoo, and someone does something to frighten the monkeys? Can you guess what they'll do? No? Well, our foe will reach it's behind with it's tail and pile on excrement. In one quick motion he'll launch a festive smoldering ball of dung. In pairs of three no doubt.

Diagram #4 - Three Pronged Throw



Legend:

V = Monster

/|\ = Line of fire

Most of the time, Congalala will jump backwards in order create distance. This is a good indicator of intent. Look for the signs and dodge when appropriate. Be aware the this attack has a screwy lock-on system designed to hit you. I say "screwy" because they miss more often then they hit.

Bloat:

In nature, an animal will sometimes make itself appear larger then it actually is to intimidate predators. Congalala's example of this is when he bloats.

Standing on both hind-legs, he'll pump out his belly turning it into a shield. The smart hunter would go around his front and attack from the sides. Soon after, he'll exhale and be thrown back onto the ground. If you happen to be in front of him at the time, god help you.

Sometimes he'll add a gaseous fart to this. Especially when in Rage Mode. A good way to avoid this is by attacking his SIDES.

Belly Flop:

Jumping into the air, our foe will commit to a crushing belly flop. Aimed directly at you, you'll need to dodge or Guard against it right away. It's quick and lethal. The good news? If you happen to evade it, you can take advantage of the moment where he's recovering. Those damn joints of his!

Expel Gas:

During the fight, our furry foe stomach may act up. When this happens he'll crouch, cover his stomach, and raise his posterior high. Fumes will begin to pour out followed quickly by expulsion. A gas attack.

If you're caught, this will render your status...errr...Not sure what it's called. But you stink. Deodorant can solve this problem. Until then, you won't be able to use items such as Potions or even Whetstones.

Breath:

After taking considerable damage, our foe will attempt to eat the object wrapped around his tail (usually a mushroom.) Even if he's holding a bone, there's usually a mushroom gathering point nearby. Depending on your location he'll unleash a different breath attack. If it's swamp, it'll be poison, if it's the jungle, it'll be fire.

You'll run into this attack later on with Teostra. The "hit-zone" of this attack extends far because of his ability to shift it from left to right. It takes some time, but you can predict where the breath starts and ends. Allowing you to take advantage.

Section Credits:

Mondin  
ricebun

Rage Mode:

If Congalala feels like he's in a pinch, he'll stand on his hinds legs and expel gas. His face and butt will also turn red. While quite humorous be aware that his attack power increases dramatically. A careless move can wipe that smile from clean off.

In Rage Mode, he'll use a great many moves at once. Many accompanied by farts. In order to prevent any of his blows from landing, it would be a good idea to attack wisely. Like for example, if he uses his Triple-Combo, attack the Tail while he's recovering. Not the front.

Slam:

A basic body-slam I've only seen in Rage Mode. With Congalala's enhances speed, he'll stand on both feet only to fall back down in a terrible body-slam.

o=====o-----o  
| Question \ What weapons should I bring? |  
o=====o-----o

x-----x  
| Sword and Shield, Dual Swords! |

x-----x

| VELOCIDROME BITE! |

x-----x-----x

| Weapon Type: SnS

| Weapon Attack: 168

| Element: Raw

| Sharpness: Green

| Affinity: N/A

| Slots: One

| Path:

| Hunter's Dagger --> Hunter's Dagger +

| Assassin's Dagger --> Velocidrome Bite

|

| Method:

| If you already don't have Hunter's Dagger, you can buy it from the Felyne  
 | Weapon seller. You must then take it to the weapon forger and improve it  
 | with 3 Iron Ore. Iron Ore can be found in mining spots across the snowy  
 | mountains, or jungle. Check GameFAQs resources map for details. While three  
 | is the requirement, you'll actually need another three for the next weapon  
 | improvement, so you want to gather six total.

|

| You should keep your eye out for three Earth Crystal and the elusive  
 | Machalite Ore. You'll need four total, and at this point is quite a rare  
 | find. I've had luck at Area 2 of the Snowy Mountains. Start by climbing to  
 | the summit of Area 2 (approaches the entrance to Area 7) then turn face the  
 | cliff. Adjust your camera and look for a small bluff below. Crawl to the  
 | edge of the cliff and fall onto it, there should be another, keep going  
 | until you find a fissure and start mining. I've walked away with one or two  
 | Machalite Ore at a time. You may be luckier than me, so start mining!

|

| The rest comes from Velocidrome parts. Not to be confused with Velociprey,  
 | Velocidrome is the mini-boss of the pack. You'll need four Velocidrome Claws  
 | and two Velocidrome Hide for forging.

| Challenge Rating: Average

x-----x

Or...

x-----x

| VIPER BITE! |

x-----x-----x

| Weapon Type: SnS

| Weapon Attack: 140

| Element: 220

| Sharpness: Green

| Affinity: N/A

| Slots: N/A

| Path:

| Hunter's Dagger --> Snake Bite -->

| Snake Bite + --> Viper Bite

|

| Method:

| Start with Hunter's Dagger gather three Giaprey Hide, one Sharp Claw (Conga,  
 | Blango, Hermituar) then four Small Monster Bones. After this go after  
 | Giadrome until you have one Giadrome Hide, four Giadrome Claws, and four  
 | Carpenterbugs (Pokke Farm, Insect Thickets.)



| The Viper Bite is a sweet alternative for those looking for a status inducer. This weapon can serve us on various missions and is a neat alternative for the casual Hunter.

| Challenge Rating: Average

x-----x

In particular, the Sword and Shield once again serves as balance. It has shorter range than I would like, but is still effective nonetheless. Rely on your convictions as a Hunter in order to endure. Our game is simple, we want to glide around our enemy and attack from the safest point. His sides are most vulnerable but his head weakest. It's up to you whether you wish to risk it.

Now, after Congalala performs a Belly Flop, you can Lunge (Triangle + Circle) on the tail during his recovery. The quick overhead slashes allow us to attack the protruding tail with ease. The tail is effectively our "safe" target. Our goal is to knock the held object off his tail because we want to knock that Mushroom (or bone) away as to not activate his Breath attack. It's not so much dangerous, as it is dangerous \*and\* annoying. Beware of the sudden bowel movements while attack his behind. This makes quite easy for us to counter Bloat, because we simply maneuver around him. You can execute a full-combo while he's recovering from Triple-Combo. Bloat is merely the icing on the cake.

x-----x

| GIAPREY CLAWS +! |

x-----x-----x

| Weapon Type: Dual Swords

| Weapon Attack: 140

| Element: Ice 240

| Sharpness: Green

| Affinity: N/A

| Slots: N/A

| Path:

| Hunter's Dagger --> Giaprey Claws

|           --> Giaprey Claws +

| Method:

| Buy or make a Hunter's Dagger. Then go after Giadrome, yes, you're going to need Giaprey parts, but you get those in the reward section for facing off with Giadrome anyway. Plus there are plenty of Giaprey to go after during the quest. This will make collecting materials easier, if not a bit tedious, in the long run.

| Challenge Rating: Average-Hard

x-----x

An advantage of the Dual Swords is that we can assert Demon Dance periodically. When recovering from attacks like Triple-Combo, Bloat, and even Belly Flop we can dish a flurry of hits depending on our timing. The quickly dulling blades of your Giaprey Claws will disturb your strategy. That makes sharpening important, and Sharpening Skill Inc a requirement.

Our weapon's operation is similar to that of the Sword and Shield. By attacking the tail with Roundhouse (Circle) we can avoid the attacks that come from the front. We can also gain extra time during his repositioning (to turn to you) for quick attacks. You can methodically operate the Roundhouse until you see an opening. These opens are, as stated, the recovery times between moves. Our furry foe will exert far too much energy in his attacks and take time to recover. And should failure find you, figure out why and adjust accordingly.

```
x-----x
| Greatsword, Longsword! |
o=====o
```

```
x-----x
| RAVAGER BLADE! |
x-----x-----x
| Weapon Type: Greatsword
| Weapon Attack: 576
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Added Effect: Def +1
| Path:
| Buster Sword --> Buster Sword +
| Buster Blade --> Ravager Blade
|
| Method:
| You will need (assuming you did not make Buster Sword from scratch) a total
| of twenty Iron Ore, five Disc Stones, fifteen earth crystals, and six
| Machalite Ore. As of now, you have these resources available throughout the
| Mining spots in the Jungle and the Snowy Mountains. If you are having
| trouble locating them refer to Scootypuff's resource maps on GameFAQs.
|
| Challenge Rating: Average-Hard
x-----x
```

I admire your courage. Admiration in the fact that you're using the Greatsword despite your revulsion for it's speed. And courage in the fact that you figured out it's damn good you cheap son-of-gun. Either way round your attacks to a simple pattern, use Unsheathe Attack, then evade, then sheathe and wait for your next opportunity. If you'd like you can apply this to his tail as destroy the mushroom. If you find yourself missing a lot you can practice till you got it right, or just aim for the sides.

You'll eventually want to attack the head in order to break the horn. Wait until you've chipped away at his health before attempting (good indicator is when he flees the area.) Now guarding is alright every once and awhile, doing so is better then getting hit. However it decreases your sharpness, but more then that some attacks like Belly Flop can still hurt a bit.

Charging should be practiced only when you feel ready for it. After recovering from one of his moves, you can begin to charge up. Often you'll only get so far as a Lvl Charge, but it's better then missing because you took the time to go all the way to the final level. Bloat and Triple-Combo leave wonderful avenues available for you to drive through. With Bloat, all you have to do is position yourself behind Congalala and wait for him to recover. With Triple-Combo, all you must do is guess where he will fall after performing the last slash in the attack. Begin charging as he falls but stay out of the range of Quake effect. If you do this right, you can get away with a full charge.

```
x-----x
| IRON KATANA "GOSPEL"! |
x-----x-----x
| Weapon Type: Longsword
| Weapon Attack: 576
| Element: Raw
| Sharpness: Green
| Affinity: N/A
```

| Slots: N/A  
| Path:  
| Buster Sword --> Buster Sword + --> Iron Katana  
| --> Iron Katana "Grace" --> Iron Katana Gospel  
|

| Method:  
| Start or buy a Buster Sword. In order to reach "Gospel" you will need a  
| total of thirty-four Iron Ore, ten Disc Stone, eighteen Machalite Ore, and  
| twenty-five Earth Crystal. All of which come from mining spots throughout  
| the maps, so get digging!  
|

| Challenge Rating: Average

x-----x

If you wish, you can perform Unsheathe Attacks similar in pattern to that of a Greatsword. Sheathing will be unnecessary as your weapon possesses greater mobility. It's possible to circle around your foe and lop at his tail. He's especially vulnerable during and after his attacks. You can go after the tail for safety reasons, or invest in breaking his horn.

The Spirit Combo suits us well during those moments where he's prone. We want to assert our attacks substituting them for the times we've charged with the Greatsword like at the end of Triple Combo and during Bloat. The advantage behind this is that we are allowed to keep a greater distance, and are avoid more attacks. You can otherwise adapt your tactics to finding openings as described in the Sword and Shield section. Looking for openings.

x-----x  
| Hammer, Hunting Horn! |  
o=====o

x-----x

| IRON STRIKER! |

x-----x-----x

| Weapon Type: Hammer  
| Weapon Attack: 624  
| Element: Raw  
| Sharpness: Green  
| Affinity: N/A  
| Slots: N/A  
| Path:  
| War Hammer --> War Hammer +  
| War Mace --> Iron Striker  
|

| Method:  
| Assuming you started with a War Hammer, you'll need a total of twenty-seven,  
| six Disc Stones, five Machalite Ore, and three Earth Crystals. All, and must  
| be, collected from various mining spots across the Jungle and Snowy  
| Mountains. Yeah, it's a grind I know, but Iron Striker is a reliable weapon  
| with a path that leads all the way to G Rank.  
|

| Challenge Rating: Low-Average

x-----x

Or...

x-----x

| KUT-KU JAW! |

x-----x-----x

| Weapon Type: Hammer

| Weapon Attack: 676  
| Element: Raw  
| Sharpness: Green  
| Affinity: N/A  
| Slots: N/A  
| Path:  
| Bone Club --> Cyclo Hammer -->  
| Atlas Hammer --> Kut-Ku Jaw  
|

| Method:  
| Start with Bone Club gather three Brute Bones (Blango, Bulldrome) and three  
| Small Monster Bones (Apceros, Aptonoth.) Once you have the Atlas Hammer  
| begin gathering two Giant Bones (Bulldrome) and another ten Small Monster  
| Bones. After that you must fight Yian Kut-Ku until you acquire it's rarest  
| drop the Giant Beak. You must also gather five Sharp Claws and two Monster  
| Fluid.

| The Monster Fluid comes from two places, the first from the Old Lady seller.  
| However they cost 5000z a pop, and I can't guarantee it will always show up  
| in her inventory. You can instead go buy Bomb Material and Toadstool (if it  
| doesn't show up you can do a quest and see if it comes later.) Combine those  
| to make a Poison Smoke Bomb and keep some of the materials you used for  
| combination in stock (it doesn't hurt to carry Combination Books.) Take the  
| quest "#13 Attack the Giant Bugs" and bring those poison bombs with you. You  
| can also take a Bowgun that's capable of using Poison S if you want. Once  
| done, you're objective is to kill the Vespoids \*without\* shattering their  
| bodies. To accomplish this you must kill those flying suckers with a Poison  
| Smoke Bomb or Poison S Shells. They must die of poison. Once that happens,  
| you can carve their bodies with a chance of receiving Monster Fluid along  
| with Vespoid parts (which we can use later for some sweet Gunner Armor.)

| Hunting for the Kut-Ku Jaw is supremely delicate work. It can easily take  
| you hours to gather all the necessary materials. There are two reasons why I  
| recommend you do this. First and foremost the Kut-Ku Jaw's power is rivaled  
| by no other weapon and in fact is on the path to the strongest Raw Hammer  
| in-game the Chaotic Order. Second, I'm going to recommend you do this  
| anyway, so you're just getting a leg-up right now by doing this.

| Challenge Rating: Low

x-----x

The impact of the Hammer can send Congalala in a fury faster then a frog dropped  
in boiling water. While you can be dangerous with this weapon type, know that  
your foe can return the brunt in two-fold. Remember to never stay in one place  
at one time. And always beware of the his bowel movements.

You pattern should resemble something like... charge, aim, unleash, dodge, rinse  
and repeat. Remember to keep your distance before moving in for the pound.  
You'll want to time your attacks because of gap upon unleashing the Hammer and  
having it hit. It can leave you open to crazy assaults. The best times of  
unleashing are during the recover of Belly Flop, Triple Combo, and Bloat (so  
long as you hit his backside.) You can unleash a Charged Attack upon the tail,  
then turn your attention to the head.

x-----x

| GIAPREY BALLOON +! |

x-----x-----x

| Weapon Type: Hunting Horn  
| Weapon Attack: 520  
| Element: Ice 150

```

| Sharpness: Yellow
| Affinity: N/A
| Slots: N/A
| Notes: White, Green, Light Blue
| Path:
| Bone Club --> Giaprey Balloon --> Giaprey Balloon +
|
| Method:
| Assuming you bought the Bone Club, you'll need two Giaprey Hide, two Giaprey
| Scales, and three Ice Crystals to make the Giaprey Balloon. All of which can
| be found off Giaprey during the Giadrome hunting mission (bring whatever
| Pickaxes you can.)
|
| The next improvement comes from Giadrome Parts, five Giadrome Hide, three
| Screammers, and one Giadrome Skull. The Giadrome Skull is perhaps the most
| difficult of the materials to find as it's chance of dropping is rare. It
| could go better if you captured it (See section [3.7.3] for details.) The
| materials are provided for you in the Supply Box.
|
| Noteworthy Notes:
| (Heal +20 & Antidote) -- White --> Green
| (Heal +30 & Freshness) -- Green --> White --> Light Blue
|
| Challenge Rating: Average-Hard
x-----x

```

The Hunting Horn is tougher, but simpler in a sense. Involving bashing Triangle until you've brought Congalala into submission. Mindless violence is good every now and then. Remember, our hits gotta connect with the head in order to inflict KO. This poses a problem. If you remain at Congalala's front for long he'll rush you, or do worse. It's a calculated risk, but the payoff is sweet.

The option is always available for your to attack the tail. The Overhead Swings are slow however, so instead attack with the Super-Pound (Triangle + Circle) and reposition if needed. It's possible to activate Recital Mode, and execute a song during Bloat, Belly Flop, and Triple Combo so long as you remain out of range. Limit yourself to two notes per Recital as to prevent lingering in the mode for too long. Most of the time, you'll be using it to recharge your mobility so it won't be much of a nuisance.

```

x-----x
| Lance, Gunlance! |
o=====o

```

```

x-----x
| SPIKED SPEAR! |
x-----x-----x
| Weapon Type: Lance
| Weapon Attack: 276
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| Iron Lance --> Iron Lance + -->
| Bone Javelin --> Spiked Spear
|
| Method:
| You need three Iron Ore to improve Iron Lance into Iron Lance +. You will
| need to gather four Small Monster Bones from Apceros. And while you are

```

| farming these from your quarry, venture to find three Medium Monster Bones.  
| Finding them can be quite difficult, and only other available to get the  
| materials come from boss Monsters like Yian Kut-Ku and Congalala themselves.  
| If you're up to it, then you may want to invest in Paladin Lance.  
|  
| You will also need four Iron Ore, four Brute Bones (Blango), three Machalite  
| Ore, and two Killer Beetles. Difficult to find I know, but worth the forge.  
|  
| Challenge Rating: Average  
x-----x

Or...

x-----x  
| PALADIN LANCE! |  
x-----x-----x  
| Weapon Type: Lance  
| Weapon Attack: 253  
| Element: Raw  
| Sharpness: Green  
| Affinity: N/A  
| Slots: N/A  
| Added Effect: Defense +4  
| Path:  
| Iron Lance --> Iron Lance + -->  
| Steel Lance --> Paladin Lance  
|  
| Method:  
| You'll need twenty-one Iron Ore, five Earth Crystals, four Disc Stones, and  
| four Machalite Ore. All come from mining. The Paladin Lance is a little  
| easier to acquire than the Spiked Spear, with the cost of attack being it's  
| price.  
|  
| Challenge Rating: Average  
x-----x

With Lance, you'll be stripped of some mobility but have the triple Back-Hop  
(Cross) to \*back\* you up (only pun in the entire guide, I swear on it.) With  
either the Gunlance or the Lance you'll want to mix evasion with guarding.  
You'll also want to eat Rations to max your stamina. You can't maneuver to the  
tail unless you sheathe and reposition yourself. So dusting the tail is a long  
shot. You can hope that he Belly Flops over your head and score a few hits, but  
truthfully you want to focus on his sides.

Attacking his head is possible with advance maneuvering. Taking advantage of  
Side-Step (D-Pad + Cross after performing an action) can help. Prioritize Back-  
Hop over guarding, it's better to avoid the drain in stamina. In situations  
where you're compelled to guard, beware of Belly Flop, as it drains health as  
well as stamina. Look for opportunities for a Lance Charge (Triangle + Circle)  
like the recovery times of Triple Combo and Belly Flop. During Bloat you can  
sheath, maneuver around, and attack for a quick bit of damage.

x-----x  
| SNOW GUNLANCE MK.II! |  
x-----x-----x  
| Weapon Type: Gunlance  
| Weapon Attack: 253  
| Element: Ice 120  
| Sharpness: Green (Very Low)  
| Affinity: N/A

| Slots: N/A  
| Shelling Type: Normal Lv2  
| Path:  
| Iron Gunlance --> Snow Gunlance  
| --> Snow Gunlance MK.II  
|  
| Method:  
| You'll need two Giaprey Hide, three Giaprey Scales, eight Iron Ore for the  
| upgrade to Snow Gunlance. After this, you'll need eight Earth Crystals,  
| three Giadrome Hide, and one Giadrome Head. The Giadrome Head (as I  
| mentioned before) is a rare drop but your chances increase by capturing it.  
|  
| Challenge Rating: Average-Hard  
x-----x

Or...

x-----x  
| STEEL GUNLANCE! |  
x-----x-----x  
| Weapon Type: Gunlance  
| Weapon Attack: 276  
| Element: Raw  
| Sharpness: Green  
| Affinity: N/A  
| Slots: One  
| Shelling Type: Normal Lv2  
| Path:  
| Iron Gunlance --> Iron Gunlance +  
| --> Steel Gunlance  
|  
| Method:  
| You must create Iron Gunlance from scratch. That means you'll need five  
| Machalite Ore, ten Iron Ore, five Gunpowder (Fire Herb + Nitroshroom (both  
| come from Pokke Farm or various gathering spots or can be bought from the  
| Old Lady)) and one Flame Sac (Yian Kut-Ku.) After gathering your materials  
| to make Iron Gunlance. You'll want to gather ten more Machalite Ore, eight  
| Earth Crystals, ten Disk Stone, another five Gunpowder and another three  
| Flame Sacs.  
|  
| This weapon requires you to have defeated Yian Kut-Ku already. It's  
| materials may be hard to acquire, it's path leads us to Devout End however,  
| one of the strongest Dragon type Gunlances in-game.  
|  
| Challenge Rating: Average-Hard  
x-----x

You may commit to more sheathing with the Gunlance than the Lance for mobility issues. The absence of the extra Back-Hops isn't as felt here as it is later. There's no shame in guarding against small blows like Swipes and whatnot. It's possible to "turtle" which is a basic attack while guarding. Executing this requires you to take heed in it's attacks. It may hit you with a swipe and you can poke back right after, but don't get carried away. You're left wide open while attacking yourself, and should you be accosted by an attack like Triple-Combo you'll receive the brunt of the blow.

Should you decide to reach for the tail, try an Uppercut (Triangle + Circle) to nip it. Offing a few shells doesn't hurt either. For Wyvern Fire, the opportunities come up at recovery points like Bloat, Belly Flop, and Triple-Combo especially. Choose the right moment after Bloat, just as Congalala exhales

and comes down activate it. It takes timing but when accomplished terminates any advantage he possessed. With Belly Flop, all you need to do is guess the trajectory of his landing. With Triple Combo just let him fall to the floor. Sweet.

```
x-----x
| Bow, Bowgun! |
o=====o
```

```
x-----x
| BLANGO FUR BOW II! |
x-----x-----x
| Weapon Type: Bow
| Weapon Attack: 120
| Element: Ice 80
| Affinity: N/A
| Slots: One
| Coatings: All but Razor
| Charges Levels:
| Charge Lv1: Rapid Lv1
| Charge Lv2: Pierce Lv1
| Charge Lv3: Rapid Lv3
| Charge Lv4: Scatter Lv3
|
| Path:
| Blango Fur Bow I --> Blango Fur Bow II
|
| Method:
| You'll need ten Ice Crystals which can be gathered around the Snowy
| Mountains. You'll also need five Giaprey Scales and four Blango Pelts, all
| of which come from their respective sources (Giaprey = Scales, Blango =
| Pelts.) When finished you'll need Brute Bone (Bulldrome or more Blango) four
| Giadrome Hide, and ten Carpenterbugs (Pokke Farm.)
|
| Challenge Rating: Average
x-----x
```

Or...

```
x-----x
| KUT-KU STAVE I! |
x-----x-----x
| Weapon Type: Bow
| Weapon Attack: 120
| Element: Fire 80
| Affinity: N/A
| Slots: One
| Coatings: All but Razor
| Charges Levels:
| Charge Lv1: Scatter Lv1
| Charge Lv2: Scatter Lv2
| Charge Lv3: Scatter Lv3
| Charge Lv4: Pierce Lv2
|
| Path:
| Kut-Kut Stave I
|
| Method:
| You'll need to have fought Yian Kut-Ku in order to unlock this Bow. The
| difference between these two weapons is that Congalala is weaker to Fire
| then Ice, ergo, does more damage. So if you feel you need it then gather
```



| five Kut-Ku Shells, five Kut-Ku Scales, two Flame Sacs, and four  
| Carpenterbugs (Pokke Farm.)

| Challenge Rating: Average

x-----x

Bring whatever Coatings you wish, however remember his tolerance to abnormal statuses. I brought Power Coatings, some Empty Bottles and Nitroshroom for making more. If you wish to induce an abnormal ailment why not bring something like Tainted Meat? As soon as you near Congalala eat some Rations to max your stamina. You're biggest obstacle is going to be the wild-life. Try to kill those before taking Congalala. Vespoids of Area 3 in the Jungle respawn, so it may be wise to a Paintball and vacate until he switches locale.

I prefer Blango Bow's Rapid Lv3, to Kut-Ku Staves Scatter Lv3. Scatter doesn't suit Congalala due to the shape of his body, so Rapid is a useful alternative. With either Bow, you'll want to aim for the main body. Don't bother going after the tail, as we have enough distance from our as it is. Movement-wise you'll want to assume the usual counterclockwise pattern. It's true we don't have to fear reprisal from Tail Whip, so you could maneuver in the opposite direction.

Most moves are countered the same way, charge, aim, and shoot. You can shoot just as Congalala finishes a Belly Flop. When using Bloat you can release just as he exhales or if you have Blango Bow you can tag him with a Pierce Lv1. Triple Combo is self explanatory, however if you catch yourself directly in front of him you can opt for Pierce Lv1 for decent damage.

x-----x

| SHOTGUN (WHITE)! |

x-----x-----x

Weapon Type: Light Bowgun	Load Lv: 1 2 3
Weapon Attack: 120	Normal S: 6 6 - Flame S : - - -
Reload: Fast	Pierce S: 3 - - Water S : - - -
Recoil: Moderate	Pellet S: 3 - - Thnd S : - - -
Affinity: N/A	Crag S : 1 - - Freeze S: 3 - -
Slots: N/A	Clust S : 1 - - Drgn S : - - -
Rapid Fire: Pellet S Lv1	Recov S : 3 3 - Tranq S : - - -
	Poison S: 3 - - Paint S : - - -
	Para S : 3 - - Demon S : - - -
	Sleep S : 3 - - Armor S : - - -

| Method:

| You'll need four Giadrome Claws, six Giaprey Scales, one Machalite Ore and  
| four Small Monster Bones. The claws come from Giadrome obviously, the scales  
| from Giaprey, the Machalite Ore comes from mining spots (see SnS section)  
| and the Small Monster Bones are found on Apceros in the Desert Gathering  
| Quest.

| Challenge Rating: Average

x-----x

x-----x

| SAND DIVER! |

x-----x-----x

Weapon Type: Heavy Bowgun	Load Lv: 1 2 3
Weapon Attack: 192	Normal S: 6 6 - Flame S : 4 - -
Reload: Fast	Pierce S: 3 - - Water S : 4 - -
Recoil: Moderate	Pellet S: 3 - - Thnd S : 4 - -
Affinity: N/A	Crag S : 1 - - Freeze S: - - -
Slots: N/A	Clust S : 1 - - Drgn S : - - -

```
|
| Recov S : 3 3- - Tranq S : 2 - -
| Poison S : - - - Paint S : 2 - -
| Para S : 3 1 - Demon S : - - -
| Sleep S : 3 1 - Armor S : - - -
|
```

| Method:

| Skipping ahead a bit, the Liver of Legend quest grants you access to  
| Cephalos. You need two Cephalos Fin and six Cephalos Scales from them. While  
| accomplishing Liver of Legend you can search for these parts. The fins rare  
| but acquirable, and once you have them search for ten Iron Ore and three  
| Machalite Ore. Once you've spent the better part of an hour gathering forge  
| the Sand Diver and get ready to fight.

| Challenge Rating: Average-Hard

x-----x

Light Bowgun Shells: Freeze S, Normal Lv2, Pierce Lv1, Normal Lv1, Clust Lv1

Heavy Bowgun Shells: Fire S, Normal Lv2, Pierce Lv1, Normal Lv1, Clust Lv1

Invoke the same strategy you used with the Bow concerning movement. With the  
Heavy Bowgun sheathing is a last resort as we want to continue the damage flow.  
If you feel you must, then you must. As always wild-life continues to annoy  
ranged-attackers. We can handle it a bit easier with the Bowgun's however, as we  
have a decent cache of shells to spoil them with. Do your best to get by.

Reason Shotgun [White] was chosen was our lack of Fire S Bowguns. With this  
Bowgun we at least have Freeze S. And the reason Sand Diver was chosen was  
because it gives us Fire S, and with four bullet slots in fact. Attacks like  
Triple Combo and Belly Flop recovery allow you barrage Shells. I found Normal S  
was well suited for said task. You could also take those moments to fire Clusts  
and cause severe damage. I choose Battle Armor because of the Reloading +1. It  
does help, especially since Shotgun [White] only has three slots for Freeze S.  
And every-time you reload it only makes you more the vulnerable.

o=====o-----o

| Question \ What armor should I wear? |

o=====o-----o

At this point you have a small variety open to you. Try to obtain armor with  
skills relevant to the weapon you're using. Remember, Defense < Skills. You can  
do without defense so much if you focus on evasion. Skills are of dire  
importance. Otherwise you have a few options open.

x-----x

| BATTLE ARMOR! |

x=====x-----x

\ User Type: Blademaster

/ Total Defense: 80

\ Total Slots: Four

/ Elemental Strength: Fire

\ Elemental Weaknesses: Water, Thunder

/ Skills:

\ Sharpening Skl Inc

/ Attack Up [Small]

\ Detect (Needs 2+ in Gems)

/ Guard (Needs 4+ in Gems)

\

/ Armor Rating: Useful

x=====x

Or...

```
x-----x
| BATTLE ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 50
\ Total Slots: Four
/ Elemental Strength: Fire
\ Elemental Weaknesses: Water, Thunder
/ Skills:
\ Load Up
/ Attack Up [Small]
\ Detect (Needs 2+ in Gems)
/ Normal S Up (Needs 4+ in Gems)
\
/ Armor Rating: Useful
x=====x-----x
```

```
o=====o-----o
| Question \ Final thoughts? |
o=====o-----o
```

Congalala is an annoyer monster. His strategy consists of controlling the environment with his brutish attacks. It's up to you to maintain. If you're having trouble maintaining think about your last actions. Why did you get hit? What did you DO wrong? How can you fix it?

```
^~~~~~^
---| --- [7.3.3] Elder ** --- |---
---|    ~~~ Khezu ~~~    |---
v~~~~~v
```

"The blood that flows in my veins is cursed."  
~Alucard, Castlevania

```
o=====o-----o
| Question \ What is Khezu? |
o=====o-----o
```

I've seen and fought Khezu many times. Many, many, many times. And I still don't know what he/she/it is (will be referred to as "he" because it's easier for me.) Because unlike any of Wyvern, Khezu... it doesn't have eyes, or a beak or a nose. It's like...a worms head. A Wyvern with a giant worm's head and color to match. Along with electric moves that remind me of Street Fighter's Blanka, it is truly bizarre.

Okay. I have a theory. Imagine if you will. That a wyvern shed it's skin (like a snake.) Then a parasite comes along and burrows in said skin. After a while these parasites get fatter. Eventually shaping themselves in a fashion similar to the shell's shape, a Wyvern. A wolverine among wolves in wolves clothing. That's Khezu, an impostor. This loathsome creature has no eyes, so it must smell it's prey. It prefers areas far from sunlight, ergo pale skin. And scales cavern walls like a insect crawling on it's belly. Without a shred of doubt, the creepiest monster in all of Monster Hunter.

Most effective attacks: \*Legs --> Head, Wing  
Most effective element: Fire  
Susceptible Status Ailments: Least Resistant to Sleep.  
Susceptible Bombs: None\*\*

Susceptible Traps: Stun Trap, Pitfall

Breakable Parts: Back

Near Death When: Will become docile for several seconds then flee the area, torn body.

\*Note: A good method of attacking would be going after the leg (stick to one) first, causing him to fall over, then attacking his head.

\*\*Note: Technically untrue, as Dung Bomb has can throw him into a berserk state. I don't mention it because it is more a detriment then anything.

```
o=====o-----o
| Question \ What attacks does it have? |
o=====o-----o
```

Before we begin, you need to know about Khezu. He's a creeper monster. Which means the system doesn't recognize him as a monster. You know that yellow eye thingie that comes up whenever a Wyvern spots you? Khezu doesn't have that. While you may think it's nothing to worry about. This nullifies (R + X) meaning you cannot use the life-saving dodge. While not an outright attack, it does affect your strategy.

Khezu is sluggish, possibly one of the slowest monsters in-game. Even in flight, he's unbearably slow. This is not to be mistaken for a weakness. To compensate, his attacks are immeasurably strong and chains them together like an alchemist makes gold. Which means the casual Guarding has to stop. If you get caught during Rage Mode, you're dead.

Electric Coat:

Usually his first attack. He will hunch down and plug his oddly shaped tail into the ground then surround his body with a coat of electricity. This is an anti-Blademaster repellent. And it's deadly. He is vulnerable for less then a second as he begins to stand. You should strike before his head reaches normal level.

He'll use this attack often. You need to be ready to dodge at any moment. While Khezu himself is slow, this attack can happen quite fast with little warning. It's been annoying Hunter's since the beginning of time. You MUST develop your own sense of timing surrounding this attack. It's something that can't be written down or even shown on video. Chances are, if you're having trouble defeating Khezu. It's this attack you're fighting against.

Roar:

Khezu will emit a powerful Roar attack. Without Earplug, we're vulnerable to one of his next attacks. Pray you never get caught by it. A good trick to avoid being caught is to stand directly behind said monster. That way, the monster will have to TURN before he attacks. Giving you extra moments of recovery.

Leap:

Kinda like Congalala's Belly Flop, our pale foe will attempt to leap over you. And like a traumatic game of leap frog he comes up short. It's linear so you should be able to avoid it. A good time to lay waste are the seconds directly after he lands. That means you have to know WHERE he's going to land (which isn't hard) and when to strike (dependent on your weapon type.) A weapon with long reach is preferred.

If you time it right, you can actually get away with hitting him BEFORE he leaps. It requires a great sense of timing, and tremendous skill (as to avoid getting hit by his leap.)

Tail Whip:

Our pale foe will use Tail Whip. With his stubby tail though, the chances of hitting you are slim (especially keeping to the right side.) Like all of his attacks, it's something to watch out for.

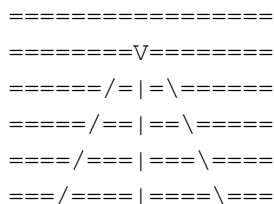
Bite:

This is actually more dangerous than it is on a Yian Kut-Ku. Reason being that Khezu's worm-like mouth elongates snapping a wide hit-zone. As long as you keep away from his immediate front, you should be fine.

Three-Pronged Attack:

Similar to Congalala's Three-Pronged Throw, Khezu will launch three electric projectiles on the ground and travel as if they were live-wires.

Diagram #4 - Three Pronged Throw



Legend:

- V = Monster
- /|\ = Line of fire

You're going to have to imagine a closer range than what I have drawn. As this diagram takes liberties on the distance between each electric ball. Standing in front of Khezu will most likely provoke this action. If you manage to get to Khezu sides as he launches this attack, you'll have several seconds to inflict a good amount before he recovers.

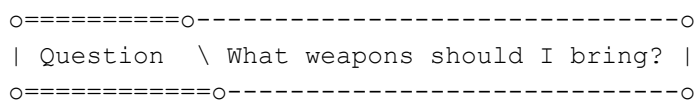
Rage Mode:

Khezu will instantly jerk his head down and emit a frosty-colored smoke. With this in tow, his attacks become slightly faster but much deadlier. It's not out of his power to inflict a OHKO on the unprepared.

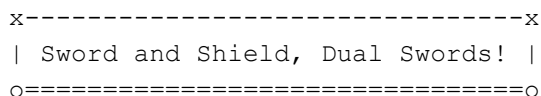
He will also use Electric Coat far more often. Being in Rage Mode means his recover time is cut half, which means less hits. Which translates to less damage. In order to adapt, we must adjust our sense of timing.

Electric Leap:

A normal Leap with the exception of it being surrounded by an electric coat. It's one of his more famous attacks, as it's paired with Roar to catch you off-guard. However, he'll only perform this under Rage Mode.



Khezu will fly to Area 1, just outside the camp a few minutes into battle. Just wait there to encounter him.



x-----x-----x

| Weapon Type: SnS  
| Weapon Attack: 168  
| Element: Raw  
| Sharpness: Green  
| Affinity: N/A  
| Slots: One  
| Path:  
| Hunter's Dagger --> Hunter's Dagger +  
| Assassin's Dagger --> Velocidrome Bite

| Method:  
| If you already don't have Hunter's Dagger, you can buy it from the Felyne  
| Weapon seller. You must then take it to the weapon forger and improve it  
| with 3 Iron Ore. Iron Ore can be found in mining spots across the snowy  
| mountains, or jungle. Check GameFAQs resources map for details. While three  
| is the requirement, you'll actually need another three for the next weapon  
| improvement, so you want to gather six total.

| You should keep your eye out for three Earth Crystal and the elusive  
| Machalite Ore. You'll need four total, and at this point is quite a rare  
| find. I've had luck at Area 2 of the Snowy Mountains. Start by climbing to  
| the summit of Area 2 (approaches the entrance to Area 7) then turn face the  
| cliff. Adjust your camera and look for a small bluff below. Crawl to the  
| edge of the cliff and fall onto it, there should be another, keep going  
| until you find a fissure and start mining. I've walked away with one or two  
| Machalite Ore at a time. You may be luckier than me, so start mining!

| The rest comes from Velocidrome parts. Not to be confused with Velociprey,  
| Velocidrome is the mini-boss of the pack. You'll need four Velocidrome Claws  
| and two Velocidrome Hide for forging.

| Challenge Rating: Average-Hard

x-----x-----x

Or...

x-----x

| VIPER BITE! |

x-----x-----x

| Weapon Type: SnS  
| Weapon Attack: 140  
| Element: Par 220  
| Sharpness: Green  
| Affinity: N/A  
| Slots: N/A  
| Path:  
| Hunter's Dagger --> Snake Bite -->  
| Snake Bite + --> Viper Bite

| Method:  
| Start from Hunter's Dagger and gather three Giaprey Hide, a Sharp Claw  
| (Conga or Hermituar in Jungle,) and a Small Monster Bone. Upon acquiring the  
| Snake Bite move onto Giadrome by carving one Giadrome Hide and four Giadrome  
| Claws from his corpse. Get four Carpenterbugs from Pokke Farm and forge the  
| Snake Bite +. You will need to accomplish the "Hunt the Gendrome" quest and  
| go after the Genprey for five Genprey Hide, fifteen Genprey Fangs, and three  
| Small Monster Bones.

| I've been told the Viper Bite is a decent alternative to the Velocidrome

| Bite. Early players may not covet Paralyze, but it can be effective if  
| combined with the usage of Barrel Bombs and/or Shock Traps.

| Challenge Rating: Average-Hard

x-----x

Why can't I get a flesh-addicted drooling mutant as a pet? Sigh... the most  
irksome attack in Khezu's arsenal will be Electric Coat. Upon attacking close-  
range, he can counter with it. Attempt to guard this and Roar, however you must  
tame your swings to either the fist two (Triangle, Triangle) or Lunge (Triangle  
+ Circle.) Reason I mention Roar is that during Rage Mode he'll chain Roar +  
Electric Leap.

Attacking the legs is your main objective, but there are attacks which leave the  
head wide open. Like Three-Pronged Attack which not only leaves his sides open  
during the attack, but the head after execution. Occasionally you can go after  
the wings, as it's our "safe" strategy. Since his wings peak just a bit outside  
his body, it's possible to score blows and avoid Electric Coat with a simple  
roll. You can even nip the tail after he lands from Leap.

x-----x

| TWIN KUT-KU! |

x-----x-----x

| Weapon Type: Dual Swords

| Weapon Attack: 154

| Element: Fire 100

| Sharpness: Yellow

| Affinity: N/A

| Slots: One

| Path:

| Bone Scythe --> Bone Scythe +

| Chief Scythe --> Twin Kut-Ku

|

| Method:

| Buy or start with a Bone Scythe improve into a Bone Scythe + by gathering  
| two Sharp Claws and two Small Monster Bones. In order to improve into a  
| Chief Scythe you must acquire two Medium Monster Bones from an Apceros or  
| Yian Kut-Ku. In order to find the eight Small Husk Bone you must venture  
| into Area 7 of the Jungle and search among the pile of bones. You must also  
| find two Unknown Skulls for the next upgrade so keep that in mind. Also note  
| that you can find Small Husk Bones on the Old Lady.

|

| You will need two Velocidrome Claws which come from the Velocidrome  
| obviously. Finally you will need four Kut-Ku Scales, and four Hot Drink to  
| forge the Twin Kut-Ku. I wouldn't blame you for giving up on the path. I  
| also won't stop you from fulfilling your dual sword fantasy (like a Jedi,  
| right?)

|

| Challenge Rating: Hard

x-----x

Pick a leg and attack with Roundhouse (Circle) in order to knock Khezu down.  
Once accomplished perform Demon Dance (Triangle + Circle in Demon Mode) or  
Double Roundhouse (Circle in Demon Mode) on the head. Your weapon may dull, so  
bring Battle Armor to shorten sharpening. Choose your moments wisely, as the  
wrong one can mean defeat. This is due to his uncanny ability to chain his moves  
together despite his sluggishness.

Like the Sword and Shield, attacking the wing is your "safe" option. We can  
react and evade quicker should our foe counter with Electric Coat. You can

exploit this move by maneuvering in front of him while performing the attack, and execute a Roundhouse as he recovers. You cannot do this during Rage Mode however. During Tail Whip, it's possible to perform a Roundhouse just as our foes head meets your direction. It's tough trying to figure where the head will stop when you're fixed on the tail. It's doable however, but conditional on his size.

You can exploit Leap by attacking the legs of Khezu as he's recovering from the jump. Be quick with you assault, as it's dangerous to remain that close. You can exploit Three-Pronged Throw by waiting till after the currents have discharged and Forward Slash (Triangle + Circle) to the head. Should you find yourself on the wrong end of this attack, try running away from the current. The further you are, the wider the gap becomes and the easier it is to dodge. In order to stave off Roar, you must position yourself directly behind Khezu. That way, it will take a bit more time for him to face you. It takes time to learn these openings, but victory comes only with struggle and learning.

```
x-----x
| Greatsword, Longsword! |
o=====o
```

```
x-----x
| RAVAGER BLADE! |
x-----x-----x-----x
| Weapon Type: Greatsword
| Weapon Attack: 576
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Added Effect: Def +1
| Path:
| Buster Sword --> Buster Sword +
| Buster Blade --> Ravager Blade
|
| Method:
| You will need (assuming you did not make Buster Sword from scratch) a total
| of twenty Iron Ore, five Disc Stones, fifteen earth crystals, and six
| Machalite Ore. As of now, you have these resources available throughout the
| Mining spots in the Jungle and the Snowy Mountains. If you are having
| trouble locating them refer to Scootypuff's resource maps on GameFAQs.
|
| Challenge Rating: Average-Hard
x-----x
```

Wait in Area 1, begin charging as his shadow stops and you should execute a fully charged attack. This is a prelude to your charging strategy. Feel free to Pitfall Trap Khezu, as it allows us to execute two full charges. During your bout prepare to guard against Roar, sheathed guard (R + Triangle + Circle) will help you avoid his chains. With the Greatsword, we can turn Electric Coat against our foe with two options. We can position ourselves in front of him and charge for the head as he recovers, or the safer option (depending on how you look at it) which is throwing a horizontal slash (Circle) during the attack.

You would be surprised how much positioning becomes key with the Greatsword. You have a forty-sixty chance of Khezu turning to face you after performing an attack. Regardless, choose a safe distance then begin charging. You can exploit Three Pronged Throw by positioning yourself near the head, by the top of of the wind is a good indicator, and charge. If positioned right, you should avoid the discharge and execute a charge. After a Leap, you can run to the side and pull



of an Unsheathed Attack on the legs or the wing depending on how safe you play it. And during Rage Mode, you're forced to resort to lesser level charges as to avoid dying.

```
x-----x
| IRON KATANA "GOSPEL"! |
x-----x-----x
| Weapon Type: Longsword
| Weapon Attack: 576
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| Buster Sword --> Buster Sword + --> Iron Katana
| --> Iron Katana "Grace" --> Iron Katana Gospel
|
| Method:
| Start or buy a Buster Sword. In order to reach "Gospel" you will need a
| total of thirty-four Iron Ore, ten Disc Stone, eighteen Machalite Ore, and
| twenty-five Earth Crystal. All of which come from mining spots throughout
| the maps, so get digging!
|
| Challenge Rating: Average
x-----x
```

Our objective becomes tagging Khezu's parts bleeding the range our blade. You're "safety" moves thin reprisal from Electric Coat. The Longsword possesses a series of clean swings, however these attacks inch us forward. Should we draw near enough, we'll get sent backwards with his attacks. The combo Stab & Slash & Backsweep (Circle, Triangle, Triangle + Circle) can dish out with minimal inching. In fact we can use this very combination to exploit Electric Coat by using this combo in tandem. You may want to consider the shorter alternatives Stab & Slash (Circle, Triangle) and Stab & Backsweep (Circle, Triangle + Circle.)

You're bound to fill that Spirit Gauge up. Should you desire to unleash it, tap the R Trigger once to use a singular slash as to prevent inching. During the recovery time of Three Pronged Throw you can use Stab & Slash. You have the same opportunity to attack the sides after Leap. And like the Dual Swords you must position yourself behind your enemy in order to avoid Roar.

```
x-----x
| Hammer, Hunting Horn! |
o=====o
```

```
x-----x
| IRON STRIKER! |
x-----x-----x
| Weapon Type: Hammer
| Weapon Attack: 624
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| War Hammer --> War Hammer +
| War Mace --> Iron Striker
|
| Method:
```

| Assuming you started with a War Hammer, you'll need a total of twenty-seven,  
| six Disc Stones, five Machalite Ore, and three Earth Crystals. All, and must  
| be, collected from various mining spots across the Jungle and Snowy  
| Mountains. Yeah, it's a grind I know, but Iron Striker is a reliable weapon  
| with a path that leads all the way to G Rank.

| Challenge Rating: Low-Average

x-----x

Or...

x-----x

| KUT-KU JAW! |

x-----x-----x

| Weapon Type: Hammer

| Weapon Attack: 676

| Element: Raw

| Sharpness: Green

| Affinity: N/A

| Slots: N/A

| Path:

| Bone Club --> Cyclo Hammer -->

| Atlas Hammer --> Kut-Ku Jaw

| Method:

| Start with Bone Club gather three Brute Bones (Blango, Bulldrome) and three  
| Small Monster Bones (Apceros, Aptonoth.) Once you have the Atlas Hammer  
| begin gathering two Giant Bones (Bulldrome) and another ten Small Monster  
| Bones. After that you must fight Yian Kut-Ku until you acquire it's rarest  
| drop the Giant Beak. You must also gather five Sharp Claws and two Monster  
| Fluid.

| The Monster Fluid comes from two places, the first from the Old Lady seller.  
| However they cost 5000z a pop, and I can't guarantee it will always show up  
| in her inventory. You can instead go buy Bomb Material and Toadstool (if it  
| doesn't show up you can do a quest and see if it comes later.) Combine those  
| to make a Poison Smoke Bomb and keep some of the materials you used for  
| combination in stock (it doesn't hurt to carry Combination Books.) Take the  
| quest "#13 Attack the Giant Bugs" and bring those poison bombs with you. You  
| can also take a Bowgun that's capable of using Poison S if you want. Once  
| done, you're objective is to kill the Vespoids \*without\* shattering their  
| bodies. To accomplish this you must kill those flying suckers with a Poison  
| Smoke Bomb or Poison S Shells. They must die of poison. Once that happens,  
| you can carve their bodies with a chance of receiving Monster Fluid along  
| with Vespoid parts (which we can use later for some sweet Gunner Armor.)

| Hunting for the Kut-Ku Jaw is supremely delicate work. It can easily take  
| you hours to gather all the necessary materials. There are two reasons why I  
| recommend you do this. First and foremost the Kut-Ku Jaw's power is rivaled  
| by no other weapon and in fact is on the path to the strongest Raw Hammer  
| in-game the Chaotic Order. Second, I'm going to recommend you do this  
| anyway, so you're just getting a leg-up right now by doing this.

| Challenge Rating: Low-Average

x-----x

We will be using Charge solely throughout the match, with the exception of  
toppling Khezu via legs. Beware, as your Charge unleashes you inch closer  
towards your target! It's up to you to find a ground between the drop of your  
hammer and the coat of electricity. You can hit any part of the body due to

innate ESP of the Hammer, but we want to focus on the head and/or legs. The tail can also be snagged after a Leap but damage is minimal.

Wait in Area 1 as usual, and begin charging as his shadow stops and release when he lands. One of the largest advantages of the Hammer is the ability to hit Khezu's head during Electric Coat. With the proper timing and positioning you can turn his most dangerous move to your advantage. You can accomplish this with any part of the body and with moves like Three Pronged Attack. After performing a Leap, you can release on the legs with his back turned. If you're having trouble reaching for the legs or the head then try the wings. And like any weapon without the ability to block, you must position yourself behind your enemy to avoid Roar.

```
x-----x
| SONIC GLASS! |
x-----x-----x
| Weapon Type: Hunting Horn
| Weapon Attack: 624
| Element: Raw
| Sharpness: Green
| Affinity: 5%
| Slots: N/A
| Notes: White, Green, Yellow
| Path:
| Bone Club --> Cyclo Hammer --> Skullcrusher
|   --> Skullcrusher + --> Sonic Glass
|
| Method:
| The reason I don't mention the Sonic Glass earlier is for two-fold purposes.
| The first being that it's impossible to forge without having access to
| Congalala and Yian Kut-Ku. The second, and more pressing reason is because
| the materials are crazy to gather. In order to follow this path you must
| listen to my instructions with care.
|
| Improving Bone Club to Cyclo Hammer requires three Brute Bones (Bulldrome)
| and three Small Monster Bones (Old Lady, Apceros, Giadrome.) You must then
| farm Yian Kut-Ku until you have eight Medium Monster Bones. Then go after
| Cephalos or Cephadrome for ten Piscine Fangs and Congalala for three
| Congalala Claws. Finally, get Sharp Claws from either Conga or Blango. Once
| completed it's time to get the Vespoid stuff out of the way. Refer the Kut-
| Ku Jaw instructions as to *how* you gather the parts. Needless to say, you
| will need one Vespoid Adomen, four Vespoid Shells, four Hornetaurs (on the
| same mission as Vespoids,) and one Monster Fluid.
|
| Noteworthy Notes:
| (Recover Speed[Small]) -- Green --> Green --> Yellow (1 Min.)
| (High Frequency) -- Yellow --> Yellow --> Yellow
|
| Challenge Rating: Average
x-----x
```

There's not a lot I can tell you that hasn't already been addressed through the Hammer. The replacement Superpound (Triangle + Circle), is a poor man's Hammer Charge. Trading power with cost for trifling simplicity once more. All the points to which Khezu is vulnerable with Hammer Charge can be done with Superpound with a variation on timing. It's true, we don't have to wait for a Charge so we can strike whenever we wish.

You can use Superpound during Electric Coat, if you can't hit the head then go after another body part. We can exploit Three Pronged Throw whilst his head is

lowered, just wait at the point of his wing and attempt to nail the head. Leap can be exploited with superb timing, you can nail him just as he jumps if you're quick enough. As always, the wing and legs are open if you can't score the head. And often it's wiser to go after either. And like any weapon that can't block, if you see a Roar coming position yourself away from his front to buy time. Overall, play the instrument with the Hunting Horn as you did with the Hammer. Play with spacing and attempt to hone your sense of timing surrounding his movements.

```
x-----x
| Lance, Gunlance! |
o=====o
```

```
x-----x
| SPIKED SPEAR! |
```

```
x-----x-----x
```

```
| Weapon Type: Lance
| Weapon Attack: 276
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| Iron Lance --> Iron Lance + -->
| Bone Javelin --> Spiked Spear
```

```
| Method:
| You need three Iron Ore to improve Iron Lance into Iron Lance +. You will
| need to gather four Small Monster Bones from Apceros. And while you are
| farming these from your quarry, venture to find three Medium Monster Bones.
| Finding them can be quite difficult, and only other available to get the
| materials come from boss Monsters like Yian Kut-Ku and Congalala themselves.
| If you're up to it, then you may want to invest in Paladin Lance.
```

```
| You will also need four Iron Ore, four Brute Bones (Blango), three Machalite
| Ore, and two Killer Beetles. Difficult to find I know, but worth the forge.
```

```
| Challenge Rating: Low-Average
```

```
x-----x
```

Because of the natural inching of your pokes, you're limited to one poke per Electric Coat. Most chances of attack should employ the Upwards Thrust (Circle) and only when Khezu's head is lowered should you try the Forward Thrust (Triangle.) Spacing is key should you wish to manipulate the field. Triple Backhop (Cross x3) serves us well in evading attacks (especially Electric Coat.) Your maneuverability doesn't require you to sheathe as often, in fact I'd recommend against it. You never know when you'll be forced to guard.

Don't try to guard against Triple Pronged Throw. Instead wait at the tip of Khezu's wing during the attack, wait till he discharges and poke thrice. You can obviously guard against Roar, but I'd still recommend you remain at side or behind for shield recoil. During Tail Whip, you can use Upwards Stab (Circle) to pierce the head or wing. Overall, the Lance takes practice but you can grab victory once you've adapted. When your foe is docile in the moments before he flees to Area 3, you can stab his head and attempt to stagger.

```
x-----x
| STEEL GUNLANCE! |
```

```
x-----x-----x
```

```
| Weapon Type: Gunlance
```

| Weapon Attack: 276  
| Element: Raw  
| Sharpness: Green  
| Affinity: N/A  
| Slots: One  
| Shelling Type: Normal Lv2  
| Path:  
| Iron Gunlance --> Iron Gunlance +  
| --> Steel Gunlance  
|

| Method:  
| You must create Iron Gunlance from scratch. That means you'll need five  
| Machalite Ore, ten Iron Ore, five Gunpowder (Fire Herb + Nitroshroom (both  
| come from Pokke Farm or various gathering spots or can be bought from the  
| Old Lady)) and one Flame Sac (Yian Kut-Ku.) After gathering your materials  
| to make Iron Gunlance. You'll want to gather ten more Machalite Ore, eight  
| Earth Crystals, ten Disk Stone, another five Gunpowder and another three  
| Flame Sacs.  
|

| It's materials may be hard to acquire, it's path leads us to Devout End  
| however, one of the strongest Dragon type Gunlances in-game.  
|

| Challenge Rating: Low-Average

x-----x

The single Backhop limit is noticeably immaterial. Throughout the match you will be dependent on two attacks, Uppercut (Triangle + Circle), and Shells (Circle). You can spam Shells or Wyvern Fire during Electric Coat, giving you the ability to attack with zero consequences. Opportunities for Uppercut come from attacks like Bite, where just as he withdraws his head you can counter with a quick one.

Guarding against Roar is tricky, but ultimately up to you to decide. You can position yourself near his front in preparation for the Roar and when it happens you can guard and counter with Uppercut. It's dangerous in general to be near Khezu's front, so it's a risk. And like the Lance, you can counter Three Pronged Throw by waiting by the tip of the wing for discharge. Avoid Forward Thrust (Triangle while holding joystick forward) else settle for two-hits. Beware of Electric Leap, while you can block against it the wrong spacing will connect with your backside. You can finish Khezu with the Upwards Stabs as he's locked in his docile state before fleeing to Area 3.

x-----x  
| Bow, Bowgun! |  
o=====o

x-----x  
| KUT-KU STAVE I! |  
x-----x-----x  
| Weapon Type: Bow  
| Weapon Attack: 120  
| Element: Fire 80  
| Affinity: N/A  
| Slots: One  
| Coatings: All but Razor  
| Charges Levels:  
| Charge Lv1: Scatter Lv1  
| Charge Lv2: Scatter Lv2  
| Charge Lv3: Scatter Lv3  
| Charge Lv4: Pierce Lv2  
|

```

| Path:
| Kut-Kut Stave I
|
| Method:
| You'll need five Kut-Ku Shells, five Kut-Ku Scales, two Flame Sacs, and four
| Carpenterbugs (Pokke Farm.)
|
| Challenge Rating: Average
x-----x

```

Stave has Scatter, so find the proper spacing between you and Khezu that allows for all arrows to connect. With the Bow, we spend less time aiming for a specific parts and more on evading. You should always retain that counterclockwise motion as to avoid Tail Whip and other attacks. For Coatings, I sided with the Power Coatings only. If you find yourself nosediving then consider using others.

As always our innate evasion and spacing shaves the likelihood of getting hit. Wildlife remains a great annoyance. Use moments like Electric Coat or an-out-of-the-way Three Pronged Attack to strike at respawning Vespoids. Otherwise there is not much to your game that should change. Charge up, wait for opportunity to release and repeat till dead.

```

x-----x
| WILD ASSUALT! |
x-----x-----x
| Weapon Type: Light Bowgun          Load Lv:  1  2  3
| Weapon Attack: 132                 Normal S:  6  6  -  Flame S :  3  -  -
| Reload: Fast                       Pierce S:  3  3  -  Water S  :  -  -  -
| Recoil: Moderate                   Pellet S:  3  -  -  Thnd S   :  -  -  -
| Affinity: N/A                      Crag S   :  -  -  -  Freeze S:  -  -  -
| Slots: One                          Clust S :  1  -  -  Drgn S   :  -  -  -
| Rapid Fire: Pierce Lv1             Recov S  :  3  3  -  Tranq S :  2  -  -
|                                     Poison S:  3  1  -  Paint S  :  2  -  -
|                                     Para S   :  3  1  -  Demon S  :  -  -  -
|                                     Sleep S  :  3  1  -  Armor S  :  1  -  -
|
| Method:
| You'll need five Congalala Pelts, three Congalala Fangs, five Machalite Ore,
| and one Giant Bone (Bulldrome, Congalala) to forge this weapon. To obtain
| Pierce Lv2 ammunition combine Huskberry and Pin Tuna (Pokke Farm, Fishing
| Pier.)
|
| Challenge Rating: Low-Average
x-----x

```

```

x-----x
| SAND DIVER! |
x-----x-----x
| Weapon Type: Heavy Bowgun          Load Lv:  1  2  3
| Weapon Attack: 192                 Normal S:  6  6  -  Flame S :  4  -  -
| Reload: Fast                       Pierce S:  3  -  -  Water S  :  4  -  -
| Recoil: Moderate                   Pellet S:  3  -  -  Thnd S   :  4  -  -
| Affinity: N/A                      Crag S   :  1  -  -  Freeze S:  -  -  -
| Slots: N/A                          Clust S :  1  -  -  Drgn S   :  -  -  -
|                                     Recov S  :  3  3- -  Tranq S :  2  -  -
|                                     Poison S:  -  -  -  Paint S  :  2  -  -
|                                     Para S   :  3  1  -  Demon S  :  -  -  -
|                                     Sleep S  :  3  1  -  Armor S  :  -  -  -
|

```

| Method:  
| Skipping ahead a bit, the Liver of Legend quest grants you access to  
| Cephalos. You need two Cephalos Fin and six Cephalos Scales from them. While  
| accomplishing Liver of Legend you can search for these parts. The fins rare  
| but acquirable, and once you have them search for ten Iron Ore and three  
| Machalite Ore. Once you've spent the better part of an hour gathering forge  
| the Sand Diver and get ready to fight.

| Challenge Rating: Average-Hard  
x-----x

Light Bowgun Shells: Flaming S. Normal S Lv2, Pierce S Lv2, Clust S Lv1.  
Heavy Bowgun Shells: Flaming S. Normal S Lv2, Pierce S Lv1, Clust S Lv1.

Note: Bring Huskberry and Fire Herb should you desire more Flaming Shells.

Wait in Area 1, wait for Khezu to fly and land. Upon his descent fire a Clust.  
You're objective here is to abuse the Flaming Shells. Being that you possess  
decent spacing between you and your opponent, connecting shots with the head is  
a bit easier. Attacks like Three Pronged Attack for example, can leave him wide  
open for assault, but also reloading. When evading Leap, you often lose sight of  
the head and should that happen you can aim for the other parts of the body.

Because of Khezu's speed, we are allowed to fire many Shells with little  
discretion. Flaming Shells blast chunks of his health being weak to fire. Normal  
Shells are backup and deal decent damage after the previous ammo has been  
exhausted. Pierce S is for crowd control as our foe flees to areas teeming with  
Giadrome. If you wish it, you can attach a shield to block Roar. Personally I  
don't because Roar can be thwarted through positioning yourself on the side or  
behind. However, beginner's may find this practice risky. Overall, the Bowgun  
provides us with a level of space that makes fighting the pale thing easier.

o=====o-----o  
| Question \ Final thoughts? |  
o=====o-----o

Brian is burnt, I should make dinner...oh? You mean about Khezu? Why didn't you  
say so? Ah, this ugly earthworm of Wyvern spawn brandishes a powerful offense.  
Once you've spent twelve hours trying to beat it with every weapon things become  
a bit easier. Till then, this bunny is as tough as a tiger, as electric as  
Street Fighter's Blanka, and as slow as a sloth swimming through a flooded  
forest.

Fact: Wherever you are, expect the day to brighten a bit with you kick his sorry  
hide.

^~~~~~  
---| --- [7.3.4] Review --- |---  
---| ~~~ Reviewing Elder \*\* ~~~ |---  
v~~~~~

In this section we'll review what we've learned after fighting our first  
Wyverns/Monster. I'll make these sections after I've gone over a plethora of  
new information every two or so sections. Why? Because you'll only learn  
through repetition. Also, it's difficult to soak up all this new information at  
once. Therefore, these sections cut out the tender bits of information for your  
reading pleasure.

x-----x  
| Gathering Materials! |

o=====o

By now, you should be well versed in the arts of gathering through Gathering Quests. However, there is another side of gathering that encompasses the entire series. Gathering Materials for your armor and weapons. With several monsters at your disposal, it's hard to recognize which armor you'd rather have. I mean, do I really need Anti-Quake Congalala Armor? No, if you rather Gem your armor, then so be it.

Ah Gems, how wonderful to have. Of course, you shouldn't have access to very many materials in order to make them. Don't feel discouraged by this. You're just starting out. Like a freckle in the world of Monster Hunter. In order to get more Gems, you'll need items from certain places. Albeit, Pokke Farm and Wyverns. Should you have trouble locating what you seek, there are many guides out there for beginners searching for the materials they need.

x-----x  
| Upgrading Equipment! |  
o=====o

Upgrading armor and weapons can be difficult. You'll notice that weapons follow a chain. If you read the end-game weapons section "[6]" and got confused it's understandable. Weapons follow a specific chain that can branch out to other weapons, and sometimes other weapon types. It's like a tree, and you're starting at the weakest root. Err...bad analogy.

Weapons branching does flow like a tree though. You start out as a seedling, then you grow and have access to more and more branches. Eventually, you can acquire the weapon you desire. Or the one you think is more powerful. In order to do this, you have to gather materials from all over. Your most important lay in Monster/Wyvern parts and raw Ores. Ores usually obtained at Pokke Farm or trips to Mining Spots.

The other side of equipment is your armor. Unlike weapons, they don't follow branching. Instead, what you see is what you get. Or is it? Often beginners overlook armor types because they don't carry the skills they want. What they don't realize is that the armor they overlooked may indeed carry more slots, or offer a skill they didn't know they needed. It's tragic. Starting off as a beginner myself, I forsook key pieces of armor with exceptional skills. It was because I stuck to what I knew. And that was nothing.

Instead of branching, we can upgrade our armors defense. I know, it's not nearly as glamorous as branching. It's entirely less confusing though. We're limited to how far we can go by our "stones" and our wealth. And to tell you the truth, the only way you're going ever get credible defense for Gunner armor is by upgrading all pieces, not just one.

x-----x  
| The Pattern! |  
o=====o

During your questing, you must have noticed it? That you fell into a pattern in order to keep things in order? It's nothing to be ashamed of. Some may call this "repetitiveness" but the beginner Hunter it prevents us from being overwhelmed. Keeping things simple is the key. Have you tried out my suggestion yet? The one where you make a list of your armor and the materials to make it? If you haven't, it's expected. If you have, good job. Later on in the game, these habits become crucial for breaking into the next rank.

By accepting the fact, that we must DO certain things before the next mission,



we fall into a pattern. The trick is to do this as efficiently as possible. In other words, fast. A sad fact about "The Pattern" is that overtime it becomes a "rut" meaning boring. If you've played for three-hundred hours like I have, then you'd know. It's tedious.

When that happens, there really isn't anything you can do. And it's my suggestion that you take a long break from Hunting. Chances are you could be approaching Burn-out. That however, is beside the point. Settling into a pattern can help you in the long run. These are skills you should learn before you leave this guide behind. So make a checklist, Felyne Kitchen, Felyne Fighter, Pokke Farm, Item Shop, Equipment Shop...ectera.

```
x-----x
| Your Strategy! |
o=====o
```

At this point. I'd estimate you're sluggish, get hit a lot, and just barely made it by that Khezu. Being the case, I bet you're wondering how you'll make through the next rank. If you're will to learn, then there are resources that can help you. There are only so many things my writing can tell you. Being the case, the best teacher is your own experience. We do this by self-reflection, or more importantly, the Training Hall.

I was at first surprised when I fought in the Training Hall. They gave you weak equipment and hardly any items and sent you off to fight. Believe it or not, they give you exactly what you need. Nothing else. The Training Hall is a great place to learn the movements of each weapon; what it takes to defeat each Wyvern. You can absorb lots of info by watching other people take on these Monsters. Be it YouTube, or a friend. Oh, lets face it, YouTube will be your source.

Why does this work? Because other people have the same weapons as you. The EXACT same items and equipment. The only difference between you and them, is that they've had a lot more practice. We can close the gap, by learning exactly what they did. By emulating a more experienced player, can apply it to our own strategy. And who knows, you may end falling in love with a weapon type!

```
x-----x
| Wrapping Up! |
o=====o
```

You should have a better understanding of the world of Monster Hunter. These skills can and will propel you to newer and more challenging levels of the game. I am doubtless that you will be able to handle it. Given all we've gone over in this section. If you've followed my words to a tee, you should be doing well. Or at least a little better. Either way, I've done my job.

```
^~~~~~^
---| --- [7.4] Elder Quest --- |---
---|    ~~~ Elder *** ~~~    |---
v~~~~~v
```

```
x-----x
| #1 Gathering - Swamp Zone! |
x-----x
| Mandatory: No           /
| Type: Gathering Quest  \
| Reward: 12z             /
| Contract Fee: 0z       \
| Location: Swamp (Day)  /
```

```
| Details: Gather Materials | \
x-----x
```

Different local, same request. This would be a good time to explore the Swamp. Familiarize yourself with your environment. Otherwise, check the resources Map.

```
x-----x
| #2 Gathering - Forest and Hills! |
x-----x
| Mandatory: No /
| Type: Gathering Quest \
| Reward: 12z /
| Contract Fee: 0z \
| Location: Forest & Hills (Day) /
| Details: Gather Materials \
x-----x
```

My place for capturing Bugs. It should be yours too.

```
x-----x
| #3 Shadow in the Snow! |
x-----x-----x-----x
| Mandatory: No /
| Type: Hunting Quest \
| Reward: 2100z /
| Contract Fee: 350z \
| Location: Snowy Mountains (Day) /
| Details: Hunt Khezu \
x-----x
```

Allows you to re-hunt Khezu for various materials.

```
x-----x
| #4 The Subterranean Glutton! |
x-----x-----x-----x
| Mandatory: No /
| Type: Gathering Quest \
| Reward: 1200z /
| Contract Fee: 200z \
| Location: Snowy Mountain (Night) /
| Details: Gather 3 Khezu Whelps \
x-----x
```

A difficult quest for many. Because of the location of the "Khezu Whelps" many wander around for ages looking for them. Lucky for you, you have me! ^\_^

Explore around Area 8, until you find a small crawlspace. Go crawl through it (crouch via X button duh) until you're out. From there, just keep climbing until you come across what looks like a shell. It is in fact, this is the shed skin of Kushala Daora. You must pick at them with a Pickax in order to obtain a Khezu Whelp. So what's the catch? You can only carry one. Plus, they drain your health. In other words, you have an actual parasite attached to you. 0\_0;;

Doubtless, you've packed a Farcaster for at least one trip back. The rest you're going to have to do on foot. It's up to you whether or not you want to use it first, second, or last. Khezu Whelps provide a good amount of Pokke Points as well. So you may want to consider farming.

```
x-----x
| #5 Blango Slaying Tactics! |
```

```

x-----x
| Mandatory: Yes /
| Type: Slaying Quest \
| Reward: 900z /
| Contract Fee: 150z \
| Location: Snowy Mountains (Night) /
| Details: Slay 10 Blango \
x-----x

```

I'll let you in on the joke, this is apparently trying to prep you for the Urgent Quest "Ruler of the Snow" where you hunt Blangonga. Which is funny, because it really doesn't help. You'll find Blango in Areas 6, 7, and 8. You'll need to revisit each Area as they re-spawn.

```

x-----x
| #6 Aim for the Jungle Crab! |
x-----x--x
| Mandatory: No /
| Type: Hunting Quest \
| Reward: 1800z /
| Contract Fee: 300z \
| Location: Jungle (Night) /
| Details: Hunt Daimyo Hermituar \
x-----x

```

See "[7.4.1]" for details.

```

x-----x
| #7 Master of the Giant Lake! |
x-----x
| Mandatory: No /
| Type: Hunting Quest \
| Reward: 2400z /
| Contract Fee: 400z \
| Location: Jungle (Night) /
| Details: Hunt Green Plesioth \
x-----x

```

See "[7.4.2]" for details.

```

x-----x
| #8 A Swarm of Hermituars! |
x-----x-x
| Mandatory: No /
| Type: Slaying Quest \
| Reward: 900z /
| Contract Fee: 150z \
| Location: Jungle (Day) /
| Details: Slay 10 Hermituars \
x-----x

```

Mini-version of Daimyo Hermituar. They can be found all throughout the Jungle. They burrow themselves so they not in plain sight. Look for sections in an Area where a small amount of dirt is rising. Walk over it and prepare to dodge.

```

x-----x
| #9 The Purple Poison Menace! |
x-----x
| Mandatory: No /
| Type: Hunting Quest \

```

```
| Reward: 2100z /
| Contract Fee: 350z \
| Location: Jungle (Night) /
| Details: Hunt Purple Gypceros \
x-----x
```

See "[7.4.3]" for details.

```
x-----x
| #10 The Lurking Desert Giant! |
x-----x
| Mandatory: Yes /
| Type: Hunting Quest \
| Reward: 1800z /
| Contract Fee: 300z \
| Location: Desert (Day) /
| Details: Hunt Daimyo Hermituar \
x-----x
```

Once again, see "[7.4.1]" for details.

```
x-----x
| #11 Water Wyvern in the Desert! |
x-----x
| Mandatory: No /
| Type: Hunting Quest \
| Reward: 2100z /
| Contract Fee: 350z \
| Location: Desert (Day) /
| Details: Hunt Plesioth \
x-----x
```

Once again, See "[7.4.2]" for details.

```
x-----x
| #12 Slay the Genprey! |
x-----x--x
| Mandatory: No /
| Type: Slaying Quest \
| Reward: 900z /
| Contract Fee: 150z \
| Location: Desert (Day) /
| Details: Slay 20 Genprey \
x-----x
```

Watch out for Gendrome!

```
x-----x
| #13 Gypceros: Venomous Terror! |
x-----x-----x
| Mandatory: Yes /
| Type: Hunting Quest \
| Reward: 1800z /
| Contract Fee: 300z \
| Location: Swamp (Night) /
| Details: Hunt Gypceros \
x-----x
```

Dear god, for the last time, See "[7.4.3]" for details.

```
x-----x
| #14 Attack of the Blue Kut-Ku! |
x-----x
| Mandatory: No /
| Type: Hunting Quest \
| Reward: 1800z /
| Contract Fee: 300z \
| Location: Swamp /
| Details: Hunt Blue Yian Kut-Ku \
x-----x
```

Yian Kut-Ku with a color-swap. Handle with care, beware of poisonous miasma.

```
x-----x
| #15 The Mischief-Maker! |
x-----x
| Mandatory: No /
| Type: Hunting Quest \
| Reward: 1500z /
| Contract Fee: 250z \
| Location: Swamp (Day) /
| Details: Hunt Congalala \
x-----x
```

Prepare to hunt you're arch-nemesis in the Swamp! How fitting.

```
x-----x
| #16 Fang of the Iodrome! |
x-----x
| Mandatory: No /
| Type: Hunting Quest \
| Reward: 1200z /
| Contract Fee: 200z \
| Location: Swamp (Day) /
| Details: Hunt Iodrome \
x-----x
```

Iodrome is the most annoying of the Prey family. It spits the poison!

```
x-----x
| #17 Slay the Great Kut-Ku! |
x-----x
| Mandatory: No /
| Type: Hunting Quest \
| Reward: 1500z /
| Contract Fee: 250z \
| Location: Forest & Hills /
| Details: Hunt Yian Kut-Ku \
x-----x
```

Yian Kut-Ku has taken the Forest & Hills. It's time for you welcome him!

```
x-----x
| #18 A Killing from Mushrooms! |
x-----x-----x
| Mandatory: Yes /
| Type: Gathering Quest \
| Reward: 900z /
| Contract Fee: 150z \
| Location: Forest & Hills /
```

| Details: Gather 10 Special Mushrooms \  
x-----x

Nothing you haven't done before. Look for Mushroom Gathering Points and Mosswine (I believe they drop some too.)

x-----x  
| (U) The Ruler of the Snow! |  
x-----x  
| Mandatory: Urgent /  
| Type: Hunting Quest \  
| Reward: 3000z /  
| Contract Fee: 500z \  
| Location: Snowy Mountains /  
| Details: Hunt Blangonga \  
x-----x

You won't be Hunting in the Snowy Mountains for long time after this mission. Why not take the scenic route? No? In that case, head over to "[7.4.4]" for details.

x-----x  
| Special Note |

o=====o---x

| As the section above wasn't enough to congratulate you on the passage of Elder \*\* now I'm offering a special note. This isn't so much as a congratulations as a warning.

| Steer clear of Dynamic Hammer. If you check around you'll find that Dynamic Hammer is actually upgradeable after fighting the Blue Kut-Ku. What the game doesn't tell you is that in order to create this weapon of astounding Raw you have sacrifice Kut-Ku Jaw. Don't. I assume you've worked hard (if not then you're cheater and I wish you nothing but ill luck) to forge that weapon as early as you've have. It would be a shame to put into Dynamic Hammer. Why?

| In Monster Hunter we take our own path. We forge our weapon with the expectation that an upgrade will be available in a decent amount of time. In the world of Dynamic Hammer you make one upgrade and can't improve until High Rank quests. And by then you have better options so really, the path you took is a waste of money. It's a trap. A trade for a little more attack power now is by all means a good option to have if you bother to forge two Kut-Ku Jaws. But most player's don't have that time or patience and I wouldn't recommend it unless you're a completionist. Bottom line, don't fall for the trap.

o-----x

^~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~^  
---| --- [7.4.1] Elder Quest --- |---  
---| ~~~ Daimyo Hermituar ~~~ |---  
v~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~v

"Guard your emotions first, then guard your summoner."  
~Auron, Final Fantasy X

o=====o-----o  
| Question \ What is Daimyo Hermituar? |  
o=====o-----o

A behemoth red crab that looks like Sebastian from The Little Mermaid on steroids. Hermy (his nickname) sports a fancy shell from a dead Monoblos (you'll meet him soon.) He's got defense from the front, back, and his sides.

He's literally a walking fortress. Armed with two pincers that cut through fog like a knife through butter; this lobster's boiling point was long overdue.

Most effective attacks: \*Legs --> Skull or Head

Most effective element: Fire or Thunder.

Susceptible Status Ailments: \*\*Stun

Susceptible Bombs: \*\*\*Sonic Bomb

Susceptible Traps: Stun Trap, Pitfall

Breakable Parts: Skull, Claws

Near Death When: Bubbles will gush from his mouth (tinted bloody red.) Don't confuse this with Rage Mode.

\*Note: Like Khezu, we aim for one of his legs (take your pick) to knock him down. When that happens, we can either aim for the Skull (to break it) or the Head (his weak-point.)

\*\*Note: At the start of the battle, he's very vulnerable to Stun. However after recovering from it once, his tolerance skyrockets. In other words, you can Stun him once. Just don't rely on it happening a second time.

\*\*\*Note: Only when he Guards is he vulnerable to Sonic Bomb.

```
o=====o-----o
| Question \ What attacks does it have? |
o=====o-----o
```

Before we begin, I'd like to draw a picture of Daimyo Hermituar as a whole. When I said he was a fortress, I wasn't kidding. He's protected from all sides. I will try to attack you depending on where you are. Allow the crappy diagram to explain.

Diagram #5 - Daimyo Hermituar

```
====R====
====R====
===S-S-V-S-S===
====FBF====
====B====
====B====
```

Legend:

V = Daimyo Hermituar

S-S = Range of Side-Swipe

B = Bash Attack (Frontal-Linear)

F = Frontal Swipe (Also Water Gun)

R = Rush (Back)

Be advised, this is hardly accurate. As defined in the Legend, "V" represents downward Daimyo Hermituar. "S-S" is his attack Side-Swipe.

Side-Swipe:

As the name depicts, Side-Swipe is when Hermy swipes at you from his side. Usually doing a side-ways crab-walk to reach you all the better. It extends in a horizontal slash, cutting at you like a sickle to grass. You'll find that this attack really isn't all that strong in Non-Rage Mode. I'm not saying you should intentionally get hit, it's just if you get hit a few times, it isn't the end of the world.

Bash Attack:

Defined as "C" in the diagram. If you happen to be facing Hermy's front, this

is what he'll throw at you! He'll march forward (depending how far you are away from him) and bash you with the outside shell of his claws.

#### Frontal Swipe:

A wider and more horizontal swipes instead of the bashing we see with the Claw Attack. Just consider Bash Attack more like an impact attack and Frontal Swipe more like a cutting attack.

#### Rush:

Do you see that giant horned-skull atop Hermy's body? It ain't for decorations! If find yourself behind him, he'll rush that horn full-speed towards you. It's tough to avoid (least in my case.) Rush shows up as an "R" on the diagram.

#### Enraged Rush:

An additional attack exclusive to Unite. Consider it an advance form of Hermy's Rush, where he attempt to ream you with the Horn. In this version, he'll squirm like a fussy child in a stroller and throw his bodyweight with his back-side leading charge. The attack possess a wide hit-zone and should you attempt to guard it will deal two-fold on your shield.

#### Guard:

Not nearly as advanced as your Guard, or else we'd be in trouble. In this case, Hermy's Guard acts like an anti-Blademaster barrier (arrows don't pierce either.) He will withdraw his body-parts, much a spider curls it's legs up when dying. Hunched into an invincible shell, you're attacks won't damage him in the slightest. What do we do? Sonic Bomb.

The only time we'll be able to use Sonic Bomb on him is when he's Guarding. Just chuck on of those babies at Hermy and he'll shoot straight-up and right back down. Stunning him for a brief moment allows your assault to go unchallenged. It's one of his greatest points of vulnerability. If you don't have access to a Sonic Bomb, then just wait for him to break his Guard (you'll notice a slight shift of his legs/body/claws.) While it doesn't give you as much time as a Sonic Bomb would, it's still something right?

#### Water Gun:

Similar to the attack "Water Gun" from Pokemon. And true the series, it's cuteness factor zero. Our foe will throw his claws in a wide arc just as the liquid bursts, in other words it covers his front-section. If you plan on attacking go after the sides, avoid the front-legs. After the discharge however, his body is open to attack while recovering. Meaning, you can go after the legs, claws, or the other body parts for a small window of time.

#### Burrow:

Another "Pokemon-esque" attack. Hermy will Burrow at the ground below him and bury himself. A good way of avoiding this attack is...running away. His horn will pop up from the ground many times before resurfacing. If you're hit, boy, will you be sorry.

Take a look at what VioletKIRA says about Burrow.

"Whenever monsters burrow, there is a set time when they resurface. For Carapaceons, they either resurface on 2 seconds later, 7 seconds or 10 seconds. If it hasn't resurfaced after the 7 seconds, drink your potion, sharpen etc... because the 10 second resurfaces at the same place it burrows."

#### Jump:

Ole Hermy will try to flank you by jumping straight up into the air and right back down. In later stages of the game he'll follow you, but not now. Another reason for keeping your combos short, eh? After landing, he's vulnerable while



trying to get back onto his legs.

Rage Mode:

In order to flaunt his crab-like awesomeness, Hermy will raise his claws up and down with bubbles flowing from his mouth. In this mode he is faster, stronger, and recovers from his attacks at lightening pace. Be on your guard!

o=====o-----o  
| Question \ What weapons should I bring? |  
o=====o-----o

Sir Author Conan Dole once wrote:

"It was easier to know it than to explain why I know it. If you were asked to prove that two and two made four, you might find some difficulty, and yet you are quite sure of the fact."

The quest to explain combat against Hermy is somewhat ambiguous. When it comes down to it, the only factual thing you need to know is to hit then evade. There are several things I can touch up about specific weaponry, but the basics remain the same. Hit, evade or guard, then hit again.

Leg Lock:

The process in which you aim for Hermy's legs the entire round. So much so, that he barely gets the chance to attack. The "elite" look down on anyone who uses such strategies. You're not trying to garner the respect of your peers. You're trying to survive. We can worry about thriving later.

You have four legs to go after, how will you decide to attack them? You could go after whichever crosses your path like most do, or you can target a specific leg. Targeting a single leg means a more consistent method of attack, while swingingly randomly means more knockdowns but they take longer to accomplish than the former.

So say, I go after the right-hind leg. It's somewhat safe, and it easy to access with my weapon type. In this scenario I attack that leg the entire round. And upon staggering Hermy, I attack the head go after the leg once more. The point here is that I never let up on the one leg. In the other scenario, I'm attacking the right-front leg and the right-hind leg. Unless I can nail them both (via Hammer Charge and smaller size variable) it will take longer to topple Hermy. Got it memorized?

For the Skull:

I like to place a Stun Trap near Hermy before he notices. After trapping him I aim for the shell (which is only breakable via Impact weapon.) You won't break it at first, but a second try might just do it. Be aware that his shell has to be broken twice in order to receive anything from the rewards.

For the Claws:

There are a few moments to which you have access to our foes Claws. To break them easier, you will need a weapon of range. Times when any weapon can clobber them come from stunning via Leg-Locking or negating Hermy's Guard via Sonic Bomb. These frail windows of opportunity leave him open for claw shattering as well as other avenues.

x-----x  
| Sword and Shield, Dual Swords! |  
o=====o

x-----x

```

| VELOCIDROME BITE! |
x-----x-----x
| Weapon Type: SnS
| Weapon Attack: 168
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: One
| Path:
| Hunter's Dagger --> Hunter's Dagger +
| Assassin's Dagger --> Velocidrome Bite
|
| Method:
| Start with Hunter's Dagger. Gather a total of six Iron Ore, three Earth
| Crystals, four Machalite Ore, four Velocidrome Claws, and two Velocidrome
| Hide. We've yet to unlock the juicy new weapons for our new rank (should you
| decide to go after Hermy first.) The Velocidrome Bite is a dependable ally
| and should not be discarded yet.
|
| Challenge Rating: Average-Hard
x-----x-----x

```

Remember to choose your target whether it be leg, claw, or head. Practicing Leg-Locking however allows us to any part when he's fallen over. With this in mind we can break off any part with minimal risk. If you're trigger-happy for Claw parts you can also risk a Stun Trap to help move things along. Our weapon choice allows for quick clean attacks on the matter, which gives you more time to evade.

Abuse your speedy-swings, but not to the point where your route gets you hit. There's a good chance no matter how good you are at evading, you will be struck at the very least once while working over Hermy. His attacks (especially Side-Swipe) come quick, but there are many to which you have more than enough time to either put up your guard or avoid altogether. Being hit by those (Jump, Water Gun, Burrow, Enraged Tackle) means you need more practice.

Time-wise the safe route is to attack is a maximum of two to three swings before evading. I prefer a quick swing and following up with a Roundhouse (Triangle, Circle) on his back leg. If you've knocked him over while avoiding a fair share of scraps, then you've done right. Swing & Roundhouse (Triangle, Circle) has a bit of a lag issue but damages a bit more than two regular sword swings. If you're good enough with timing, you can notice the slight difference in speed between the two. If you find Slash & Roundhouse too slow then switch up to Lunge (Triangle + Circle) and evade appropriately.

If you place yourself at his side during the Water Gun, you can execute the full combo and have time to move away. You should also regard that his claws are available. After executing Burrow he's open while surfacing for a few moments, it's safer to take advantage of the seven second Burrow than the two second, as the latter requires evasion if you get my drift. And finally, when coming down from a Jump you have a few moments to attack. Remember that after landing Jump generates Wind and if your proximity is close enough, damage. The best route to avoiding this is to stay outside the zone of damage, but close enough to Lunge when the moment feels right.

```

x-----x
| VELOCIPREY CLAWS! |
x-----x-----x
| Weapon Type: Dual Swords
| Weapon Attack: 196

```

| Element: Raw  
| Sharpness: Green  
| Affinity: N/A  
| Slots: One  
| Path:  
| Hunter's Dagger --> Giaprey Claws -->  
| Giaprey Claws + --> Velociprey Claws

| Method:  
| To make Giaprey Claws +, buy or make a Hunter's Dagger. Then go after  
| Giadrome, yes, you're going to need Giaprey parts, but you get those in the  
| reward section for facing off with Giadrome anyway. Plus there are plenty of  
| Giaprey to go after during the quest. This will make collecting materials  
| easier, if not a bit tedious, in the long run. If you already have Giaprey  
| Claws +, you can skip this section entirely.

| In order to upgrade, you'll need six Velocidrome Claws, one Velocidrome  
| Head, and two Pale Extract (Khezu.) This means a lot of Velocidrome hunting,  
| however if you're adamant on using Dual Swords, this is by far the best you  
| can obtain at the moment.

| Challenge Rating: Average-Hard

x-----x

To put it simply, avoid the fickle attacks. It may be your assumption that since you don't have a shield you'll be doing more dodging. Incorrect, as I'd recommend you avoid blocking with the Sword and Shield because of the recoil from blocking (especially Enraged Rush.) In other words it acts akin to that of the Sword and Shield with very minor variations.

Your avenue of attack will remain Roundhouse (Circle) for it's speedy work. It helps to avoid Hermy's reach nonetheless. As always, the legs should be your priority and when you've knocked him down enter Demon Mode (R Trigger while Unsheathed.) Instead of the usual Demon Dance (Triangle + Circle) you can attempt a Double Roundhouse (Circle while in Demon Mode) and connect with Demon Dance by pressing Circle during the Double Roundhouse. In other words, Circle then Circle. Cancel out Demon Mode and be ready to dodge the oncoming attack. Assuming you've read up the Hermy's move-set you should be aware of his openings to a degree. Continue to exploit the legs, and victory is yours.

x-----x  
| Greatsword, Longsword! |  
o=====o

x-----x

| KHEZU SHOCK SWORD! |

x-----x-----x

| Weapon Type: Greatsword  
| Weapon Attack: 624  
| Element: Thunder 220  
| Sharpness: Green  
| Affinity: N/A  
| Slots: N/A  
| Path:  
| Buster Sword --> Buster Sword + --> Buster Blade --> Ravager Blade  
| --> Khezu Shock Sword

| Method:  
| To forge Ravager Blade, you will need (assuming you did not make Buster  
| Sword from scratch) a total of twenty Iron Ore, five Disc Stones, fifteen

| earth crystals, and six Machalite Ore. As of now, you have these resources  
| available throughout the Mining spots in the Jungle and the Snowy Mountains.  
| If you are having trouble locating them refer to Scootypuff's resource maps  
| on GameFAQs.

| Should you already have the Ravager Blade as per my suggestions, then all  
| you'll need is fifteen Iron Ore, two Electro Sacs, and three Flabby Hides  
| (the last two come directly from Khezu.)

| Challenge Rating: Average-Hard

x-----x

The not-so-tidy weapon of choice. Your priorities should remain the same, and when done right the poor mobility is hardly a problem. One has, as they always do, the option to press with normal sword swings or Charge. In this case I submit charging works better. Better as in, when used right, it ends the fight. With the combos, you'll have to deal a series of swings based the various openings I'm covering with Charging anyway.

To Charge, you need correct spacing and placement. Spacing (in case you've forgotten) means how far and how close you are to your enemy (in this case Hermy.) With the correct placement, your Charges can land while keeping a relatively safe distance allowing you to evade when you've recovered. The idea here is to find moments where you can strike and recover without getting hit. Placement should follow the Charge Method, which is to remain at an enemy's side. This is especially important because of Enraged Tackle activates when attacking from the behind.

Water Gun is a prime example of how Charging should work, as soon as you see the frames begin charging. Depending on your timing you should get a full charge, and if not, then you released too soon or started too late. As he lands from a Jump begin charging, should he turn to face you, you'll have more time. If he opts for a Side-Swipe then you may have no time to dodge. It'll be up to you to weigh your options. Remember the various forms of Burrow, the easiest to manipulate is the ten second one as you know exactly where he surfaces. To sum up, after every attack (aside from swings unless you've nailed the timing) rush to the side and wait for the turn.

If you find yourself in a bind, Unsheathed attack is the alternative to Charging. Not as efficient but allows for easier evasion, and in the long run it's best to minimize damage. This in turns works as our "safety" attack. Don't get caught spamming the attack however, as you'll end up using only a fraction of the Greatsword's power.

x-----x

| EAGER CLEAVER! |

x-----x-----x

| Weapon Type: Longsword

| Weapon Attack: 624

| Element: Thunder 250

| Sharpness: Green

| Affinity: N/A

| Slots: N/A

| Path:

| Buster Sword --> Buster Sword + --> Iron Katana --> Iron Katana "Grace" -->

| Iron Katana "Gospel" --> Eager Cleaver

| Method:  
| Start or buy a Buster Sword. In order to reach Eager Cleaver you will need a  
| total of thirty-four Iron Ore, ten Disc Stones, thirty-three Machalite Ore,

| fifty Earth Crystals, and four Electro Sacs (Khezu.) All of which come from  
| mining spots throughout the maps, so get digging!

| If you've already acquired "Gospel" then it's a quick round-up of only  
| fifteen Machalite, twenty-five Earth Crystals, and four Electro Sacs  
| (Khezu.) You see? You get rewarded for following my advice.

| Challenge Rating: Average

x-----x

The speed of your swings and the fact that this is your first Thunder type  
weapon makes gutting Hermy a cinch. Apply the exact strategy written in the  
Sword and Shield section. With the exception of your method of attack which  
should be Stab & Slash (Circle, Triangle) for speed. I don't place much faith in  
Backsweep (Triangle + Circle) unless you've caught yourself in front of Hermy.

When you've built up your Spirit Combo, release in one swing increments unless  
you see an opening. There are plenty of opportunities to slash like a wild-man,  
but getting carried away gets you hit. Attacks like Water Gun, after a Jump, and  
resurfacing from a Burrow are the perfect times to apply.

x-----x  
| Hammer, Hunting Horn! |  
o=====o

x-----x

| KUT-KU JAW! |

x-----x-----x

| Weapon Type: Hammer

| Weapon Attack: 676

| Element: Raw

| Sharpness: Green

| Affinity: N/A

| Slots: N/A

| Path:

| Bone Club --> Cyclo Hammer -->

| Atlas Hammer --> Kut-Ku Jaw

| Method:

| Start with Bone Club gather three Brute Bones, and three Small Monster  
| Bones. Once you have the Atlas Hammer begin gathering two Giant Bones and  
| another ten Small Monster Bones. After that you must fight Yian Kut-Ku until  
| you acquire it's rarest drop the Giant Beak. You must also gather five Sharp  
| Claws and two Monster Fluid via Vespoids and/or Hornetaurs.

| Challenge Rating: Low

x-----x

Like cracking a first-rate Lobster from a first-rate restaurant. There is  
nothing the Hammer can't break when it comes to Hermy. His claws and skull are  
your targets, but work on the legs and nip those while he's down. Keep your  
stamina at it's highest (as you should always.) Should you aim for the Shell,  
there's a good chance you'll need it to avoid Enraged Tackle.

Exploit the usual openings. Attacks like Water Gun leave him completely open to  
the Super Pound. Just skate to the side and release. It's a bit trickier with  
Burrow, but it's possible to release just before he submerges. Charging rids of  
the minor Wind created when Hermy lands from a Jump, you can exploit this and  
send your opponent reeling. And once he's collapsed assault with a Triple Pound.  
You can get away with at least one full attack. With his move-set in mind,

simply rinse and repeat until dead.

```
x-----x
| KHEZU HORN! |
x-----x-----x
| Weapon Type: Hunting Horn
| Weapon Attack: 624
| Element: Thunder 200
| Sharpness: Green (Low)
| Affinity: N/A
| Slots: One
| Notes: White, Blue, Yellow
| Path:
| Bone Club --> Cyclo Hammer --> Atlas Hammer --> Khezu Horn
|
| Method:
| Buy a Bone Club and gather two Giant Bones (Congalala), three Brute Bones,
| and thirteen Small Monster Bones. Improve until you get Atlas Hammer, then
| farm three Flabby Hide, four Pale Extract, and two Electro Sacs from Khezu.
|
| Noteworthy Notes:
| (Infinite Stamina [Small]) -- White --> Blue (1 Min)
| (Elemental Attack Up) -- Yellow --> Blue --> Yellow --> White (1:30 Min)
| (Fire Def Up [Large]) -- Yellow --> Blue --> White (1 Min)
| (Thunder Def Up [Large]) -- Yellow --> Yellow --> Blue (1 Min)
|
| Challenge Rating: Low-Average
x-----x
```

A ritual you've been practicing with the Hunting Horn since you've first used the weapon type. Super Pound (Triangle + Circle) will help you catch his legs, while Swing (Triangle) can score the claws. With the move-set in mind, you can be daydreaming and still put up a decent fight. Find an opening, Super Pound, and evade appropriately. Be in mind if you wish to break the skull, to watch out for Enraged Tackle.

The notes, White --> White --> Blue --> White --> White will activate your extra mobility, infinite stamina, and ESP. It's efficient but the infinite stamina isn't as useful in this fight. You will however, need ESP for the current sharpness of your Hunting Horn, as it's barely in the green. Hence my suggestion for Battle Armor as quick sharpening is infinitely useful. Because of the swing speed of the weapons, it's not entirely recommended you use this weapon type as a "body-part breaker." You *do* have the options open however.

```

x-----x
| Lance, Gunlance! |
o=====o

x-----x
| SPIKED SPEAR! |
x-----x-----x
| Weapon Type: Lance
| Weapon Attack: 276
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| Iron Lance --> Iron Lance + -->
| Bone Javelin --> Spiked Spear
|
```

| Method:  
| You need three Iron Ore to improve Iron Lance into Iron Lance +. You will  
| need to gather four Small Monster Bones from Apceros. And while you are  
| farming these from your quarry, venture to find three Medium Monster Bones.  
| Finding them can be quite difficult, and only other available to get the  
| materials come from boss Monsters like Yian Kut-Ku and Congalala themselves.  
| If you're up to it, then you may want to invest in Paladin Lance.  
|  
| You will also need four Iron Ore, four Brute Bones (Blango), three Machalite  
| Ore, and two Killer Beetles. Difficult to find I know, but worth the forge.  
|  
| Challenge Rating: Average-Hard  
x-----x

A worthy woven tale of two guards. Forced to protect themselves by defeating  
that which threatens to arrest their armor. Oh, the beastly fate! Your weapon,  
the Lance, should remain unsheathed in order to keep up the damage. Because of  
the poor mobility of our weapon, we must enlist our Back-Hop (Cross) and slide  
out of range. You'll find that at least two Back-Hops are necessary for avoiding  
Hermi's frontal attacks, from Swipes to Water Gun.

Keep it simple, but generous. Approach the legs with Thrust (Triangle) until you  
sense his counter. From there, you can either side-step (depending on your  
timing) or guard. Using Guard is tricky as we don't possess Guard +1 (but guess  
the skills that come with this armor?) which means knock-back. You can accept  
this, or you can attempt to avoid it. Do this by capping your number of thrusts  
to two, but base your decision on instinct rather than my own advice.

While your aim should be true, the special ability of the Lance allows us to  
shatter each individual part. The best "body-part breaker" by far, allowing you  
to attack the claws with Upwards Thrust, and break his shell. Be aware of the  
pitfalls of this action, if you seek the claws wait for a Water Gun. If you  
attack the skull, be prepared to deal with Enraged Tackle. To avoid this, find  
the space between the back of our foe's hind-legs which allow you to connect  
without being directly behind. It's tough to show.

When you've knocked him off balance, the best recourse is the Lance Charge  
(Triangle + Circle.) In case you feel reckless enough to try to Guard one of  
Hermi's attacks like Burrow, be careful. You'll be safe so long as you blow  
strikes your front. If you are directly under Hermi as he emerges, it'll break  
your guard. Should you however have some distance (in other words not directly  
under) then you'll be safe. I still don't recommend you be anywhere near him  
during this attack, but you can score an extra blow using this method.

x-----x  
| STEEL GUNLANCE! |  
x-----x-----x  
| Weapon Type: Gunlance  
| Weapon Attack: 276  
| Element: Raw  
| Sharpness: Green  
| Affinity: N/A  
| Slots: One  
| Shelling Type: Normal Lv2  
| Path:  
| Iron Gunlance --> Iron Gunlance +  
| --> Steel Gunlance  
|  
| Method:  
| You must create Iron Gunlance from scratch. That means you'll need five

| Machalite Ore, ten Iron Ore, five Gunpowder (Fire Herb + Nitroshroom (both  
| come from Pokke Farm or various gathering spots or can be bought from the  
| Old Lady)) and one Flame Sac (Yian Kut-Ku.) After gathering your materials  
| to make Iron Gunlance. You'll want to gather ten more Machalite Ore, eight  
| Earth Crystals, ten Disk Stone, another five Gunpowder and another three  
| Flame Sacs.

| Challenge Rating: Average

x-----x

Keeping the move-set in mind, we can skewer \*and\* fry this menace. This is, for  
the most part, exactly like using a Lance. The difference here is you'll mix  
guarding with Evading more so then the Lance due to the lack of mobility. To  
remain a threat it's best to keep our weapon unsheathed. This requires you to  
pay particular attention to Side-Swipe and Frontal Swipe as they cover a decent  
amount of range.

With the Gunlance we can attack the hard to reach points on the Wyvern's body,  
like the claws. The Uppercut (Triangle + Circle) is useful for just that. Taking  
out Hermy's legs is your main priority. Stab (Triangle) when the moment takes  
you and don't get carried away. Once you've knocked him down, rush him with the  
Infinite Combo (Triangle 3x, circle, repeat) until he gets up. Repeat your game  
until defeated.

x-----x  
| Bow, Bowgun! |  
o=====o

x-----x

| KUT-KU STAVE I! |

x-----x-----x

| Weapon Type: Bow

| Weapon Attack: 120

| Element: Fire 80

| Affinity: N/A

| Slots: One

| Coatings: All but Razor

| Charges Levels:

| Charge Lv1: Scatter Lv1

| Charge Lv2: Scatter Lv2

| Charge Lv3: Scatter Lv3

| Charge Lv4: Pierce Lv2

|

| Path:

| Kut-Kut Stave I

|

| Method:

| You'll need five Kut-Ku Shells, five Kut-Ku Scales, two Flame Sacs, and four  
| Carpenterbugs (Pokke Farm.)

|

| Challenge Rating: Average

x-----x

Or...

x-----x

| SONIC BOW I! |

x-----x-----x

| Weapon Type: Bow

| Weapon Attack: 144

| Element: Thunder 100



```

| Affinity: N/A
| Slots: One
| Coatings: Power/Paralysis/Poison/Razor
| Charges Levels:
| Charge Lv1: Rapid Lv2
| Charge Lv2: Rapid Lv2
| Charge Lv3: Rapid Lv2
| Charge Lv4: Scatter Lv3
|
| Path:
| Sonic Bow I
|
| Method:
| It's a tough forge as you'll have to gather two Electro Sacs (Khezu), ten
| Vespoird Shells, five Hornetaur Wings, and two Killer Beetles (Pokke Farm.)
|
| Challenge Rating: Average
x-----x

```

With the Bow we can snuff our foe like candlelight's flame. Because with this weapon, we are the wind. Your form should take that of Charging and releasing. Depending on your proximity, you'll be evading most attacks by using the rule of spacing. With this in mind, we can detect his upcoming attacks from a distance and evade appropriately. Plan your shots wisely and watch your stamina. Attacking the legs is less important this time around. With Leg-Locking we were able to use our stronger attacks (IE, Hammer's Triple Pound, Greatsword Charge, ect.) but since that's not the case here our attacks don't have to aim for them exclusively.

Maintain a counterclockwise perimeter around the enemy. The only danger to this however is Enraged Tackle which can cut you down if connected. If you don't think you'll have enough time to avoid the next attack try rolling under the legs. This is especially useful for Side-Swipe and Frontal Swipe. You can exploit Hermy's move-set with expected ease. Because of the shoddy range of Water Gun, you're free to get off an extra shot. The attack Jump has an extended recovery mode, depending on your distance you can nail him with several charged shots. The only attack you need to be wary of is Burrow. When he submerges you have my permission to sheathe your Bow and run.

```

x-----x
| ANGEL PARASOL! |
x-----x-----x
| Weapon Type: Light Bowgun          Load Lv:  1  2  3
| Weapon Attack: 144                 Normal S:  6  6  9  Flame S : -  -  -
| Reload: Very Fast                  Pierce S:  3  3  -  Water S  : -  -  -
| Recoil: Moderate                   Pellet S:  4  4  4  Thnd S   : 3  -  -
| Affinity: N/A                      Crag S   : 1  1  1  Freeze S: 3  -  -
| Slots: N/A                          Clust S  : -  -  -  Drgn S   : -  -  -
|                                     Recov S  : 3  3  -  Tranq S : 2  -  -
|                                     Poison S: 3  1  -  Paint S  : 2  -  -
|                                     Para S   : 3  1  -  Demon S  : 1  -  -
|                                     Sleep S  : 3  1  -  Armor S  : 1  -  -
|

```

```

| Method:
| A tricky and oddly shaped Bowgun that apparently has a history. In order to
| make this beauty yours, you'll need four Flabby Hide (Khezu), eight
| Carpenterbugs (Pokke Farm), three Electro Sacs (Khezu), and one Lost
| Umbrella.
|
| In order to find the Lost Umbrella you must take the Swamp Gathering Mission

```

| and go to Area 1. You should see Barrels and a Felyne Drop Point, search  
| among those. If you don't find it the first time, you're going to have to  
| repeat the mission. Good thing you only need one of these m'right?

| Challenge Rating: Low-Average

x-----x

x-----x

| YIAN KUT-KU CANNON! |

x-----x-----x

Weapon Type: Heavy Bowgun	Load Lv: 1 2 3
Weapon Attack: 216	Normal S: 9 9 12 Flame S : 4 - -
Reload: Very Slow	Pierce S: - 3 - Water S : - - -
Recoil: Moderate	Pellet S: - 4 - Thnd S : - - -
Affinity: N/A	Crag S : - 1 - Freeze S: - - -
Slots: One	Clust S : - 1 - Drgn S : - - -
Added Effects: Def +6	Recov S : - - - Tranq S : 2 - -
	Poison S: 3 1 - Paint S : 2 - -
	Para S : - - - Demon S : - - -
	Sleep S : - - - Armor S : - - -

| Method:

| If you've been farming Yian Kut-Ku you should have the eight Kut-Ku Shells  
| and six Kut-Ku Scales you need for the first requirements. You'll then need  
| five Flabby Hides (Khezu) and ten Large Monster Bones (Cephadrome.) It's  
| actually difficult to get these from a Cephadrome since they give out only  
| one per capture. You can wait until after you've fought Daimyo Hermituar to  
| get them and instead opt for Sand Diver.

| Challenge Rating: Low-Average

x-----x

Light Bowgun Shells: Thunder S, Pierce Lv2, Normal Lv2

Heavy Bowgun Shells: Flame S, Pierce Lv2, Normal Lv2

A full set of Elemental Shells can deal a great deal of damage in a short period  
of time. Pierce Shells shoot through Hermy and to the skull, if aimed at the  
legs it travels through the body. And Normal is simply for crowd control,  
something which the weapon type desperately needs. I didn't choose Clust or Crag  
because they feel a bit "overkillish" if you ask me. And you did.

Combat works by firing your shots and reloading. Big surprise huh? With the  
weapon's traits at hand all that really needs to be said can be read from the  
Bow section. If you'd like, you can storm the front wearing Battle Armor as it's  
Reloading Speed +1 skill allows easier reloading for the Kut-Ku Cannon. There  
are minor niches in your strategy, as a Heavy Bowgun user you're going to have a  
tough time avoiding Hermy's attacks. If you feel you need a Shield attachment  
then more power to you, but power is what you'll lose.

o=====o-----o

| Question \ Final thoughts? |

o=====o-----o

I can't say any weapon requires precise timing. Hermy is a fortress, built to  
subvert, and counter. However we've nailed many of his weaknesses. To the  
point, where you should be having a fun time.

On a side note...

x-----x

```

| HERMITUAR ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 160
\ Total Slots: Nine
/ Elemental Strength: Water
\ Elemental Weaknesses: Thunder, Fire
/ Skills:
\ Guard (Needs 3+ Gems)
/ Defense +20
\
/ Armor Rating: Useful-Lance/Gunlance
x=====x-----x

```

Hermy's armor can prove quite powerful for those who like Lancing. It's the perfect beginner Lancer armor. So if you happen to master the crab-walk, then why not farm some? Keeps your options open.

```

^~~~~~^
---| --- [7.4.2] Elder Quest --- |---
---|    ~~~ Plesioth ~~~    |---
v~~~~~v

```

"What came from the sea, has returned to the sea."  
~Epitaph, Chrono Cross

```

o=====o-----o
| Question \ What is Plesioth? |
o=====o-----o

```

It came from the deep! Plessy (nickname dubbed by the posters of GameFAQs) is a fish. A fish Wyvern to be exact. That's right, we're going fishing! ^\_^

To paint a picture of Plessy, imagine if you will, the Loch Ness monster. With a long neck, flipper-like legs, and nasty shark-like mentality it's no wonder many find him deplorable. On the other hand, he's really easy to find. He travels to only two Areas on the entire map, just two. What's the catch? He's underwater! Being a fish Wyvern, it's up to you surface him. I'll explain the methods later on.

Most effective attacks: Stomach (Between the Legs), \*Legs  
Most effective element: Thunder  
Susceptible Status Ailments: Stun, Sleep (Non-Green only)  
Susceptible Bombs: \*\*Sonic Bomb  
Susceptible Traps: Stun Trap, Pitfall  
Breakable Parts: \*\*\*Fin  
Near Death When: Fin atop back will limp. Harder to tell if you've broken Fin.

\*Note: Wanna topple Plessy? Like Khezu and Hermy, just aim for the legs.

\*\*Note: Sonic Bomb is only effective when Plessy is in water. This is a trick used to draw him to the surface and possibly on land.

\*\*\*Note: Unless you have a Bow or Bowgun, it's gonna be tiring to break Plessy's fin. However, if you abuse weapons like Greatsword (vertical slice) then you have a better chance of breaking it.

```

o=====o-----o
| Question \ What attacks does it have? |
o=====o-----o

```

First, I have to tell you, how to find Plessy. To reiterate, he can only be found in two Areas out of the entire map. These Areas are very recognizable, as they are both Areas that contain water. Like Areas 4 and 3 of the Jungle Map.

You HAVE to be aware that you will be fighting in enclosed space. Which shortens your range, and makes Plessy's attacks much deadlier. You may want to fight in the wider area.

#### Surfacing Plesioth:

You have three choices when it comes to surfacing Plessy. The first, and most effective method is by acquiring Frogs. These critters can be sold occasionally by the Old Lady but you can farm them from Area 3 of the Jungle (the rock between the walls of Area 7.) When you get these, now would be the time to act. Go up to a Fishing Point in the Area and toss a Frog over. When he appears, he'll notice the Frog and go up to it. Taking a moment to sniff the thing, he'll take a chomp out of it and pull on your Fishing Rod. Respond in kind. This way, we can surface Plessy and gain access to a moment of vulnerability.

The second, and less effective method, is casting a Sonic Bomb at Plessy. This will disrupt his cheerful swimming. Hopefully, he'll take this fight to the land. The third, can be the simple Paintball or Stone thrown to attract attention. You may wonder what the purpose of this is. In Area's like the Desert Plesioth is close to shore. Granted not near enough to hit with a close-range weapon (though I wonder sometimes with the Greatsword...) but it may be near enough to snag him with properly placed Large Barrel Bombs. Food for thought huh?

#### Jumping Out:

Plessy will leap out of the water and come crashing down at a same point every time. He will then squirm across land like a fish out of water. Seeing as though he IS a fish out of water.

#### Glide:

You may have seen this with the infamous Cephalos or Cephadrome. In the desert, the sand-shark creatures exploded out of the wastes like a missile. With Plesioth, he'll propel his body onto land, mouth again and fins flapping. Should you be caught you'll be put to sleep.

#### Hip-Check:

Deadliest. Attack. EVAR! Gather 'round children and I shall tell you a tale. The End. That's what happens when you're hit. Hip-Check is when all of Plessy's mass is pressed an attack from his side. It has an almost unfair hit-zone because he includes his tail with the attack. Plus it wracks tons of damage. It happens at his leisure, it's fast, deadly, the perfect offensive attack. Expect it after every other attack.

Of course, the bright side is that moment after the check. The moment after his attack where his head jerks to for a moment. That is his spot of vulnerability. It's difficult to describe other than an angle his head rests on. If you memorize this attack, you'll know what I'm talking about. If not, here is another crappy diagram for you to ogle.

#### Diagram #6 - Hip-Check

```
=====
=====O>>>=====
=====-----=====
=====
```

Legend:

O - Body of Plesioth

> - Direction of Head

"---" - Hit-zone of Hip-Check

It's pretty straightforward despite the utter confusion you must be feeling. The "O" represents Plesioth and the ">" simply indicates the direction he is in. Sorta like a freeze frame for the moment.

Bite:

Because of Plessey's size (did I forget to tell you he's as big as a beached whale?) his bite attack can cross some range. Because of his size though, you can easily navigate between his legs to counter. Beware of his tail though, as it flaps when he executes Bite.

Tail Whip:

You know what a Tail Whip is. Plessey's is bigger. Go under the legs for protection.

Jumping Back In:

When Plessey has sustained enough damage, he'll try to recover by fleeing to his watery habitat. Walking in place while directed at the water is his signal. He'll run like a kid running away from his fire-cracker-throwing big brother. If you're in the way, you'll get trampled. Badly. And what wondrous attacks can he propel from down under?

Water Beam:

Not to be confused with Hermy's Water Gun. Plessey's Water Beam is a horizontal sweep, or a vertical one. He'll go vertical if you're far away, and sweep horizontal if you're close by. He has a land version of this attack. It's linear, but if you're hit during Rage Mode, it's lights out.

Glide:

A move performed near death. Plessey will try to swim on-land as if in water. The results are usually devastating.

Rage Mode:

While his attacks don't change, they'll come with greater speed and power. Making avoiding Plessey's onslaught a must.

Near death, Plessey will enter and re-enter the water many times. This involves him running across the land in a frenzy to get back. Often you'll be trampled. However the smart Hunter knows when to keep his distance, and where he'll stop just before he jumps back in.

```
o=====o-----o
| Question \ What weapons should I bring? |
o=====o-----o
```

The Stun/Pitfall Trap scene is one stay away from nowadays. Partially because I want to master the gist of a fight. The problem with this is that without these devices to hoist me up I'm resorting to actually having to "learn." Gasp! That being said abuse those traps like your a one-hit wonder rock-star and you just learned your new album had poor returns. These methods are generally looked down by the elite. Aside from the new lava fish Lavasioth (or Volganos depending on your region) Plessey is the only one who seems to have a fleeing fetish. It's times like these where you look out to the great big sea watching fish-face flail like a...fish...and wonder "what kind of sick joke is this?"

You have Darksun45230's "Handz & Roaz" seal of approval to trap Plessey up!

Whatever the "elite" tells you about trapping Plesioth don't listen. If you want to be hardcore and wait every few minutes for him to come back to resume the fight (you'll be doing that anyway once you've used up your Traps) that's your right. And don't forget kiddies, you can still blast our foe to hell with Large Barrel Bombs once he releases the Water Beam. Except Large Barrel Bombs don't work when it's raining, so damn!

```
x-----x
| Sword and Shield, Dual Swords! |
o=====o
```

```
x-----x
```

```
| VELOCIDROME BITE! |
```

```
x-----x-----x
```

```
| Weapon Type: SnS
```

```
| Weapon Attack: 168
```

```
| Element: Raw
```

```
| Sharpness: Green
```

```
| Affinity: N/A
```

```
| Slots: One
```

```
| Path:
```

```
| Hunter's Dagger --> Hunter's Dagger +
```

```
| Assassin's Dagger --> Velocidrome Bite
```

```
|
| Method:
| Start with Hunter's Dagger. Gather a total of six Iron Ore, three Earth
| Crystals, four Machalite Ore, four Velocidrome Claws, and two Velocidrome
| Hide. We've yet to unlock the juicy new weapons for our new rank (should you
| decide to go after Hermy first.) The Velocidrome Bite is a dependable ally
| and should not be discarded yet.
```

```
|
| Challenge Rating: Hard
```

```
x-----x
```

Or...

```
x-----x
```

```
| THUNDERBANE! |
```

```
x-----x-----x
```

```
| Weapon Type: SnS
```

```
| Weapon Attack: 168
```

```
| Element: Thunder 170
```

```
| Sharpness: Green
```

```
| Affinity: N/A
```

```
| Slots: One
```

```
| Path:
```

```
| Hunter's Dagger --> Hunter's Dagger + -->
```

```
| Assassin's Dagger --> Thunderbane
```

```
|
| Method:
```

```
| This is assuming you've already fought Gypceros. The four Rubbery Hide you
| need come from Gypceros (non-Purple), the three Large Monster Bone come from
| Blangonga, and the two Electro Sacs come from Khezu. What does this make? A
| crappy weapon. Thunderbane is terrible SnS 'cause it lacks decent sharpness.
| Which means you'll be sharpening periodically to return it to the green.
| Skills like Sharp Sword and Sharp Skill Inc help.
```

```
|
| Challenge Rating: Hard
```

```
x-----x
```

Should the need come up to use the shield then it should be against the dreaded Hip-Check, and you should have no choice. Each blow you block zaps health and major stamina. Our objective with the Sword and Shield is to attack the legs. So draw him onto land and attack the legs. Keep your attacks short and be ready for the switch to Hip-Check.

When he uses Water Beam (Land) go for an Unsheathed Attack (Triangle + Circle.) When he uses Tail Whip, carve out his legs from underneath. For the love of god, get out of the way when he starts walking in place. After a good deal of land-loving, this action is a tell-tale sign he's planing on reuniting with his beloved body of water. Should you desire, you can memorize the spot he stops at before diving back in and lay a Trap for next time around. It's a plan that never gets old.

```
x-----x
| VELOCIPREY CLAWS! |
x-----x-----x
| Weapon Type: Dual Swords
| Weapon Attack: 196
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: One
| Path:
| Hunter's Dagger --> Giaprey Claws -->
| Giaprey Claws + --> Velociprey Claws
|
| Method:
| To make Giaprey Claws +, buy or make a Hunter's Dagger. Then go after
| Giadrome, yes, you're going to need Giaprey parts, but you get those in the
| reward section for facing off with Giadrome anyway. Plus there are plenty of
| Giaprey to go after during the quest. This will make collecting materials
| easier, if not a bit tedious, in the long run. If you already have Giaprey
| Claws +, you can skip this section entirely.
|
| In order to upgrade, you'll need six Velocidrome Claws, one Velocidrome
| Head, and two Pale Extract (Khezu.) This means a lot of Velocidrome hunting,
| however if you're adamant on using Dual Swords, this is by far the best you
| can obtain at the moment.
|
| Challenge Rating: Hard
x-----x
```

Dual Sword combat is about choosing the right to release Demon Dance, and Roundhouse (Circle.) When on shore, Plessy's attacks are limited meaning we have a good advantage over him. How? By predicting his attacks we're able to choose between our set of attacks. When our fishy foe uses Water Beam (Land) we can get away with a single Demon Dance (Triangle + Circle while in Demon Mode.) While you're under him (innuendo unintended) you can execute Slash, Slash, and Roundhouse (Triangle, Triangle, and Circle.) This works well for when he uses Tail Whip (just beware of the movement of his feet) or when walking in place. The problem with walking in place is that he may run towards your shore, and if you're still under him during that time you may get crushed. That's why it's better to stay on the outer part of the leg for that short amount of time.

For most of the fight, you want to stay behind the legs. Evasion is top priority as the Dual Swords don't block. Keep to his left as to see Tail Whip coming and be prepared to sheath and Dive (Hold R then X) if you cannot avoid it. The same goes with Hip-Check. If you should remain in the clockwise pattern you'll do well to see both attacks coming. Running under the legs help too.

```
x-----x
| Greatsword, Longsword! |
o=====o
```

```
x-----x
```

```
| KHEZU SHOCK SWORD! |
```

```
x-----x-----x
```

```
| Weapon Type: Greatsword
```

```
| Weapon Attack: 624
```

```
| Element: Thunder 220
```

```
| Sharpness: Green
```

```
| Affinity: N/A
```

```
| Slots: N/A
```

```
| Path:
```

```
| Buster Sword --> Buster Sword + --> Buster Blade --> Ravager Blade
```

```
| --> Khezu Shock Sword
```

```
|
```

```
| Method:
```

```
| To forge Ravager Blade, you will need (assuming you did not make Buster  
| Sword from scratch) a total of twenty Iron Ore, five Disc Stones, fifteen  
| earth crystals, and six Machalite Ore. As of now, you have these resources  
| available throughout the Mining spots in the Jungle and the Snowy Mountains.  
| If you are having trouble locating them refer to Scootypuff's resource maps  
| on GameFAQs.
```

```
|
```

```
| Should you already have the Ravager Blade as per my suggestions, then all  
| you'll need is fifteen Iron Ore, two Electro Sacs, and three Flabby Hides  
| (the last two come directly from Khezu.)
```

```
|
```

```
| Challenge Rating: Average-Hard
```

```
x-----x
```

Good times for a change. Your strategy will be size dependent and stomach oriented. Since our weapon is gifted with incredible range, we're allowed to score several hits off the tender tummy and spill in innards like a birthday pinata. Right away, fishing him out gives you the time for two full Charges. For the rest of our bout, stay between the legs. We can escape the savage Hip-Check if we face away from Plessy's front and role through the legs.

While under the fishy fiend you have to avenues of damage. The Infinite Combo (Circle, Circle + Triangle) allows us to nab the legs with the Roundhouse (Circle) and butcher the stomach with the Upswing (Circle + Triangle.) If you've lost your bearings position-wise vacate the bottom and proceed in a clockwise direction until you're confident you can get off a few attacks. That being said Guard only when it becomes absolutely necessary.

Water Beam (Land) leaves him open for a Charge. If we apply the Charge Method, we can position ourselves at Plessy's side (preferable on inside of his left foot) and begin charging. Should you hit the feet enough times, we can cause him to fall leaving him open for even more punishment.

```
x-----x
```

```
| EAGER CLEAVER! |
```

```
x-----x-----x
```

```
| Weapon Type: Longsword
```

```
| Weapon Attack: 624
```

```
| Element: Thunder 250
```

```
| Sharpness: Green
```

```
| Affinity: N/A
```



```

| Slots: N/A
| Path:
| Buster Sword --> Buster Sword + --> Iron Katana --> Iron Katana "Grace" -->
| Iron Katana "Gospel" --> Eager Cleaver
|
| Method:
| Start or buy a Buster Sword. In order to reach Eager Cleaver you will need a
| total of thirty-four Iron Ore, ten Disc Stones, thirty-three Machalite Ore,
| fifty Earth Crystals, and four Electro Sacs (Khezu.) All of which come from
| mining spots throughout the maps, so get digging!
|
| If you've already acquired "Gospel" then it's a quick round-up of only
| fifteen Machalite, twenty-five Earth Crystals, and four Electro Sacs
| (Khezu.) You see? You get rewarded for following my advice.
|
| Challenge Rating: Average-Hard
x-----x

```

There isn't much to say that isn't already covered in the Dual Sword/Greatsword section, but I'll clarify. Because of the reach of the Longsword it's possible to chop the stomach however your focus should be on the legs. I say this because the Spirit Combo works through horizontal slashes rather than vertical, so you're likely to chop those legs then the tummy (at least most of the time.) With that in mind play with caution. Our ever-so helpful safety move Back-Sweep (Triangle + Circle) can be added at the end of any combo to ease the burden of escape. If you feel you'd rather forgo the Back-Sweep (for whatever reason) then simply don't use it. Should you take care to limit your swings, you'll go far.

```

x-----x
| Hammer, Hunting Horn! |
o=====o

```

```

x-----x
| KUT-KU JAW! |
x-----x-----x
| Weapon Type: Hammer
| Weapon Attack: 676
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| Bone Club --> Cyclo Hammer -->
| Atlas Hammer --> Kut-Ku Jaw
|
| Method:
| Start with Bone Club gather three Brute Bones, and three Small Monster
| Bones. Once you have the Atlas Hammer begin gathering two Giant Bones and
| another ten Small Monster Bones. After that you must fight Yian Kut-Ku until
| you acquire it's rarest drop the Giant Beak. You must also gather five Sharp
| Claws and two Monster Fluid via Vespoids and/or Hornetaurs.
|
| Challenge Rating: Average
x-----x

```

You have two options when it comes to combat. The first is the "safe" option which really isn't safe or effective but I feel I should mention it anyway. You can Charge the head and go for a KO. Buuuut...Plessy's head doesn't carry a lot of damage so you have to trade damage for the KO. It's possible to score the neck as well however that's size dependent. I don't recommend you follow this

policy, in fact I advise against it. However if you're terrified of Hip-Check and Tail Whip, attacking the outstretched part of his neck allows for quick escapes.

The second and most common method is the one I've been preaching throughout this section, the legs. If we shatter those kneecaps old fish-face will flail like a carp caught in net. That being said we charge, wait for the right moment, and roll under from the Godzilla reject when you see Hip-Check coming. If you get really good at avoiding Hip-Check you can try to Triple-Pound. In order to explain, you need a good idea of the frames of Plessy's attack. He lurches his body forward, then retracts back. It's at that moment of recovery we take advantage of by starting a Triple Pound at the spot where his foot returns to. It's then we can deal a considerable amount of damage.

```
x-----x
| KHEZU HORN! |
x-----x-----x
| Weapon Type: Hunting Horn
| Weapon Attack: 624
| Element: Thunder 200
| Sharpness: Green (Low)
| Affinity: N/A
| Slots: One
| Notes: White, Blue, Yellow
| Path:
| Bone Club --> Cyclo Hammer --> Atlas Hammer --> Khezu Horn
|
| Method:
| Buy a Bone Club and gather two Giant Bones (Congalala), three Brute Bones,
| and thirteen Small Monster Bones. Improve until you get Atlas Hammer, then
| farm three Flabby Hide, four Pale Extract, and two Electro Sacs from Khezu.
|
| Noteworthy Notes:
| (Infinite Stamina [Small]) -- White --> Blue (1 Min)
| (Elemental Attack Up) -- Yellow --> Blue --> Yellow --> White (1:30 Min)
| (Fire Def Up [Large]) -- Yellow --> Blue --> White (1 Min)
| (Thunder Def Up [Large]) -- Yellow --> Yellow --> Blue (1 Min)
|
| Challenge Rating: Average-Hard
x-----x
```

The game isn't any different for the Hunting Horn. It's just a trading Hammer Charge for Superpound and some good Notes. You have the two options available, the "safe" neck-breaking pace, or the other method which will actually bring you victory instead of shame. The Hunting Horn gets the "hard" attached to the Challenging Rating keeping in mind that those Notes wear out fast. And with them gone you stand as much chance against Plessy as a fish does out of water. Except for the one pounding you with a Hip-Check.

I can't say you need anything else then White --> White however. There is some appeal when it comes to Infinite Stamina especially if you find yourself evading a lot. However annoying Plessy's submerging was, it did give oodles of time to buff up in Recital Mode. And once again Hunting Horn usage has been broken down into this simple pattern.

Evade --> Superpound --> Repeat

You win.

x-----x

| Lance, Gunlance! |  
o=====o

```
x-----x
| SPIKED SPEAR! |
x-----x-----x
| Weapon Type: Lance
| Weapon Attack: 276
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| Iron Lance --> Iron Lance + -->
| Bone Javelin --> Spiked Spear
|
| Method:
| You need three Iron Ore to improve Iron Lance into Iron Lance +. You will
| need to gather four Small Monster Bones from Apceros. And while you are
| farming these from your quarry, venture to find three Medium Monster Bones.
| Finding them can be quite difficult, and only other available to get the
| materials come from boss Monsters like Yian Kut-Ku and Congalala themselves.
| If you're up to it, then you may want to invest in Paladin Lance.
|
| You will also need four Iron Ore, four Brute Bones (Blango), three Machalite
| Ore, and two Killer Beetles. Difficult to find I know, but worth the forge.
|
| Challenge Rating: Average-Hard
x-----x
```

Or...

```
x-----x
| NATIVE SPEAR! |
x-----x-----x
| Weapon Type: Lance
| Weapon Attack: 184
| Element: Poison 430
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| Native Spear
|
| Method:
| Your first poison spear! The Native Spear isn't the best, but for now it's
| all you have in alternative weaponry. While it's attack power and sharpness
| leave much to be desired it's materials (Unknown Skull, Wyvern Claw, Bone,
| and Iodrome Skull) are easy to get. Though you'll have some trouble
| obtaining the Iodrome Skull as it's the Iodrome's rarest drop. Is it worth
| it? You'll have to be the judge on that partner.
|
| Challenge Rating: Average-Hard
x-----x
```

The tactics haven't really changed. It's just dealing with the mobility options of the Lance can be a problem. The clockwise pattern can be done so long as your weapon remains sheathed. When Plessy commits to Water Beam (Land) or Tail Whip, it's time to go after the legs. You can deal with Hip-Check in a few ways. The first is simply Guarding and re-positioning yourself. The second is to try to

Lance Charge through the Legs but unfortunately you can only do this if you're most of the way out already. And the last option is flipping yourself around around and Back-Hopping (Cross).

```
x-----x
| STEEL GUNLANCE! |
x-----x-----x
| Weapon Type: Gunlance
| Weapon Attack: 276
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: One
| Shelling Type: Normal Lv2
| Path:
| Iron Gunlance --> Iron Gunlance +
|   --> Steel Gunlance
|
| Method:
| You must create Iron Gunlance from scratch. That means you'll need five
| Machalite Ore, ten Iron Ore, five Gunpowder (Fire Herb + Nitroshroom (both
| come from Pokke Farm or various gathering spots or can be bought from the
| Old Lady)) and one Flame Sac (Yian Kut-Ku.) After gathering your materials
| to make Iron Gunlance. You'll want to gather ten more Machalite Ore, eight
| Earth Crystals, ten Disk Stone, another five Gunpowder and another three
| Flame Sacs.
|
| This weapon requires you to have defeated Yian Kut-Ku already. It's
| materials may be hard to acquire, it's path leads us to Devout End however,
| one of the strongest Dragon type Gunlances in-game.
|
| Challenge Rating: Average-Hard
x-----x
```

The word "Turtling" beats against my back-brains like yappy dog. It seems the only way to stand a chance against Plessy is to Guard like a mad dog. And why not? It's a familiar concept, and it only requires blunt timing and the R Trigger. That being said, we treat this for the most part like a Lance. I'd like to say there was some highly complicated variation to get my interested but there isn't.

As you may know (or are about to find out) a good indicator that Plessy is going to Hip-Check or run to shore is walking in place. And thankfully while you're under him you get a snippet of health locked off and gain a moment of invincibility to recover. In this moment Plessy will (if not already then it's not going to happen) launch Hip-Check. I mention this as a generality since most of the time you'll be blocking and it won't apply to you. That being said bring lots of stamina boosters (aka Meat.)

The usefulness of the Infinite Combo (Triangle 3x, Circle, Repeat) is somewhat chaffed as Shooting has a bit of recoil. With that in mind we're in range of that ever disjointed Tail Whip. This however depends on the size of the bloody-beast, so if it's bigger you're less likely to have this happen to you. Should the creature your fighting be smaller then heed my words. That being said, I favor Wyvern Fire (Triangle + Circle) over Lance Charge. There's something very cathartic about blasting Plessy in the face with my fiery hot gunpowder...umm... okay, let me try that again. The best time to release it is when Plessy is on the floor-damn it!

x-----x

| Bow, Bowgun! |  
 o=====o

```

x-----x
| SONIC BOW I! |
x-----x-----x
| Weapon Type: Bow
| Weapon Attack: 144
| Element: Thunder 100
| Affinity: N/A
| Slots: One
| Coatings: Power/Paralysis/Poison/Razor
| Charges Levels:
| Charge Lv1: Rapid Lv2
| Charge Lv2: Rapid Lv2
| Charge Lv3: Rapid Lv2
| Charge Lv4: Scatter Lv3
|
| Path:
| Sonic Bow I
|
| Method:
| It's a tough forge as you'll have to gather two Electro Sacs (Khezu), ten
| Vespoird Shells, five Hornetaur Wings, and two Killer Beetles (Pokke Farm.)
|
| Challenge Rating: Average-Hard
x-----x
  
```

I forsook the Kut-Ku Stave for obvious space-saving reasons. With ranged weapons, you can attack Plessey from a distance. How much of a distance? This is actually quite limited if you want to stay alive. Since the area you fight Plesioth ranges from expansive to claustrophobic the spacing is quite limited. Where is summed up to instinct. Be far enough away to avoid Tail Whip and instigate Water Beam (Land) while close enough to maintain power.

We can aim for the Legs, but why not skip the ceremony and go for the tummy? The legs will remain an easier target, but should you see an opening go for it. Since our Bow lacks the Peirce Charge, we can't make good use of the neck weakness. Which means breaking the fin becomes tedious. And by the way, Coatings will do you good but run out too soon. You should consider stocking their base ingredients for Combination. On a overall note, I found Bowing Plesioth taking a lot longer then when I fought in Melee weapons. I suppose when you fight ranged, you trade a bit of power for it.

```

x-----x
| ANGEL PARASOL! |
x-----x-----x
| Weapon Type: Light Bowgun          Load Lv:  1  2  3
| Weapon Attack: 144                 Normal S:  6  6  9  Flame S :  -  -  -
| Reload: Very Fast                  Pierce S:  3  3  -  Water S :  -  -  -
| Recoil: Moderate                   Pellet S:  4  4  4  Thnd S  :  3  -  -
| Affinity: N/A                      Crag S   :  1  1  1  Freeze S:  3  -  -
| Slots: N/A                         Clust S  :  -  -  -  Drgn S  :  -  -  -
|                                     Recov S  :  3  3  -  Tranq S :  2  -  -
|                                     Poison S:  3  1  -  Paint S :  2  -  -
|                                     Para S   :  3  1  -  Demon S :  1  -  -
|                                     Sleep S  :  3  1  -  Armor S :  1  -  -
|
| Method:
| A tricky and oddly shaped Bowgun that apparently has a history. In order to
  
```

| make this beauty yours, you'll need four Flabby Hide (Khezu), eight  
| Carpenterbugs (Pokke Farm), three Electro Sacs (Khezu), and one Lost  
| Umbrella.

| In order to find the Lost Umbrella you must take the Swamp Gathering Mission  
| and go to Area 1. You should see Barrels and a Felyne Drop Point, search  
| among those. If you don't find it the first time, you're going to have to  
| repeat the mission. Good thing you only need one of these m'right?

| Challenge Rating: Low-Average

x-----x

x-----x

| YIAN KUT-KU CANNON! |

x-----x-----x

Weapon Type: Heavy Bowgun	Load Lv: 1 2 3
Weapon Attack: 216	Normal S: 9 9 12 Flame S : 4 - -
Reload: Very Slow	Pierce S: - 3 - Water S : - - -
Recoil: Moderate	Pellet S: - 4 - Thnd S : - - -
Affinity: N/A	Crag S : - 1 - Freeze S: - - -
Slots: One	Clust S : - 1 - Drgn S : - - -
Added Effects: Def +6	Recov S : - - - Tranq S : 2 - -
	Poison S: 3 1 - Paint S : 2 - -
	Para S : - - - Demon S : - - -
	Sleep S : - - - Armor S : - - -

| Method:

| If you've been farming Yian Kut-Ku you should have the eight Kut-Ku Shells  
| and six Kut-Ku Scales you need for the first requirements. You'll then need  
| five Flabby Hides (Khezu) and ten Large Monster Bones (Cephadrome.) It's  
| actually difficult to get these from a Cephadrome since they give out only  
| one per capture. You can wait until after you've fought Daimyo Hermituar to  
| get them and instead opt for Sand Diver.

| Challenge Rating: Low-Average

x-----x

Light Bowgun Shells: Normal Lv2, Pierce Lv2, Thunder S, Crag Lv1

Heavy Bowgun Shells: Normal Lv2, Pierce Lv2, Flame S

Start off with your Elemental Shells then Pierce Shells and if he's still alive  
then resort to Normal Lv2 Shells. The Kut-Ku Cannon cannot use Crag Lv1 so if  
possible you can try to forge Crag Lv2 Shells from Sm Bone Husk (bought from Old  
Lady or found in various bone piles like Area 7 of Jungle) and Burst Arrowana  
(from fishing or Old Lady.) If this option doesn't suit you then you can switch  
back to Sand Diver which shoots Crag Lv1, Flame S, and Thunder S as well.

The key to victory relies on keeping your distance. By judging the distance of  
our land-loving foe, we can unload shells with ease. You're biggest problem  
remains the wildlife, which needs to be cleared (preferably with Normal Lv2)  
upon entering an Area. If you have Crag you can use that surface Plessy, if not  
refer to other methods or just shoot. Once on land your target is the Neck. With  
Thunder and Pierce our bullets travel straight up the Neck and shatter it's fin.  
Once you're on Normal Lv2 however you'll need to switch to the Legs or Stomach  
for your shots. There isn't much else in regards to strategy. Remember the rule  
of spacing and keep to the left.

o=====o-----o

| Question \ Final thoughts? |

o=====o-----o

An intimidating creature indeed. His shifts between land and sea/lake annoys many. The fact you may fight in an enclosed area is no help either. However, these are the struggles of a Hunter. In our every changing environment, we are forced to adapt ergo evolve.

```
^~~~~~^
---| --- [7.4.3] Elder Quest --- |---
---|      ~~~ Gypceros ~~~      |---
v~~~~~v
```

"I can see! ...oh, I guess not..."  
~Blinkin, Robin Hood, Men in Tights

```
o=====o-----o
| Question \ What is Gypceros? |
o=====o-----o
```

This bothersome buzzard is a bird Wyvern. Annoying as hell, ridiculous as hell. Deals a wide variety of status ailments along with his ever-so special ability to steal your items! And unlike wild Felyne, you can't get these back!

Imagine, if you will, a featherless bird shaded murky green. Add a flashing jewel atop his head, a long whip-like tail, and you have Gypceros. Being related to Yian Kut-Ku, you'll find it has many of the same attacks.

This is section was painful to write. Why? Gyys is boring. Nothing remarkable about his armor, though later on you'll need to hunt him for Poison weapons. His attacks are hardly original. They move in the same motions as Yian Kut-Ku.

Most effective attacks: Tail/Stomach (Cutting), Head (Impact)  
Most effective element: Fire  
Susceptible Status Ailments: Least resistant to Stun and Sleep. (Purple Gypceros is more vulnerable to Sleep.)  
Susceptible Bombs: None  
Susceptible Traps: Pitfall  
Breakable Parts: Beacon (Flashing thing atop head.)  
Near Death When: Tries to Fake Death multiple times. (See Below) Or Limping.

Note: Gyys can be knocked over by aiming for his legs. When aiming for the stomach, try to make sure his legs get in the way. \*hint\* \*hint\*

Note: Because of Gyys Poison Attacks, bringing Antidote would help.

```
o=====o-----o
| Question \ What attacks does it have? |
o=====o-----o
```

Peck Attack:

An attack exactly the same as Yian Kut-Ku's. Gyys will hop forward (sometimes not) and bob his head up and down in a pecking motion. What's the difference here? If you're caught by this attack, there's a chance he'll steal an item.

You can exploit this linear attack by going around him and aiming for his tail. If you didn't bring a weapon with an overhead swing, try the wings.

Backward Brush:

Like Yian Kut-Ku, Gyys will summon wind and launch himself backwards. This isn't to be confused with a simple Jump, where he hovers above ground a little to summon Wind.

Poison-ball:

Gyps will launch a ball of concentrated poison similar to Yian Kut-Ku's Fireball. It has the same terrible range. It has the same points of vulnerability. Round and round we go...

Bite:

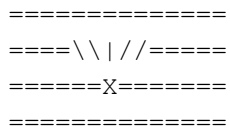
Gyps will do a simple bite attack. It's nothing we haven't seen before.

Tail Whip:

Use the same method of avoiding this as you do Kut-Ku's. By sticking to Gyps right we can escape being hit while taking advantage of gap of time between attacks. There's something I should bring up before we move on though...

Diagram #7 - Gypceros Tail Whip

The following is the diagram of Kut-Ku's Tail Whip.



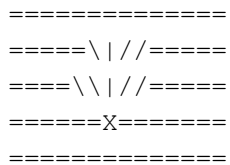
Legend:

\|/ = Range of Tail Whip.

X = Yian Kut Ku.

Pretty Straightforward. Yian Kut-Ku moves in a roughly ninety degree angle.

Now compare with Gypceros Tail Whip:



Legend:

\|/ = Range of Tail Whip.

X = Gypceros.

See the difference? Gyps is slightly longer because his tail is longer. Or at least, extend during the Tail Whip. At first though, it doesn't. Only when it's in full swing do we see it extend. But because you'll be sticking to his right, chances are you won't be hit. Ergo, you don't have to worry.

Flash:

Gyps will snap his jaw while atop his hind legs. He'll do this three times before releasing a flash similar to a Flash Bomb. Except he's using it on you. With Lunge, it's possible to avoid this with correct timing. The first few times you may get caught. Don't get frustrated. It happens to EVERYONE.

If you're far enough away from him when he uses it, theres a chance you can avoid the attack. For non-blocker weapon users remember a quick way of recovering from Flash is to rotate the Joystick. Also, if you're anywhere other then his front, he'll waste a brief moment to turn to face you. Giving you a chance to avoid his next attack.

Fake Death:

After receiving a hit Gyps will PRETEND to die. What he doesn't know is that YOU



know he's faking. A good way of telling if he's faking or not is the fact "Quest Completed" didn't appear. If you can't be sure then, wait a couple of seconds.

What I like to do is exploit the time Gyps has given us. You'll have a short window of time to plant Barrel Bombs near him (preferably at the tip of the furthest body-part, his wings.) Others like setting up traps, or attacking from afar. Most however, just wait.

You CAN carve him, but it's getting hit is almost guaranteed.

#### False Take-off:

Gyps will run a specific spot and take-off. It will appear as if he's changing Areas, however he'll flap at a low altitude. This indicates that he'll try to leave the Area soon. Possibly, his next attempt.

#### Rage Mode:

Beware of Rage Mode, as Gyps will hop up and down. If you're in his range you could end up being pushed back. His eyes will light, the beacon on his head will flash, and purple-ish miasma will emit from his mouth. His attacks become much faster and there are points where he'll use his most annoying attack.

#### Bum Rush:

Our flabby foe will run across the Area in a zig-zag motion. Spraying Poison-balls across his path. Sorta like Multi-Fireball except it has a chance of hitting. His pattern is easy to memorize. If the situation calls for it though, you should Lunge.

```
o=====o-----o
| Question \ What weapons should I bring? |
o=====o-----o
```

```
      x-----x
      | Sword and Shield, Dual Swords! |
      o=====o
```

```
x-----x
| VELOCIDROME BITE! |
x-----x-----x
| Weapon Type: Sword and Shield
| Weapon Attack: 168
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: One
| Path:
| Hunter's Dagger --> Hunter's Dagger +
| Assassin's Dagger --> Velocidrome Bite
|
| Method:
| Start with Hunter's Dagger. Gather a total of six Iron Ore, three Earth
| Crystals, four Machalite Ore, four Velocidrome Claws, and two Velocidrome
| Hide. We've yet to unlock the juicy new weapons for our new rank (should you
| decide to go after Hermy first.) The Velocidrome Bite is a dependable ally
| and should not be discarded yet.
|
| Challenge Rating: Average
x-----x
```

Or...

x-----x

| WEARY FINSWORD! |

x-----x-----x

| Weapon Type: Sword and Shield

| Weapon Attack: 168

| Element: Sleep 180

| Sharpness: Green

| Affinity: N/A

| Slots: One

| Path:

| Bone Kris --> Bone Kris +

| Chief Kris --> Weary Finsword

| Method:

| Starting off with Bone Kris and Bone Kris + is simple as you should already have an abundance of Small Monster Bones (and if not then start hunting.) To improve to Chief Kris you'll need a single Medium Monster Bone (Yian Kut-Kut, Congalala), two Small Monster Bones, and two Small Bone Husks (Old Lady.) When you do have the Chief Kris (and assuming you've already taken on Plesioth) you'll need to hunt for two Plesioth Fins (non-green Plessy by the way) two Cephalos Fin (rewarded for breaking Cephadrome's Fin) and ten Sleep Herbs (Old Lady.)

| Why invest in the Weary Finsword now? Down the line this becomes a highly useful Sword and Shield. It can be used in tandem with the Sleep-Bombing Method, which basically infers putting an enemy to sleep, laying down a few Bombs and setting them off. The trade-off here is that the Velocidrome Bite has more sharpness, so choose wisely before considering your weapon.

| Challenge Rating: Average

x-----x

By aiming for the Stomach, we hit the legs too. This can cause Gyps to fall over leaving him vulnerable to attack. With the Sword and Shield we can block our foes Flash attack. With these weapon types, battle will be a dance of evasion. Always keep to his right or else that Tail Whip will get you. Blocking with the Sword and Shield is possible however the recoil hits you hard. Otherwise this is your classic Kut-Ku clone fight.

x-----x

| VELOCIPREY CLAWS! |

x-----x-----x

| Weapon Type: Dual Swords

| Weapon Attack: 196

| Element: Raw

| Sharpness: Green

| Affinity: N/A

| Slots: One

| Path:

| Hunter's Dagger --> Giaprey Claws -->

| Giaprey Claws + --> Velociprey Claws

| Method:

| To make Giaprey Claws +, buy or make a Hunter's Dagger. Then go after Giadrome, yes, you're going to need Giaprey parts, but you get those in the reward section for facing off with Giadrome anyway. Plus there are plenty of Giaprey to go after during the quest. This will make collecting materials easier, if not a bit tedious, in the long run. If you already have Giaprey Claws +, you can skip this section entirely.

|

| In order to upgrade, you'll need six Velocidrome Claws, one Velocidrome  
| Head, and two Pale Extract (Khezu.) This means a lot of Velocidrome hunting,  
| however if you're adamant on using Dual Swords, this is by far the best you  
| can obtain at the moment.

| Challenge Rating: Hard

x-----x

It's contrary with the Dual Swords. While lacking that range, players may find themselves forced to deal quick bursts then evade. I found the Roundhouse (O button) effective when aiming for the right leg. Because you're on Gyps right in order to avoid his Tail Whip, why not take advantage of his leg?

When you've knocked him down go for the his weak-point (stomach.) It's possible to Double Roundhouse when he's playing dead (aim for the wing.) Finding the right place can be tricky, but it's doable. The Dual Swords are definitely the more difficult weapon of the two. When mastered though, battle is that much more fun!

x-----x  
| Greatsword, Longsword! |  
o=====o

x-----x

| PLESIOTH WATERSWORD! |

x-----x-----x

| Weapon Type: Greatsword

| Weapon Attack: 576

| Element: Water 390

| Sharpness: Green

| Affinity: N/A

| Slots: N/A

| Path:

| Bone Blade --> Bone Blade + --> Bone Slasher

| --> Finblade --> Plesioth Watersword

| Method:

| Ready to sharpen those Bow skills? Allow me to explain. The best weapon in  
| your current predicament would be the Plesioth Watersword. It's a kick-ass  
| Water Greatsword that's difficult to make. You can create the Finsword right  
| off the bat; after you have that it's time to hunt. You need three Plesioth  
| Fins, four Plesioth scales and one Mega Demondrug (see [4.2.5] for  
| ingredients.) If you don't have Pale Extract, I suggest going after Khezu as  
| well.

| So why a Bow? Typically, any weapon can shatter Plessy's fin, but in my case  
| Bow works best. Because of the sheer size of Plessy, shattering that fin  
| can't be done with weapons with short reach. Get ready to go Fin hunting!  
| Bring your strongest Bow and aim for the Fin. I usually get one per round,  
| two if I'm lucky. You could do better or worse. After going through that  
| painful campaign you can forge the Plesioth Watersword.

| Challenge: Average-Hard

x-----x

Or...

x-----x

| KHEZU SHOCK SWORD! |

x-----x-----x

```

| Weapon Type: Greatsword
| Weapon Attack: 624
| Element: Thunder 220
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| Buster Sword --> Buster Sword + --> Buster Blade --> Ravager Blade
| --> Khezu Shock Sword
|
| Method:
| To forge Ravager Blade, you will need (assuming you did not make Buster
| Sword from scratch) a total of twenty Iron Ore, five Disc Stones, fifteen
| earth crystals, and six Machalite Ore. As of now, you have these resources
| available throughout the Mining spots in the Jungle and the Snowy Mountains.
| If you are having trouble locating them refer to Scootypuff's resource maps
| on GameFAQs. Should you already have the Ravager Blade as per my
| suggestions, then all you'll need is fifteen Iron Ore, two Electro Sacs, and
| three Flabby Hides (the last two come directly from Khezu.)
|
| Note that I only recommend this against Gyps because it has a good Raw
| damage. Gypceros is NOT weak against Thunder Element. This is merely an
| alternative to those who haven't farmed for Plesioth parts yet.
|
| Challenge Rating: Average-Hard
x-----x

```

A few things. Now that we have a Greatsword/Longsword we have an overhead swing. With this, we can go after Gyps Tail. It's easier for Longsword because of it's obvious speed. However, the Greatsword can block his Flash attacks. You'll have plenty of opportunities for the Charge Method. By placing yourself at a spot where Gyps will have to turn multiple times to get. It's that place we want to be. Depending on his size, there's a chance you can get in some Combos while he's using Tail Whip. When the moment he begins to Fake Death is the moment you begin Charging. Aim for his wing.

```

x-----x
| DRAGONWOOD L.SWORD! |
x-----x-----x
| Weapon Type: Longsword
| Weapon Attack: 624
| Element: Paralysis 190
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| Dragonwood L.Sword
|
| Method:
| The Dragonwood Longsword is a neat alternative to the Bone Katana "Dragon".
| So long as you have Trenya and several Pokke Points to spare, you can farm
| for the materials. You'll need three Dragonwood which can be gotten by
| sending her either to the Jungle, the Swamp, the Forest & Hills, or the
| Volcano (though you won't have the Volcano open at this time) for 300 Pokke
| Points. If you haven't checked up on Boldrin's Pokke Farm Guide then you'll
| need to know that you must complete a quest before she returns. Any quest
| other then a Gathering one.
|
| After you've gotten your Dragonwood it's time to send Trenya away for
| Dragonmoss. The Dragonmoss can be gotten from the Snowy Mountains, the

```

| Swamp, the Forest & Hills, and the Volcano by paying Trenya 300 Pokke  
| Points. While she's out hunting for items, try to farm for fifteen  
| Thunderbug's at Pokke Farm and Mushroom Tree for ten Chaos Shrooms.

| Challenge Rating: Average

x-----x

The practice with the Longsword is simpler. With the Longsword range, you can easily grab the Tail, Wings, or Legs/Stomach and Backsweep all at once. Your biggest foe will be Gyps Flash Attack. So don't get caught while using Spirit Combo. Just treat it as you would the Dual Swords, time your hacking and keep to his side and you'll prevail.

x-----x  
| Hammer, Hunting Horn! |  
o=====o

x-----x

| KUT-KU JAW! |

x-----x-----x

| Weapon Type: Hammer

| Weapon Attack: 676

| Element: Raw

| Sharpness: Green

| Affinity: N/A

| Slots: N/A

| Path:

| Bone Club --> Cyclo Hammer -->

| Atlas Hammer --> Kut-Ku Jaw

| Method:

| Start with Bone Club gather three Brute Bones, and three Small Monster  
| Bones. Once you have the Atlas Hammer begin gathering two Giant Bones and  
| another ten Small Monster Bones. After that you must fight Yian Kut-Ku until  
| you acquire it's rarest drop the Giant Beak. You must also gather five Sharp  
| Claws and two Monster Fluid via Vespoids and/or Hornetaurs.

| Challenge Rating: Low

x-----x

While his head the weak-point, Hammer users will be limited to Gyps leg. Why? Because he'll massacre you if you attempt to tackle his front. The silver lining here is that you have a free-shot whenever he Bites. Just find the correct timing and you can wrack up serious damage. Once again, Flash it not our friend. Because of our inability to block we have to able to sheath our weapon at a moment's notice. Why is this worse for Hammer users? Because we've already spent a hefty load of Stamina on Charging. When we've knocked him down (if you've been aiming for the legs) you can perform a Triple Pound on the head.

It's possible to execute a Charged attack while Gyps is using Tail Whip. When Gyps is using multiple Tail Whips (often does) he'll not only turn his tail, but his head too. It's up to you to determine what spot his head will stop at. If you anticipate the move, you can land a Charged attack. It sounds more difficult then it actually is. All you need is a keen sense of timing.

x-----x

| SONIC GLASS! |

x-----x-----x

| Weapon Type: Hunting Horn

| Weapon Attack: 624

```

| Element: Raw
| Sharpness: Green
| Affinity: 5%
| Slots: N/A
| Notes: White, Green, Yellow
| Path:
| Bone Club --> Cyclo Hammer --> Skullcrusher
|   --> Skullcrusher + --> Sonic Glass
|
| Method:|
| Improving Bone Club to Cyclo Hammer requires three Brute Bones (Bulldrome)
| and three Small Monster Bones (Old Lady, Apceros, Giadrome.) You must then
| farm Yian Kut-Ku until you have eight Medium Monster Bones. Then go after
| Cephalos or Cephadrome for ten Piscine Fangs and Congalala for three
| Congalala Claws. Finally, get Sharp Claws from either Conga or Blango. Once
| completed it's time to get the Vespoid stuff out of the way. You'll need one
| Vespoid Adomen, four Vespoid Shells, four Hornetaurs (on the same mission as
| Vespoids,) and one Monster Fluid.
|
| Noteworthy Notes:
| (Recover Speed[Small]) -- Green --> Green --> Yellow (1 Min.)
| (High Frequency) -- Yellow --> Yellow --> Yellow
|
| Challenge Rating: Average-Hard
x-----x

```

Or...

```

x-----x
| DRAGONWOOD HORN! |
x-----x-----x
| Weapon Type: Hunting Horn
| Weapon Attack: 624
| Element: Paralysis 140
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Notes: Purple, Blue, Red
| Path:
| Dragonwood Horn
|
| Method:
| You'll need to Trenya to fetch you the two Dragonwood and three Dragonmoss
| you'll need for construction, ten Monster Fluid from farming Hornetaurs and
| Vespoids, and twenty Thunderbugs. See "Dragonwood L.Sword" for more details.
|
| Without a doubt, a valuable and powerful Hunting Horn. Especially since your
| choice of weapons in this category are limited. The materials for forging
| are hell to gather, but the weapon path is worth the investment.
|
| Noteworthy Notes:
| (Attack Power Up [Large]) -- Purple --> Red -> Red (2 min)
| (Health +50) -- Red --> Blue --> Red --> Purple (3 min)
| (Wind Pressure [Small]) -- Blue --> Blue --> Red (3 min)
| (Infinite Stamina [Large]) -- Purple --> Blue -> Blue (3 min)
|
| Challenge Rating: Average-Hard
x-----x

```

Hunting Horn is trickier, as we don't have many opportunities. Most of the time

you want to manipulate his turning. If you can make him turn into a Super Pound, you're doing something right. The safer route his to spam the Triangle button until his legs give way. Or we can aim for the wing for some minor damage. You have to pick your moments in Recital Mode. By planning on what notes you'll play, you can get the Buff faster so you avoid getting hit.

The best advantage of these weapon types is that once you've broken the Gyps beacon, Flash is nullified. But guess what? He still tries to use it! All the more time to build up damage or even use those precious moments for a Recital buff! When he begins to Fake Death, use a Super Pound on his wing to bring him back. With luck you may be able to KO him. I wasn't so lucky during testing.

```
x-----x
| Lance, Gunlance! |
o=====o
```

```
x-----x
```

```
| BLACK BELT LANCE! |
```

```
x-----x-----x
```

```
| Weapon Type: Lance
```

```
| Weapon Attack: 345
```

```
| Element: Raw
```

```
| Sharpness: Green
```

```
| Affinity: N/A
```

```
| Slots: Two
```

```
| Path:
```

```
| Black Belt Lance
```

```
|
| Method:
| In order to create the Black Belt Lance you'll need to fight in the Training
| Hall. You'll need to fight Yian Kut-Ku for fifteen Kut-Ku Coins, Congalala
| for ten Congalala Coins, and Plesioth for ten Plesioth Coins. You'll also
| need eight Blackbelt Tickets which come as rewards from Training as well.
```

```
|
| The Black Belt Lance is a decent weapon with credible sharpness. It's
| materials take a bit of hard work to gather, but having a weapon like this
| is a huge advantage for Lancers early on. That being said, if you, for some
| reason, choose not to forge this weapon then stick with Spiked Spear.
```

```
| Challenge Rating: Low-Average
```

```
x-----x
```

I suggest taking advantage of Lances dual weapon type. I've already mentioned that the Lance has the unique ability to switch weapon type damage. Depending on what weak spot you're attacking, the Lance will shift to the type that deals the most damage. Anyway, our targets should remain either the Head, the stomach, or the Tail. The tail is oh-so-hard to nail (that's what she said.) Since we can block, we can Guard against Flash and Backward Brush with ease. With this in mind, we can hit most parts of Gyps and not worry if the damage is carrying over.

```
x-----x
```

```
| MARINE FISHER! |
```

```
x-----x-----x
```

```
| Weapon Type: Gunlance
```

```
| Weapon Attack: 299
```

```
| Element: Ice 100
```

```
| Sharpness: Green
```

```
| Affinity: N/A
```

```
| Slots: N/A
```

| Shelling Type: Long Lv1  
| Path:  
| Iron Gunlance --> Snow Gunlance  
| --> Snow Gunlance MK.II --> Marine Fisher  
|

| Method:  
| You'll need two Giaprey Hide, three Giaprey Scales, eight Iron Ore for the  
| upgrade to Snow Gunlance. After this, you'll need eight Earth Crystals,  
| three Giadrome Hide, and one Giadrome Head. The Giadrome Head (as I  
| mentioned before) is a rare drop but your chances increase by capturing it.  
| At this you'll obtain the Snow Gunlance MK.II (if you already don't have  
| it.)  
|

| In order to forge the Marine Fisher you'll need five Plesioth Scales, three  
| Cephalos Scales, and seven Machalite Ore. Yeah, I know. We're losing perhaps  
| our only Ice elemental Gunlance. Let me assure you it's worth the trade.  
| There, you feel better?  
|

| Challenge Rating: Average

x-----x

Because the Gunlance limits your Back-Hop to one, you'll have to be careful on how you proceed. Turtling would be advisable. In battle, my strategy consisted of going in-between his legs while in Tail Whip. Using the Gunlance's Uppercut (Triangle + O) move I had access to his Tail. That's what you should aim for, the Tail. Before he lets off a Flash, try to Uppercut. And when he Fakes Death, unleash that Wyvern Fire.

x-----x

| Bow, Bowgun! |

o=====o

x-----x

| DAIMYO'S WARROW I! |

x-----x-----x

| Weapon Type: Bow  
| Weapon Attack: 144  
| Element: Water 80  
| Affinity: N/A  
| Slots: One  
| Coatings: All but Razor  
| Charges Levels:  
| Charge Lv1: Scatter Lv1  
| Charge Lv2: Pierce Lv2  
| Charge Lv3: Pierce Lv3  
| Charge Lv4: Rapid Lv2  
|

| Path:  
| Daimyo's Warrow I  
|

| Method:  
| You'll need four Hermituar Shell, four Plesioth scales, ten Small Hermituar  
| Shells and eight Earth Crystals.  
|

| Challenge Rating: Average

x-----x

Stun and Sleep Coatings can catch Gyps off guard. Bow users have the power to smash his Beacon and I recommend doing so. It should be the same evasive shtick, keep to his right, dodge appropriately. Watch out for his Tail Whip as it's



range extends further from the norm. For the most part, you should aim for the head. The Tail is harder to connect with because of accuracy issues. If you're a true marksman, you should have no problem.

x-----x

| ANGEL PARASOL! |

x-----x-----x

Weapon Type: Light Bowgun	Load Lv: 1 2 3
Weapon Attack: 144	Normal S: 6 6 9 Flame S : - - -
Reload: Very Fast	Pierce S: 3 3 - Water S : - - -
Recoil: Moderate	Pellet S: 4 4 4 Thnd S : 3 - -
Affinity: N/A	Crag S : 1 1 1 Freeze S: 3 - -
Slots: N/A	Clust S : - - - Drgn S : - - -
	Recov S : 3 3 - Tranq S : 2 - -
	Poison S: 3 1 - Paint S : 2 - -
	Para S : 3 1 - Demon S : 1 - -
	Sleep S : 3 1 - Armor S : 1 - -

| Method:

| A tricky and oddly shaped Bowgun that apparently has a history. In order to make this beauty yours, you'll need four Flabby Hide (Khezu), eight Carpenterbugs (Pokke Farm), three Electro Sacs (Khezu), and one Lost Umbrella.

| In order to find the Lost Umbrella you must take the Swamp Gathering Mission and go to Area 1. You should see Barrels and a Felyne Drop Point, search among those. If you don't find it the first time, you're going to have to repeat the mission. Good thing you only need one of these m'right?

| Challenge Rating: Low-Average

x-----x

x-----x

| YIAN KUT-KU CANNON! |

x-----x-----x

Weapon Type: Heavy Bowgun	Load Lv: 1 2 3
Weapon Attack: 216	Normal S: 9 9 12 Flame S : 4 - -
Reload: Very Slow	Pierce S: - 3 - Water S : - - -
Recoil: Moderate	Pellet S: - 4 - Thnd S : - - -
Affinity: N/A	Crag S : - 1 - Freeze S: - - -
Slots: One	Clust S : - 1 - Drgn S : - - -
Added Effects: Def +6	Recov S : - - - Tranq S : 2 - -
	Poison S: 3 1 - Paint S : 2 - -
	Para S : - - - Demon S : - - -
	Sleep S : - - - Armor S : - - -

| Method:

| If you've been farming Yian Kut-Ku you should have the eight Kut-Ku Shells and six Kut-Ku Scales you need for the first requirements. You'll then need five Flabby Hides (Khezu) and ten Large Monster Bones (Cephadrome.) It's actually difficult to get these from a Cephadrome since they give out only one per capture. You can wait until after you've fought Daimyo Hermituar to get them and instead opt for Sand Diver.

| Challenge Rating: Low-Average

x-----x

Light Bowgun Shells: Normal Lv2, Pellet Lv2, Flame S, Crag Lv1

Heavy Bowgun Shells: Normal Lv2, Pellet Lv2, Flame S

If you prefer Peirce over Pellet be my guest and use it. However I've found Pellet to me be more useful (at least from my point of view.) The Flame S allows us chip at our foe's weakness. And the Normal S is mainly for backup and crowd control. Remember to be choosy with your areas, a gunner can't survive if he or she is being pummeled by the wildlife.

Our strategy should remain the same. Keep to his left, aim for either the sides or his head. It's important we break his Beacon. And when he's trying to flee, you can nail him with a Crag or Clust (if your Bowgun can use either.) If he's shot mid-air with either there's a chance you can make him fall.

```
o=====o-----o
| Question \ Final thoughts? |
o=====o-----o
```

Gyps is a miserable vulture of a Wyvern. It's attacks are hardly original. It's pattern is only slightly changed. Yet he's a Wyvern, and he's got materials you need. I take great pleasure in finished up with this Wyvern. Those stolen items cost a lot to replace (took all my Combo Books.) -\_-;;

There are bigger fish to fry...oh wait, that was the last section.

```
      ^~::~::~::~::~::~::~::~::~::~::~::~::~::~::~^
---| --- [7.4.4] Elder Quest --- |---
---|      ~~~ Blangonga ~~~      |---
      v~::~::~::~::~::~::~::~::~::~::~::~::~::~::~v
```

"My favorite animal is steak."  
~Fran Lebowitz

```
o=====o-----o
| Question \ What is Blangonga? |
o=====o-----o
```

Blangonga is a ape-like snow lion similar to a Blango. Except much larger, stronger, and faster. He's a whole new type of monster you must tangle with. Later on, giving needed materials for forge Ice element weaponry. Is his armor worth harvesting? Yes, there is occasion when Blango armor becomes useful for it's Quake Resistance. See "[4.3]" for details.

To give you a quick picture, Blangonga propels Ice oriented attacks. He even has a breath attack that can encase you in solid Ice! Be sure to pack Thawing Agent! He's what I'd like to label a "jumper" who likes to keep in constant motion. Blangonga will make short hops in one of three directions in order to elude Hunters.

Most effective attacks: Head, or Legs (for staggering and knocking over.)  
Most effective element: Fire (minor weakness to Thunder.)  
Susceptible Status Ailments: Stun, least resistant to Sleep.  
Susceptible Bombs: Flash  
Susceptible Traps: Stun Trap, Pitfall  
Breakable Parts: \*Fangs  
Near Death When: Limping.

\*Note: His Fangs are only breakable with a Fire Elemental Weapon.

```
o=====o-----o
| Question \ What attacks does it have? |
o=====o-----o
```

**Hop:**

Being one of the most mobile Monster types in-game, Blangonga will jump around quite a lot. Forward Hop to get closer, Back-Hop to nail anyone behind him, Side-Hop to reposition itself or knock you over. With this in mind, precise attacks are key for it's defeat.

**Tackle:**

Blangonga will hurl itself forward arm outstretched. When leaping off the ground, he'll leave a little space open. Depending on WHERE you're positioned, you can avoid getting hit.

**Burrow:**

The same "Pokemon-esque" move we've seen on Hermy. Blangonga will Burrow it's paws into the ground until submerged. Unlike Hermy, where he emerges multiple times, our furry foe will only do this once.

**Slash:**

Blangonga will slash you with his claw. It happens if you're within close range. I wouldn't worry about this one, as it's hit-zone is pitiful.

**Slam:**

Much like Congalala, Blangonga will stand on it's hind legs and crash back down. If you happen to be nearby, the shock-waves induce a "Quake" status. It's easy to avoid this when using longer range weaponry. It acts more like an Anti-Melee attack as it can stop the average Hunter's attack. It's simply better to escape this attacks range.

With precise timing, you can actually avoid the Quake, as it comes in a short wave. A good way of practicing is to keep an eye on said wave. Try to literally roll over it. Its best to actually roll towards Blangonga as he's slamming.

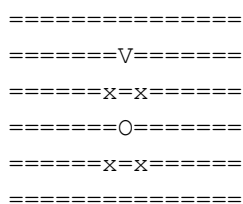
**Roar:**

Blangonga will roar which can be countered with Earplugs. If you're fighting him in his natural habitat he'll summon Blango with this attack. The good news is that we can disable this if we've broken the Fangs. Giving us a free hit whenever he tries to use it thereafter.

**Rock Cross:**

Because of Blangonga's poor turning capabilities he'll try to even the playing field by launching an ice rock from the ground. It will land several feet in front of him then break into four consecutive pieces. These pieces actually break off into four separate directions. I say Rock Cross because of the angle in which the Rocks fly.

**Diagram #8 - Rock Cross**



**Legend:**

- V - Blangonga and the direction he's facing.
- O - Where the Rock Lands.
- x - Where the Rock splits.

**Ice Breath:**

A very linear, short range attack. Ole fuzz-ball will strain it's body

to summon nasty Ice Breath. If you're caught, you become encased in solid ice. If you didn't bring any Thawing Agent, you'll have to wait until it breaks or until you're hit by an attack. By holding the R Trigger, we are able to gain a little speed. Allowing a small amount of evasion.

Our strategy, his counter:

We do, sincerely want to go for his hind-legs. Do NOT mistake his sides for his back-side. Blangonga has a Back-hop ready to pounce on unsuspecting Hunters. Our best bet is to attack from the sides. That way we can take advantage of his turning and subsequent seconds after he finishes an attack.

Blangonga is vulnerable after and during the execution of many attacks. There are some like Roar, where, unless you have Earplug, you can't counter.

You do have a few chances during Ice Breath, AFTER Slam, BEFORE and maybe during Rock Cross. It all depends on where you are, and how far you are from him. And for that I recommend a "counter-clockwise" motion for whatever weapon you're carrying. Especially Long Ranged.

Rage Mode:

Blangonga's attacks will increase, he'll jump around a lot more, and worse yet his attacks are even faster! It's very dangerous to attempt to attack during Rage Mode.

```
o=====o-----o
| Question \ What weapons should I bring? |
o=====o-----o
```

Should you want to smash Blangonga's Fangs, bring a Fire elemental weapon (if you can.) The Fang is key for unlocking it's armor and future ice weaponry.

You should (if you haven't already) invest in making Traps or gathering Flash Bombs. Now, Flash Bombs are wholly useful as they just drive Blangonga wild. However when combined with Shock Traps and/or Large Barrel Bombs, they can prove quite effective. With this in mind, we can effectively take out a chunk of his Health before real combat begins. Beware of after though, as you'll most likely drive him into Rage Mode.

An effective method of cornering these "jumpers" like Blangonga is by cornering him. Luring them into an enclosed section of an area. While you may not have that freedom in some areas, it's possible in others. Since Blangonga tries to put distance away from you, it will unknowingly hop near a wall. This will be your chance to take advantage. It sounds complicated, but I'll cover in greater detail further on.

```
x-----x
| Sword and Shield, Dual Swords! |
o=====o
```

```
x-----x
| POISON BATTLEAXE! |
x-----x-----x
| Weapon Type: Sword and Shield
| Weapon Attack: 182
| Element: Poison 240
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| Hunter's Dagger --> Hunter's Dagger +
```

| --> Assassin's Dagger --> Poison Battleaxe

| Method:

| Gathering the materials for Poison Battleaxe should be simple enough. Start with seven Iron Ore, three Earth Crystals, one Disk Stone and a single Machalite Ore and you should get the Assassin's Dagger.

| With that done, hunt Gypceros for four Rubbery Hide, four Poison Sacs, and either pink or Blue Yian Kut-Ku (although Blue yields more) for three Medium Monster Bones.

| Challenge Rating: Average-Hard

x-----x

The disadvantage of the Poison Battleaxe is that since it isn't a fire weapon you'll have to endure the Roar. That means attempting to avoid it via blocking is key. And once you get that down, there should be little else to worry about.

The Sword and Shield's range can annoy Hunters. However it's progressive speed can determine whether you're hit or not. I found it difficult going after sides without roaming across his back-side. Which led to him using Back-hop. The plus side is I could attack and move at my own pace. Plus, if the situation arose, I could block his Roars, Ice Breath, and Quake inducing Slam.

x-----x

| VELOCIPREY CLAWS! |

x-----x-----x

| Weapon Type: Dual Swords

| Weapon Attack: 196

| Element: Raw

| Sharpness: Green

| Affinity: N/A

| Slots: One

| Path:

| Hunter's Dagger --> Giaprey Claws -->

| Giaprey Claws + --> Velociprey Claws

| Method:

| To make Giaprey Claws +, buy or make a Hunter's Dagger. Then go after Giadrome, yes, you're going to need Giaprey parts, but you get those in the reward section for facing off with Giadrome anyway. Plus there are plenty of Giaprey to go after during the quest. This will make collecting materials easier, if not a bit tedious, in the long run. If you already have Giaprey Claws +, you can skip this section entirely.

| In order to upgrade, you'll need six Velocidrome Claws, one Velocidrome Head, and two Pale Extract (Khezu.) This means a lot of Velocidrome hunting, however if you're adamant on using Dual Swords, this is by far the best you can obtain at the moment.

| Challenge Rating: Hard

x-----x

Once again, our limited weaponry disallows us from shattering our foe's Fang. And without the ability to guard our only options are as such. You can either keep your distance (which is difficult) or you can let the Roar hit you and exploit the seconds you have to recover by forcing Blangonga to turn to face you. This is not always successful however, especially in Rage Mode.

With the Dual Swords, beginners of the craft are limited to the using Roundhouse

(or Double Roundhouse if you can time the transition to Demon Mode right.) Dual Swords are just as evasive however they lack the blocking ability the SnS has. So if you're caught by Roar, just make sure you're not in front of Blangonga. Like the Gypceros, I found myself attached to a hind-leg. Attacking these can help topple Blangonga making him vulnerable to attack.

Since this is close-range-combat beware of his turning, as his hind-legs can knock you over. Effectively making you vulnerable to his next attack. With either weapon type, quick attacks are the main focus here. You're forced to keep up with his great speed and size.

```
x-----x
| Greatsword, Longsword! |
o=====o
```

```
x-----x
| KHEZU SHOCK SWORD! |
x-----x-----x
| Weapon Type: Greatsword
| Weapon Attack: 624
| Element: Thunder 220
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| Buster Sword --> Buster Sword + --> Buster Blade --> Ravager Blade
| --> Khezu Shock Sword
|
| Method:
| To forge Ravager Blade, you will need (assuming you did not make Buster
| Sword from scratch) a total of twenty Iron Ore, five Disc Stones, fifteen
| earth crystals, and six Machalite Ore. As of now, you have these resources
| available throughout the Mining spots in the Jungle and the Snowy Mountains.
| If you are having trouble locating them refer to Scootypuff's resource maps
| on GameFAQs. Should you already have the Ravager Blade as per my
| suggestions, then all you'll need is fifteen Iron Ore, two Electro Sacs, and
| three Flabby Hides (the last two come directly from Khezu.)
|
| Challenge Rating: Average-Hard
x-----x
```

An alternative to the Khezu Shock Sword is the Barbaroi Blade which is weaker. However if you want to farm Blangonga's Fang right away then this is an option.

It takes tremendous skill in order to compensate for the Greatsword sluggish movements. Hunters not so great with Charging may find themselves using old fashion combos and Unsheathe attacks. Which is fine. There isn't anything wrong with HOW you use a Greatsword as long as you have fun... And kill the SOB.

Blangonga doesn't always turn, he hops. Take care when Charging. If you need to, employ a Shock Trap or Pitfall (you get more charges out of a Pitfall.) Charging becomes a guessing game at this point. Whether or not he will turn or hop to change position. If possible one could corner Blangonga and go from there.

You have to employ the extra mile. You have to find moments where you can unleash a Charged attack. The problem here is that you can waste your time attempting a Charge. Damage over time is effected. And there comes a time when you must ask yourself, could I be doing more damage with using combos or Charging? Whichever path you, just make sure you stay alive.

```

x-----x
| EAGER CLEAVER! |
x-----x-----x
| Weapon Type: Longsword
| Weapon Attack: 624
| Element: Thunder 250
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| Iron Katana --> Iron Katana "Grace" -->
| Iron Katana "Gospel" --> Eager Cleaver
|
| Method:
| Fifteen Iron Ore, twelve Machalite Ore, fifteen Earth Crystals. Not exactly
| taxing requirements. If you've been following my advice, then you've
| accumulated lots of Ores from Volcano - Gathering Quests. If not, then nows
| the time to gather what you need.
|
| Challenge Rating: Average
x-----x

```

As for the unique Longsword users, our methods are far simpler. Evade --> Circle then Triangle --> Repeat was my pattern. When I built up enough of the Spirit Gauge I unleashed a few key blows and then rebuilt. It's all about getting in the proper strikes while still having the time to avoid. It is much easier with the Longsword because of it's range. With the addition of Back-Sweep we can play our defense even more-so. If you carry a Fire Element weapon, I highly recommend shattering those annoying Fangs as to negate Roar. Otherwise, the fight is yours.

```

x-----x
| Hammer, Hunting Horn! |
o=====o

```

```

x-----x
| KUT-KU JAW! |
x-----x-----x
| Weapon Type: Hammer
| Weapon Attack: 676
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| Bone Club --> Cyclo Hammer -->
| Atlas Hammer --> Kut-Ku Jaw
|
| Method:
| Start with Bone Club gather three Brute Bones, and three Small Monster
| Bones. Once you have the Atlas Hammer begin gathering two Giant Bones and
| another ten Small Monster Bones. After that you must fight Yian Kut-Ku until
| you acquire it's rarest drop the Giant Beak. You must also gather five Sharp
| Claws and two Monster Fluid via Vespoids and/or Hornetaurs.
|
| Challenge Rating: Low-Average
x-----x

```

It's the Charge and Release game with your host Blangonga! It's simple really, just Charge, and Release while trying to catch our furry foe! Sorta-like an

advance game of Whack-a-Mole except this mole can kill you...and isn't blind.

Novelties aside, you'll learn the Hammer has a simplistic role in the world of Monster Hunter. You Charge, you find right moment, and you release. Such perfect times include the moment where he belches Ice Breath, or launches Rock Cross. Our enemy are his hops. Back-Hop, Forward-Hop, Side-Hop, these are the demons you must slay in order to champion the Hammer.

The safe route is his hind-legs. You must decide whether or not to aim for it. The benefits of both Hammer and Hunting Horn is that we have a chance at KO. The Super Pound must address Blangonga's turning. Other times will require the simple spamnable Triangle.

```
x-----x
| KHEZU HORN! |
x-----x-----x
| Weapon Type: Hunting Horn
| Weapon Attack: 624
| Element: Thunder 200
| Sharpness: Green (Low)
| Affinity: N/A
| Slots: One
| Notes: White, Blue, Yellow
| Path:
| Bone Club --> Cyclo Hammer --> Atlas Hammer --> Khezu Horn
|
| Method:
| Buy a Bone Club and gather two Giant Bones (Congalala), three Brute Bones,
| and thirteen Small Monster Bones. Improve until you get Atlas Hammer, then
| farm three Flabby Hide, four Pale Extract, and two Electro Sacs from Khezu.
|
| Noteworthy Notes:
| (Infinite Stamina [Small]) -- White --> Blue (1 Min)
| (Elemental Attack Up) -- Yellow --> Blue --> Yellow --> White (1:30 Min)
| (Fire Def Up [Large]) -- Yellow --> Blue --> White (1 Min)
| (Thunder Def Up [Large]) -- Yellow --> Yellow --> Blue (1 Min)
|
| Challenge Rating: Average-Hard
x-----x
```

We seem to have an abundance of Thunder element weapons on our hands. The Infinite Stamina and Elemental Attack Up provide us with a reason to pick this weapon. If you'd like you could substitute Infinite Stamina for using a Hot Drink (but I wouldn't recommend it.)

The game is much the same as it always is. Run in a clock-wise around the area and wait for your opportunity to strike. If you're confident enough with your skills you can attack during Slam if you roll through the seismic waves. Perhaps your best chance comes from Ice Breath. If by his side, you can throw down the Super Pound (Triangle + Circle) for a clean hit (and hopefully getaway.) Repeat Super Pound + Evade strategy until you've dully done Blangonga in.

```
x-----x
| Lance, Gunlance! |
o=====o
```

```
x-----x
| BLACK BELT LANCE! |
x-----x-----x
| Weapon Type: Lance
```



```

| Weapon Attack: 345
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: Two
| Path:
| Black Belt Lance
|
| Method:
| In order to create the Black Belt Lance you'll need to fight in the Training
| Hall. You'll need to fight Yian Kut-Ku for fifteen Kut-Ku Coins, Congalala
| for ten Congalala Coins, and Plesioth for ten Plesioth Coins. You'll also
| need eight Blackbelt Tickets which come as rewards from Training as well.
|
| The Black Belt Lance is a decent weapon with credible sharpness. It's
| materials take a bit of hard work to gather, but having a weapon like this
| is a huge advantage for Lancers early on. That being said, if you, for some
| reason, choose not to forge this weapon then stick with Spiked Spear.
|
| Challenge Rating: Low-Average
x-----x

```

```

x-----x
| MARINE FISHER! |
x-----x-----x
| Weapon Type: Gunlance
| Weapon Attack: 299
| Element: Ice 100
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Shelling Type: Long Lv1
| Path:
|   Iron Gunlance --> Snow Gunlance
| --> Snow Gunlance MK.II --> Marine Fisher
|
| Method:
| You'll need two Giaprey Hide, three Giaprey Scales, eight Iron Ore for the
| upgrade to Snow Gunlance. After this, you'll need eight Earth Crystals,
| three Giadrome Hide, and one Giadrome Head. The Giadrome Head (as I
| mentioned before) is a rare drop but your chances increase by capturing it.
| At this you'll obtain the Snow Gunlance MK.II (if you already don't have
| it.)
|
| In order to forge the Marine Fisher you'll need five Plesioth Scales, three
| Cephalos Scales, and seven Machalite Ore. Yeah, I know. We're losing perhaps
| our only Ice elemental Gunlance. Let me assure you it's worth the trade.
| There, you feel better?
|
| Challenge Rating: Low-Average
x-----x

```

The Lance grants us the mobility that the Gunlance does not. With Blangonga you should be always willing and ready to abuse the Back-hop. Because Guarding drains your stamina (more or less depending on the hits received), you should use it only when it can be effective. How you may ask?

Diagram #9 - Wall-Guarding

=====V=====

```
=====
=====^=====
===|-----|===
=====
```

Legend:

V = Enemy and it's direction.

^ = You and your direction.

|---| = The wall

This is what I like to call "Wall-Guarding." Simply put, it is facing your back against a wall letting the enemy corner you. This enables us to poke our foe (in this case Blangonga) when he comes after you (with Tackle.) When Blangonga hits you (Guarding of course) you'll be granted an opportunity to poke. Depending on your position you can disable Rock Cross. With Blangonga facing the corner, that rock will pass over you. Allowing you free hits when he's attacking. The risk here is that he'll use attacks like Roar or Slash. Even turning can knock you down. If your Blangonga is large enough, you can move under him.

On the North-Western edge of Area 7 of the Snowy Mountains, there is said method works wonders. If you don't know maps then look at Scooty\_Poof's Mountain Resources Map.

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

It's at the upper-left spot. Just before the path starts narrowing unto Area 8. That spot allows Wall-Guarding at it's finest. Once again beware of Slash and Roar. Those two are your biggest enemies as they are performed without warning. You must play a mix of offense and defense in order to succeed. When Blangonga moves, there is a similar spot on the north-most part of Area 8 too.

One final note, Large Barrel Bomb + Wyvern Fire = VICTORY!

```
x-----x
| Bow, Bowgun! |
o=====o
```

```
x-----x
| SONIC BOW I! |
x-----x-----x
| Weapon Type: Bow
| Weapon Attack: 144
| Element: Thunder 100
| Affinity: N/A
| Slots: One
| Coatings: Power/Paralysis/Poison/Razor
| Charges Levels:
| Charge Lv1: Rapid Lv2
| Charge Lv2: Rapid Lv2
| Charge Lv3: Rapid Lv2
| Charge Lv4: Scatter Lv3
|
| Path:
| Sonic Bow I
|
| Method:
| It's a tough forge as you'll have to gather two Electro Sacs (Khezu), ten
| Vespoid Shells, five Hornetaur Wings, and two Killer Beetles (Pokke Farm.)
|
| Because of the iffy strength behind this Bow, I wouldn't recommend you fight
```

| off Blangonga with it if you seek the quickest kill. Rather, this should be  
| used when you believe you can't handle him with any other type. And if that  
| happens, well, you need more practice.

| Challenge Rating: Average

x-----x

Or...

x-----x

| KUT-KU STAVE I! |

x-----x-----x

| Weapon Type: Bow

| Weapon Attack: 120

| Element: Fire 80

| Affinity: N/A

| Slots: One

| Coatings: All but Razor

| Charges Levels:

| Charge Lv1: Scatter Lv1

| Charge Lv2: Scatter Lv2

| Charge Lv3: Scatter Lv3

| Charge Lv4: Pierce Lv2

| Path:

| Kut-Kut Stave I

| Method:

| You'll need five Kut-Ku Shells, five Kut-Ku Scales, two Flame Sacs, and four  
| Carpenterbugs (Pokke Farm.)

| This is entirely optional, but we do have another fire weapon available to  
| us should we decide to go after Blangonga's Fang. However, the attack power  
| for this weapon is even less than that of the Sonic Bow, so ultimately I  
| wouldn't recommend it. If you feel that this weapon does the job though,  
| then more power to you. Just remember Power Coatings and Power Seeds.

| Challenge Rating: Average

x-----x

Pick a motion, clock-wise or counter-clockwise. Then stick with it. Bow users  
will be accompanied with the natural stamina drain of their charge. Which means  
keeping up your stamina and always keeping tabs on your Hot Drinks. If you'll  
recall the landscape of the Snowy Mountains then you'll remember how boxed in  
the three top-most areas are. In some situations, you'll be required to change  
directions in order to keep out of Blangonga's way. Beware when it comes to  
distancing yourself from him however. Chances are he'll resort to a Tackling to  
close that gap.

x-----x

| KUT-KU ANGER! |

x-----x-----x

| Weapon Type: Light Bowgun

Load Lv: 1 2 3

| Weapon Attack: 156

Normal S: 9 9 12 Flame S : 4 - -

| Reload: Very Slow

Pierce S: - 3 - Water S : - - -

| Recoil: Moderate

Pellet S: - 4 - Thnd S : - - -

| Affinity: N/A

Crag S : - 1 - Freeze S: - - -

| Slots: N/A

Clust S : - 1 - Drgn S : - - -

| Added Effect: Defense +8

Recov S : - - - Tranq S : 2 - -

|

Poison S: 3 1 - Paint S : 2 - -

Para S : - - - Demon S : - - -  
Sleep S : - - - Armor S : - - -

Method:

A very good weapon, forged through rare parts. First and foremost you'll need to pursue Yian Kut-Ku until you've acquired a Giant Beak, two Kut-Ku Ears, and five Kut-Ku Shells. Finally, you'll need two Flabby Hide which come from Khezu.

I didn't mention Kut-Ku Anger before because I felt it wasn't worth the trouble. Since it's stronger counterpart, Kut-Ku Anger, requires much the same materials but is out of your reach until you unlocked Red Khezu. However if you'd like a weapon that can shatter Blangonga's Fang then this can do, will do nicely. If you're not big on slow reloading then you can stay with Angel Parasol. Just be aware that you'll need to substitute Thunder Shells for the listed Flame Shells in the Light Bowgun Shell list.

Challenge Rating: Average-Hard

x-----x

x-----x

| YIAN KUT-KU CANNON! |

x-----x-----x

Weapon Type: Heavy Bowgun	Load Lv: 1 2 3
Weapon Attack: 216	Normal S: 9 9 12 Flame S : 4 - -
Reload: Very Slow	Pierce S: - 3 - Water S : - - -
Recoil: Moderate	Pellet S: - 4 - Thnd S : - - -
Affinity: N/A	Crag S : - 1 - Freeze S: - - -
Slots: One	Clust S : - 1 - Drgn S : - - -
Added Effects: Def +6	Recov S : - - - Tranq S : 2 - -
	Poison S: 3 1 - Paint S : 2 - -
	Para S : - - - Demon S : - - -
	Sleep S : - - - Armor S : - - -

Method:

If you've been farming Yian Kut-Ku you should have the eight Kut-Ku Shells and six Kut-Ku Scales you need for the first requirements. You'll then need five Flabby Hides (Khezu) and ten Large Monster Bones (Cephadrome.) It's actually difficult to get these from a Cephadrome since they give out only one per capture. You can wait until after you've fought Daimyo Hermituar to get them and instead opt for Sand Diver.

Challenge Rating: Low-Average

x-----x

Light Bowgun Shells: Flame S, Pellet Lv2, Normal Lv2

Heavy Bowgun Shells: Flame S, Pellet Lv2, Normal Lv2

The Flame S is mainly for attacking Blangonga's head and shattering his fang. However, if you're having trouble breaking it, try using up your Pellets first then moving onto Flame Shells. And as always the Normal Shells are for backup.

The Gunner's bane, Roar can be an ever menacing thing. You have several ways to defend against it. Checking the section below, for example, instructs you on how to acquire Hornet Armor which comes with High Grade Earplugs. You can also attach a shield to your Heavy Bowgun which blocks the Roar as well. If you opt for neither option you could always exploit Blangonga's turning. And if you don't wish to do any of those...well...good luck!

Your attack method should remain close to the Bow, keep circling around and

exploiting those moments to fire. There's nothing I haven't already said in terms of attack so I won't mince words. Good luck and good hunt!

```
o=====o-----o
| Question \ What armor should I wear? |
o=====o-----o
```

```
x-----x
| HORNET ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 55
\ Total Slots: Six
/ Elemental Strength: Water, Dragon
\ Elemental Weaknesses: Fire, Ice, Thunder
/ Skills:
\ High Grade Earplug
/ Dragon Resistance +5
\ Gathering +1 (Need +4 Gems)
/
\ Armor Rating: Situational
x=====x-----x
```

Hornet Armor we get from Hornetaurs and Vibrant Pelt from Congalala. Acquiring their parts are no small feat. We must first make Poison Smoke Bombs from Toadstool (Old Lady or Pokke Farm) and Bomb Material (Old Lady or Stone + Sap Plant.) After we've made a sufficient amount. Take the Elder \*\* Quest "#13 Attack of the Giant Bugs!" and go after the Hornetaurs.

Throw down a Poison Smoke Bomb on as many as you can. When they've died, carve their remains for Monster Fluid (3), Hornetaur Wings (12), Hornetaur Shells (19), and Hornetaur Heads (3). After this, farm Congalala until you've collected the rare Vibrant Pelt. Finally, farm a Killer Beetle from Pokke Farm's Insect Thicket or try your luck in Forest & Hills Gathering Quest. You will also need ten Iron Ores, four Earth Crystals, and three Disk Stones; available through Mining Point at Pokke Farm. Be prepared to spend 6750z in order to make all pieces of the Hornet Gunner Armor.

With this set, you will have High Grade Earplug, Dragon Res +5, and Demonic Protection. Effectively giving you armor with Earplug at the earliest possible time. High Grade Earplugs equals win.

```
o=====o-----o
| Question \ Final thoughts? |
o=====o-----o
```

Blangonga's agile, but his attacks are linear. While powerful, you can counter with a variety of attacks, strategies, and whatnot to keep him on the ropes. And in the end, he's just another monster corpse to pile onto the rest. Now go! It's time to teach this fuzz-ball a lesson!

```
^~~~~~^
---| --- [7.5] Elder Quest --- |---
---|   ~~~ Elder **** ~~~   |---
v~~~~~v
```

We unlock the Elder \*\*\*\* Quests. Unlocking a new location, the Volcano! This place is an excellent location to mine for Ruststones! What are Ruststones? These are individual items that can be polished into a rare weapon! For more information I suggest looking into chefs knife's Ruststone guide.

```
x-----x
| #1 Gathering - Volcanic Zone! |
x-----x---x
| Mandatory: No                /
| Type: Gathering Quest       \
| Reward: 12z                  /
| Contract Fee: 0z            \
| Location: Volcano           /
| Details: Gather Materials \
x-----x
```

Break into the Area just to get accompanied with it's layout. This place is THE location for mining Ores. So if you find yourself running out, it's here you can flock to the rare.

```
x-----x
| #2 The Ruler of the Snow! |
x-----x
| Mandatory: No                /
| Type: Hunting Quest         \
| Reward: 3000z                /
| Contract Fee: 500z          \
| Location: Snowy Mountains /
| Details: Hunt Blangonga   \
x-----x
```

Repeat Urgent quest. Which isn't the worst thing in the world if you seek Materials.

```
x-----x
| #3 Red Shadow on the Swamp! |
x-----x---x
| Mandatory: No                /
| Type: Hunting Quest         \
| Reward: 2700z                /
| Contract Fee: 450z          \
| Location: Swamp (Night) /
| Details: Hunt Red Khezu \
x-----x
```

Khezu variant. Trades weakness of Fire for weakness of Water. It has single additional attack where his bite is longer. Otherwise the differences are marginal. Unlike pale Khezu, Red Khezu has a chance of giving away Alluring Hide when captured or killed.

```
x-----x
| #4 The Long Black Garuga! |
x-----x
| Mandatory: No                /
| Type: Hunting Quest         \
| Reward: 3600z                /
| Contract Fee: 600z          \
| Location: Jungle (Night) /
| Details: Hunt Yian Garuga \
x-----x
```

Note: You must slay ten Yian Kut-Ku to unlock Yian Garuga

See section "[7.5.1]" for details.

My thoughts on Garuga vs. Hornet Armor is that even with a full set, you still need two Earplug gems in activate the skill. Since they require Hornetaur Head, you'll have to go after then anyway. So why not invest it in an armor with better Earplug?

The pros of Garuga armor are that they have none of the elemental weaknesses of Hornet armor. They have better defense and some decent skills (Reckless Abandon +1, and PierceS Up.) In the end, it's up to you to decide. Which is worth the gather and which isn't?

```
x-----x
| #5 Twin Velocidrome! |
x-----x-----x
| Mandatory: No          /
| Type: Hunting Quest   \
| Reward: 1500z         /
| Contract Fee: 250z    \
| Location: Jungle (Night) /
| Details: Hunt two Velocidrome \
x-----x
```

You're hunting two Velocidrome in the Jungle. What more is there to say?

```
x-----x
| #6 Attack of the Giant Bugs! |
x-----x-----x
| Mandatory: No          /
| Type: Slaying Quest    \
| Reward: 1200z         /
| Contract Fee: 200z    \
| Location: Jungle (Night) /
| Details: Slay 20 Hornetaurs \
x-----x
```

An excellent opportunity to go after Hornetaur parts if you're intent on making the Hornet Armor.

```
x-----x
| #7 Battle of the Blos! |
x-----x-x-----x
| Mandatory: Yes        /
| Type: Hunting Quest   \
| Reward: 3000z        /
| Contract Fee: 500z    \
| Location: Desert (Night) /
| Details: Hunt Monoblos \
x-----x
```

See section "[7.5.2]" for details.

```
x-----x
| #8 The Silver Horn! |
x-----x-----x
| Mandatory: No          /
| Type: Hunting Quest   \
| Reward: 3600z         /
| Contract Fee: 600z    \
```

```
| Location: Desert (Day)      /
| Details: Hunt White Monoblos \
x-----x
```

See section "[7.5.2]" for details.

```
x-----x
| #9 Supreme Ruler of the Swamp! |
x-----x
| Mandatory: No                /
| Type: Hunting Quest          \
| Reward: 3000z                /
| Contract Fee: 500z           \
| Location: Swamp (Day)        /
| Details: Hunt Shogun Ceanataur \
x-----x
```

See section "[7.5.3]" for details.

```
x-----x
| #10 Trapped by Yian Kut-Ku! |
x-----x-x
| Mandatory: No                /
| Type: Hunting Quest          \
| Reward: 3000z                /
| Contract Fee: 500z           \
| Location: Swamp (Night)      /
| Details: Hunt Blue & Pink YKK \
x-----x
```

Rule of thumb when fighting two Monster/Wyverns in the same mission. Avoid fighting them at once. Find a Wyvern, stick to it, kill it, start on the other. Enough said.

```
x-----x
| #11 The Ioprey Leader! |
x-----x
| Mandatory: No                /
| Type: Hunting Quest          \
| Reward: 1800z                /
| Contract Fee: 350z           \
| Location: Volcano (Day)      /
| Details: Hunt Iodrome        \
x-----x
```

Probably the more vicious of the Prey family. The Iodrome spits poison and his hellishly annoying during later missions. Not because he's tough or anything. It's because he gets in the way of the bigger Wyvern.

```
x-----x
| #12 Basarios: Unseen Peril! |
x-----x-x
| Mandatory: Yes                /
| Type: Hunting Quest          \
| Reward: 2400z                /
| Contract Fee: 400z           \
| Location: Volcano (Day)      /
| Details: Hunt Basarios       \
x-----x
```



See section "[7.5.4]" for details.

```
x-----x
| #13 Commander in the Flames! |
x-----x-x
| Mandatory: Yes                /
| Type: Hunting Quest           \
| Reward: 3000z                 /
| Contract Fee: 500z            \
| Location: Volcano (Night)     /
| Details: Hunt Shogun Ceanataur \
x-----x
```

Once again, see section "[7.5.3]" for details.

```
x-----x
| #14 Ioprey Hunting! |
x-----x-----x
| Mandatory: No            /
| Type: Slaying Quest     \
| Reward: 1200z           /
| Contract Fee: 200z      \
| Location: Volcano (Night) /
| Details: Slay 20 Ioprey \
x-----x
```

Bring Antidotes in case of poison.

```
x-----x
| #15 A Band of Ceanataurs! |
x-----x-x
| Mandatory: No            /
| Type: Slaying Quest     \
| Reward: 1200z           /
| Contract Fee: 200z      \
| Location: Volcano (Day)  /
| Details: Slay 10 Ceanataurs \
x-----x
```

Filler. Wander around the Volcano spilling the blood of these annoying creatures. They have Sharp Claw, which can be useful later on.

```
x-----x
| #16 More Coal Please! |
x-----x-x
| Mandatory: Yes        /
| Type: Gathering Quest \
| Reward: 1200z        /
| Contract Fee: 200z   \
| Location: Volcano (Day) /
| Details: Gather Coal \
x-----x
```

Bring a Pickax and mine the various areas for Coal. You can even use the Method proposed in "[5.3]" to make gathering worthwhile.

```
x-----x
| #17 The Frozen Dictator! |
x-----x-----x
| Mandatory: No            /
```



So, Yian Kut-Ku and a Rathian (you'll find out about her later) had a baby. It's name was Garuga, Yian Garuga. Rejected by it's mother, this runt was probably forced into some tough situations. The result of years of loneliness was a scarred purplish Wyvern. Sporting a spiked tail and scars alike, Hunters will have a hell-of-a time taming this beast.

```
x-----x
| YIAN GARUGA ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 180
\ Total Slots: Six
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: N/A
/ Skills:
\ Reckless Abandon +1
/ Sharp Sword
\ Earplug (Need 2+ Gems)
/
\ Armor Rating: Useful
x=====x
```

Or...

```
x-----x
| YIAN GARUGA ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 90
\ Total Slots: Six
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: N/A
/ Skills:
\ Reckless Abandon +1
/ Pierce S Lvl Add
\ Earplug (Need +2 Gems)
/
\ Armor Rating: Useful
x=====x
```

Eat your heart out Blademasters. Garuga is a must-own set. Championing the skills for Blademaster's like Sharp Sword and Reckless Abandon, it will do you proper for a long time to come.

Most effective attacks: Legs --> Head, Tail (Cutting only.)

Most effective element: Water

Susceptible Status Ailments: Sleep but fast recovery time.

Susceptible Bombs: Flash Bomb

Susceptible Traps: Stun Trap, Pitfall (Non-Rage Mode)

Breakable Parts: \*Tail (Cut), Claws, Beak, \*\*Ear

Near Death When: Limping, Enters Rage Mode often

\*Note: Yian Garuga's Tail is armed with it's own venom. Beware when cutting off his tail.

\*\*Note: After destroying one of this ears, his resistance increases slightly.

```
o=====o-----o
| Question \ What attacks does it have? |
o=====o-----o
```

Peck Attack:

Similar to Bird-Wyvern parent, Garuga will launch into a pecking attack. Dodge appropriately.

Tackle:

The exact same attack you'd see coming from a Yian Kut-Ku. Once again, dodge appropriately.

Bite:

Accompanied by a sudden rush, Garuga will attempt to bite you. Because of Garuga's extended neck this can cover slightly more range. Don't be fooled, it has the same terrible hit-zone.

The real enemy here is that his tail whips out from the left side. If you happen to be there he executes said attack. You're cooked.

Taunt:

Garuga will scratch the ground and make a soft cry. In the exact form Yian Kut-Ku would.

Roar:

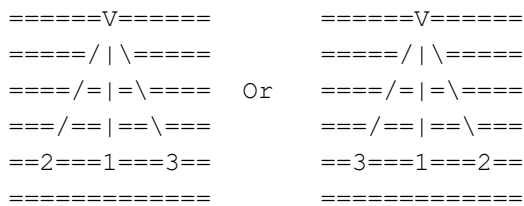
Sometimes following up after a Taunt, Garuga will stand on it's hind-legs and screech. If you look for the signs you can easily anticipate and block. If you have Earplugs and carry a cutting weapon, you'd do good to know that his tail is at ground level when in this position.

Fireball & Triple Fireball:

Yian Garuga will cock his head and fire a single linear fireball. Unlike Yian Kut-Ku, where he spits one out. This one travels in nature, similar to Rathian. The three variants are Fireball, Locked Fireball, and Triple Fireball.

Fireball is just that, the linear fireball will travels a decent distance. Locked Fireball is when Yian Garuga's AI will lock onto a spot then fire. Usually hitting the ground nearby. And Triple-Fireball looks like this.

Diagram #10 - Triple-Fireball



Legend:

V - Yian Garuga  
1,2,3 - Direction of first, second, and third fireball.

What makes this different from most ranged attacks we've seen so far? It has decent range and decent speed. It's something Gunner's in particular will have to watch out for. I'm not sure, but I think Triple Fireball has it's own version of Locked Fireball.

Tail Whip:

Unlike the regular Tail Whip this covers an extended range. Similar to a Rathian's in shape, getting caught by this isn't a good idea. An added effect to Garuga's assault is that if you are hit, it'll poison you.

His Tail Whip comes from the right, so stay on the his left. In a counter-

clockwise motion. Beware of Bite as his Tail flies in that direction.

Backward-Brush plus Roar:

Similar to the Yian Kut-Ku, Garuga will brush-back to create some distance between you two. In order to make sure you don't follow, he'll Roar at the exact same time. A split second before he uses this, his wings will expand giving you a chance to block if possible.

Rage Mode:

The same jumping up and down motion we've seen before. An increase in speed and power we have not. Combine that with the range of Tail Whip and Fireball and you're looking at trouble.

Tail-Flip:

Taking an attack from his mother's side, Garuga will do a back-flip in mid-air whipping his tail. He'll create some Wind then land. If you're caught, the Tail will most likely poison you.

```
o=====o-----o
| Question \ What weapons should I bring? |
o=====o-----o
```

```
      x-----x
      | Sword and Shield, Dual Swords! |
      o=====o
```

```
x-----x
| POISON BATTLEAXE! |
x-----x-----x
| Weapon Type: Sword and Shield
| Weapon Attack: 182
| Element: Poison 240
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
|   Hunter's Dagger --> Hunter's Dagger +
|   --> Assassin's Dagger --> Poison Battleaxe
```

```
| Method:
| Gathering the materials for Poison Battleaxe should be simple enough. Start
| with seven Iron Ore, three Earth Crystals, one Disk Stone and a single
| Machalite Ore and you should get the Assassin's Dagger.
```

```
| With that done, hunt Gypceros for four Rubbery Hide, four Poison Sacs, and
| either pink or Blue Yian Kut-Ku (although Blue yields more) for three Medium
| Monster Bones.
```

```
| Challenge Rating: Average
x-----x
```

With the Sword and Shield, range is a problem. Most of your time should be spent working the legs. However when Garuga fires a Fireball, be it linear or locked, you'll have the chance to pounce on that head. Taunt and Bite work in our favor. Plus, with the shield you are able to defend yourself against Roar. We risk several things; stumbling when Garuga goes into Rage Mode, and basic turning.

You should know the pitfalls of blocking against certain attacks. Wind (created by landing or Backward-Brush) and Peck Attack can drain stamina. Since you have a weak Guard with this weapon type I'd advise you to dodge more. Blocking

Fireball does come in handy however. Just be aware of the strong recoil.

x-----x

| HOLY SABER! |

x-----x-----x

| Weapon Type: Dual Swords

| Weapon Attack: 196

| Element: Water 190

| Sharpness: Green (Blue with Sharpness +1)

| Affinity: N/A

| Slots: One

| Path:

| Twin Dagger --> Twin Dagger +

| Dual Tomahawk --> Dual Tomahawk + -->

| Order Rapier --> Holy Saber

|

| Or...

|

| Order Rapier --> Holy Saber

|

| Method:

| A weapon I'd pick under the most severe of circumstances. Forging from Order Rapier (which is recommended) requires twelve Lightcrystal, five Black Pearl, twenty Machalite Ore, and ten Small Goldfish. Circle round Gypceros, Pokke Farm, or the Swamp Mining Areas for Lightcrystal. Black Pearls can be found from Daimyo Hermituar and around the Jungle Area 4 where the shells are.

|

| The Small Goldfish are found at Pokke Farm or at the Training School (I've netted several from Yian Kut-Ku.) Finally, you'll need six Hercudrome (which you'll have to net in Area 2 of the Volcano Gathering Quest) and ten Dragonite Ore (found in Area 6 of the Volcano.)

|

| Now, my beef with Holy Saber is that, it can be upgraded, but it's overshadowed by other weapons. If you're cool with that, then by all means invest.

|

| Challenge Rating: Average-Hard

x-----x

The Dual Swords are of a different dance. Still intent of fulfilling your Roxas Fantasy eh? It take skills as sharp as your weapon type to succeed. You must time your attacks wisely, precisely in order to win. You can't block Roar, or Fireball. You're only hope is to abuse his turning for extra recovery time. Or you know, get Earplug. That Hornet Armors lookin' kinda good right now huh? No? Yes?

The safe way is to spam Roundhouse. Picking your moments during non-rage mode to use it is simple. Fireball, Triple Fireball, recovering from Roar (Earplug needed), recovering from Bite, and most practical turning to face you. The only time you may be trouble when Garuga's turning is if he uses Tackle. With this in mind, you can fire off one or two Roundhouses. Tackle can really kill you here, because you can get knocked into a wall. This can make recovering next to nil giving him an opening to his next attack.

During Rage Mode we can Roundhouse the tip of his Tail just after falling from a Tackle. I can report my success in applying Double-Round several times. Experiment and see what you come up with.

x-----x

| Greatsword, Longsword! |  
o=====o

x-----x

| PLESIOTH WATERSWORD! |

x-----x-----x

| Weapon Type: Greatsword

| Weapon Attack: 576

| Element: Water 390

| Sharpness: Green

| Affinity: N/A

| Slots: N/A

| Path:

| Bone Blade --> Bone Blade + --> Bone Slasher

| --> Finblade --> Plesioth Watersword

|

| Method:

| Ready to sharpen those Bow skills? Allow me to explain. The best weapon in  
| your current predicament would be the Plesioth Watersword. It's a kick-ass  
| Water Greatsword that's difficult to make. You can create the Finsword right  
| off the bat; after you have that it's time to hunt. You need three Plesioth  
| Fins, four Plesioth scales and one Mega Demondrug (see [4.2.5] for  
| ingredients.) If you don't have Pale Extract, I suggest going after Khezu as  
| well.

| So why a Bow? Typically, any weapon can shatter Plessey's fin, but in my case  
| Bow works best. Because of the sheer size of Plessey, shattering that fin  
| can't be done with weapons with short reach. Get ready to go Fin hunting!  
| Bring your strongest Bow and aim for the Fin. I usually get one per round,  
| two if I'm lucky. You could do better or worse. After going through that  
| painful campaign you can forge the Plesioth Watersword.

|

| Challenge: Average-Hard

x-----x

Like any Wyvern, Garuga unveils his "charge" moments to us. As simple as the unwrapping of parchment. Yet as complicated to follow through as a series of movements are. In other words, a dance. First off, Guarding against Roar is advised. Second, for those choosing the safer route, I'd recommend only Unsheathe and regular attacks. Look for those moments where you feel you can strike and still recover. Or at least, guard before you are hit.

I found Overhead Swing (Circle + Triangle) effective when Garuga uses Fireball. By positioning your body away from Garuga's head (at his side) as he's firing, you can successfully pull off an overhead swing and have a great deal of time to evade.

Times when you should Charge are limited. You should concentrate on finding those openings. When Garuga uses Fireball or Bite, you should develop that Charge Method skill. Start charging at a certain point and unleash it fully charged. If you're human, you'll get the timing off. When that happens just unleash it, even if it's not fully charged. Beware of your weapon bouncing off though. It can happen.

x-----x

| EAGER CLEAVER! |

x-----x-----x

| Weapon Type: Longsword

| Weapon Attack: 624

| Element: Thunder 250

| Sharpness: Green  
| Affinity: N/A  
| Slots: N/A  
| Path:  
| Buster Sword --> Buster Sword + --> Iron Katana --> Iron Katana "Grace" -->  
| Iron Katana "Gospel" --> Eager Cleaver  
|  
| Method:  
| Start or buy a Buster Sword. In order to reach Eager Cleaver you will need a  
| total of thirty-four Iron Ore, ten Disc Stones, thirty-three Machalite Ore,  
| fifty Earth Crystals, and four Electro Sacs (Khezu.) All of which come from  
| mining spots throughout the maps, so get digging!  
|  
| If you've already acquired "Gospel" then it's a quick round-up of only  
| fifteen Machalite, twenty-five Earth Crystals, and four Electro Sacs  
| (Khezu.) You see? You get rewarded for following my advice.  
|  
| Challenge Rating: Average  
x-----x

Or...

x-----x  
| DRAGONWOOD L.SWORD! |  
x-----x-----x  
| Weapon Type: Longsword  
| Weapon Attack: 624  
| Element: Paralysis 190  
| Sharpness: Green  
| Affinity: N/A  
| Slots: N/A  
| Path:  
| Dragonwood L.Sword  
|  
| Method:  
| The Dragonwood Longsword is a neat alternative to the Bone Katana "Dragon".  
| So long as you have Trenya and several Pokke Points to spare, you can farm  
| for the materials. You'll need three Dragonwood which can be gotten by  
| sending her either to the Jungle, the Swamp, the Forest & Hills, or the  
| Volcano (though you won't have the Volcano open at this time) for 300 Pokke  
| Points. If you haven't checked up on Boldrin's Pokke Farm Guide then you'll  
| need to know that you must complete a quest before she returns. Any quest  
| other than a Gathering one.  
|  
| After you've gotten your Dragonwood it's time to send Trenya away for  
| Dragonmoss. The Dragonmoss can be gotten from the Snowy Mountains, the  
| Swamp, the Forest & Hills, and the Volcano by paying Trenya 300 Pokke  
| Points. While she's out hunting for items, try to farm for fifteen  
| Thunderbug's at Pokke Farm and Mushroom Tree for ten Chaos Shrooms.  
|  
| Challenge Rating: Average  
x-----x

We have the natural range of the Longsword, plus Back-Sweep. I like to play  
defensively, using back-sweep until I build up the Spirit Gauge. And when I find  
the moment to unleash it (like say Fireball) I do. Back-Sweep in general can  
cover a unique hit-zone easily reach Garuga. And with said range, it's even  
easier to peg his tail when recovering from a Tail-Flip or Tackle in Rage Mode.

The Longsword is also the most capable of cutting his tail. Granted, the



Greatsword is equally capable. I found it's overhead swings a bit faster, ergo a bit easier to peg the tail. When we've severed it, it'll weaken his Tail Whip and depending on his size nullify it. Without the barbed tail we don't have to worry about Poison.

```
x-----x
| Hammer, Hunting Horn! |
o=====o
```

```
x-----x
| IRON STRIKER +! |
x-----x-----x
| Weapon Type: Hammer
| Weapon Attack: 832
| Element: N/A
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
|           War Hammer --> War Hammer +
| War Mace --> Iron Striker --> Iron Striker +
|
| Method:
| You'll need five Dragonite Ore (Volcano Gathering), eleven Malchalite Ore
| (covers the requirements for Iron Striker) and a few base materials to forge
| this weapon. Not to mention ever-so-useful. Iron Striker's Path leads to the
| second strongest Hammer in-game, Juggernaut.
|
| Challenge Rating: Low-Average
x-----x
```

There will be plenty of opportunities to Triple Pound this sucker. The Hammer makes a perfect play-mate for your Garuga needs. Times like Taunt, Triple Pound works well. And during Fireball, there's always a chance to score with a charged attack. When in Rage Mode, simply abuse his turns. If you know he's going to turn to face you, try to time a charge.

While difficult, it's possible to nail the tail during Tackle and Tail-Flip with a charged attack. Your biggest trouble is going to be his Roar. This goes for Hunting Horns as well. Other than that, you should have no problem facing Garuga with a Hammer.

```
x-----x
| KHEZU HORN! |
x-----x-----x
| Weapon Type: Hunting Horn
| Weapon Attack: 624
| Element: Thunder 200
| Sharpness: Green (Low)
| Affinity: N/A
| Slots: One
| Notes: White, Blue, Yellow
| Path:
| Bone Club --> Cyclo Hammer --> Atlas Hammer --> Khezu Horn
|
| Method:
| Buy a Bone Club and gather two Giant Bones (Congalala), three Brute Bones,
| and thirteen Small Monster Bones. Improve until you get Atlas Hammer, then
| farm three Flabby Hide, four Pale Extract, and two Electro Sacs from Khezu.
|
```

```

| Noteworthy Notes:
| (Infinite Stamina [Small]) -- White --> Blue (1 Min)
| (Elemental Attack Up) -- Yellow --> Blue --> Yellow --> White (1:30 Min)
| (Fire Def Up [Large]) -- Yellow --> Blue --> White (1 Min)
| (Thunder Def Up [Large]) -- Yellow --> Yellow --> Blue (1 Min)
|
| Challenge Rating: Average-Hard
x-----x

```

The Hunting Horn however lacks the physical or KO potential of it's counter-part. You may be inclined to go with the other. If you have a twisted Ocarina of Time fetish, I can't blame you for using it. You'll want to use a combination of Swings and Super Pounds. Hopefully, you can score a KO. When the chance appears you can get off two to three super-pounds. You can even exploit his Rage Mode with a Super Pound to the head. Right off the bat, when jumping up and down you can execute a Super Pound and get away with the correct timing.

In Rage Mode, you're options will be cut. Your best bet is to capture him while turning, the Super Pound doesn't need the charge time like the Hammer. This allows you to peg Garuga easier. All in all, there are many options open to us when trying our hand with him. It's your job to develop a good sense of timing.

```

x-----x
| Lance, Gunlance! |
o=====o

```

```

x-----x
| BLACK BELT LANCE! |
x-----x-----x

```

```

| Weapon Type: Lance
| Weapon Attack: 345
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: Two
| Path:
| Black Belt Lance
|

```

```

| Method:
| In order to create the Black Belt Lance you'll need to fight in the Training
| Hall. You'll need to fight Yian Kut-Ku for fifteen Kut-Ku Coins, Congalala
| for ten Congalala Coins, and Plesioth for ten Plesioth Coins. You'll also
| need eight Blackbelt Tickets which come as rewards from Training as well.
|

```

```

| The Black Belt Lance is a decent weapon with credible sharpness. It's
| materials take a bit of hard work to gather, but having a weapon like this
| is a huge advantage for Lancers early on. That being said, if you, for some
| reason, choose not to forge this weapon then stick with Spiked Spear.
|

```

```

| Challenge Rating: Average
x-----x

```

With a shield, we can defend ourselves against Roar. You shouldn't have any problems with Fireball either. The thing you have to remember about the Lance or Gunlance is that you need a good timing on their speed. I'm not talking about mobility, I'm talking about the speed of their attacks. Any weapon is masterable so as long as you know the speed.

```

x-----x
| MARINE FISHER! |

```

x-----x-----x

| Weapon Type: Gunlance  
| Weapon Attack: 299  
| Element: Ice 100  
| Sharpness: Green  
| Affinity: N/A  
| Slots: N/A  
| Shelling Type: Long Lv1  
| Path:  
|     Iron Gunlance --> Snow Gunlance  
| --> Snow Gunlance MK.II --> Marine Fisher

| Method:  
| You'll need two Giaprey Hide, three Giaprey Scales, eight Iron Ore for the  
| upgrade to Snow Gunlance. After this, you'll need eight Earth Crystals,  
| three Giadrome Hide, and one Giadrome Head. The Giadrome Head (as I  
| mentioned before) is a rare drop but your chances increase by capturing it.  
| At this you'll obtain the Snow Gunlance MK.II (if you already don't have  
| it.)

| In order to forge the Marine Fisher you'll need five Plesioth Scales, three  
| Cephalos Scales, and seven Machalite Ore. Yeah, I know. We're losing perhaps  
| our only Ice elemental Gunlance. Let me assure you it's worth the trade.  
| There, you feel better?

| Challenge Rating: Low-Average

x-----x-----x

You have the same openings with either weapon. Both should aim for the head.  
Wyvern Fire is executable during a Taunt or if you can catch Garuga in a turn.  
At times I got away with Circle + Triangle, Triangle, Triangle, Circle. Usually  
when he was Taunting. It's not easy, you can sever the tail with Circle +  
Triangle. By using that upwards swing to reach the tip, we can slice off that  
tail. When Garuga performs Tail-Flip, he'll hover a few feet forward from his  
original position. It's possible for you to guess that trajectory and attack  
with another upwards swing when he lands.

x-----x-----x

| Bow, Bowgun! |  
o=====o

x-----x-----x

| DAIMYO'S WARROW I! |

x-----x-----x

| Weapon Type: Bow  
| Weapon Attack: 144  
| Element: Water 80  
| Affinity: N/A  
| Slots: One  
| Coatings: All but Razor  
| Charges Levels:  
| Charge Lv1: Scatter Lv1  
| Charge Lv2: Pierce Lv2  
| Charge Lv3: Pierce Lv3  
| Charge Lv4: Rapid Lv2

| Path:  
| Daimyo's Warrow I

| Method:

| You'll need four Hermituar Shell, four Plesioth scales, ten Small Hermituar  
| Shells and eight Earth Crystals.

| Challenge Rating: Average

x-----x

Same method. Same timing. Find yourself a nice pattern for avoiding Garuga. Bow users should consider the Hornet armor for the Earplug. At least for this match. Your goal should be the same. I targeted his noggin, charging can drain the stamina.

x-----x

| JADE STORM! |

x-----x-----x

Weapon Type: Light Bowgun	Load Lv: 1 2 3
Weapon Attack: 132	Normal S: 6 3 - Flame S : 3 - -
Reload: Normal	Pierce S: 2 2 2 Water S : 3 - -
Recoil: Moderate	Pellet S: 2 2 2 Thnd S : 3 - -
Affinity: N/A	Crag S : 1 1 1 Freeze S: 3 - -
Slots: N/A	Clust S : 1 1 1 Drgn S : - - -
	Recov S : 3 3 - Tranq S : 2 - -
	Poison S: 3 1 - Paint S : 2 - -
	Para S : 3 1 - Demon S : 1 - -
	Sleep S : 3 1 - Armor S : 1 - -

| Method:

| It was this, or Lobster Gun. I prefer Jade Storm because of it's Clust/Crag potential. Either weapon can pack a punch, plus, it's versatile, allowing you access to most ammunition. The downside is that if you plan on using anything other then Normal or Clust/Crag you're going to reload every two shots.

| You'll need six Green Plesioth Scales (common drop), five Machalite Ore (Mining point or Volcano Gathering), three Springnight Carp (common fishing spots, or Fishing Pier at Pokke Farm), and last but not least three Plesioth fins.

| Challenge Rating: Average

x-----x

x-----x

| SAND DIVER! |

x-----x-----x

Weapon Type: Heavy Bowgun	Load Lv: 1 2 3
Weapon Attack: 192	Normal S: 6 6 - Flame S : 4 - -
Reload: Fast	Pierce S: 3 - - Water S : 4 - -
Recoil: Moderate	Pellet S: 3 - - Thnd S : 4 - -
Affinity: N/A	Crag S : 1 - - Freeze S: - - -
Slots: N/A	Clust S : 1 - - Drgn S : - - -
	Recov S : 3 3 - Tranq S : 2 - -
	Poison S: - - - Paint S : 2 - -
	Para S : 3 1 - Demon S : - - -
	Sleep S : 3 1 - Armor S : - - -

| Method:

| You need two Cephalos Fin, six Cephalos Scales, ten Iron Ore, and three Machalite Ore. If you'd like a stronger weapon invest in Crab Buster. In trade you'll receive Slow Recoil which may leave you vulnerable.

| Challenge Rating: Average-Hard



x-----x  
| Monoblos! |  
o=====o

Most effective attacks: \*Left Leg --> Base of Tail, Wings  
Most effective element: Ice, Thunder  
Susceptible Status Ailments: Poison, Stun, Sleep  
Susceptible Bombs: \*\*Sonic Bomb, Flash Bomb  
Susceptible Traps: Stun Trap  
Breakable Parts: Tail, \*\*\*Horn  
Near Death When: Limping, fleeing to his rest spot Area 9.

x-----x  
| Diablos! |  
o=====o

Most effective attacks: \*Left Leg --> Base of Tail, Wings  
Most effective element: Ice  
Susceptible Status Ailments: Poison (more res), Stun (more res), Sleep  
Susceptible Bombs: \*\*Sonic Bomb, Flash Bomb  
Susceptible Traps: Stun Trap  
Breakable Parts: Tail, \*\*\*Horns  
Near Death When: Limping, fleeing to his rest spot Area 9.

\*Note: It's preferable you go after the left leg. When he's in Rage Mode, he will scratch the ground with his right leg. This can effectively put an end to your strategy. Beware!

\*\*Note: Sonic Bomb only works when surfacing Blos from the sand. IE: Burrow.

\*\*\*Note: Horns can be broken two ways, attacking with weapon, or making him crash into walls. By walls, I mean certain rock-wall areas in the Desert. These places actually trap a Blos horn, allowing you several moments to attack the body. Like the lone rock formation in Area 7. Or the platform in Area 3, and 9.

Also, after cutting off Blos Tail it will automatically switch to Rage Mode. This is based on my own observations. Every time I cut off Blos Tail, they switched to Rage Mode.

o=====o-----o  
| Question \ What attacks does it have? |  
o=====o-----o

Blos Burrow:

Far more advanced than the average Burrow. Diablos will use this attack in great amounts. The Blos in general will Burrow into the ground burrowing itself. During the time it's underground, the Blos will lock onto said player and their direction.

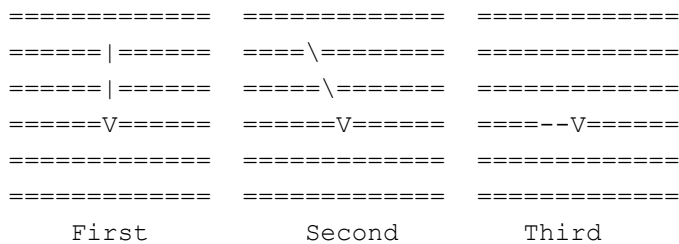
At this time, you can commit two actions. Throw a Sonic Bomb to surface Blos. This will also leave him vulnerable to assault. Ergo giving you the upper-hand. Blos will break from the sand-trap and hover above you generating Wind. Then land.

The second action is you attempting to avoid Blos. Usually chosen when you run out of Sonic Bombs or have none. By moving directly behind Blos, we can avoid him locking on us in general. Instead he'll surface right away. A good way of telling where he is, is by looking for a line of streaming sand. When you see it, it would be a good time to dodge, lunge if needed. When Blos surfaces he'll perform a Tail Sweep.

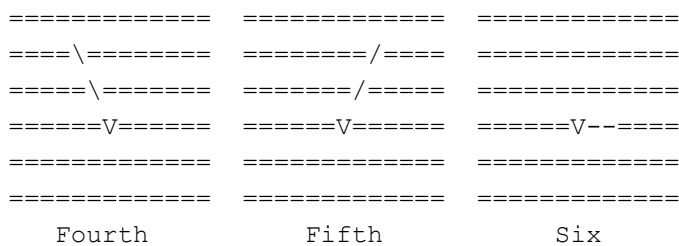
Tail Sweep:

Not to be confused with Tail Whip where Blos swings in 90 degree directions. Tail Sweep is where Blos will sweep his tail at a lower, longer angle. Chances are, if you're behind him, you're going to get hit. Take a look of this simple, yet confusing example.

Diagram #11 - Tail Sweep



Reverses.



Legend:

- \|/ - Tail
- V - Direction of Blos

You want to counterattack during "frames" fourth and fifth. Just as the Tail makes its way around the leg.

Tail Whip:

We've seen this before. It's deadlier on Blos because of the length and size of the tail. Our objective here is to gauge the hit-zone the tail covers. That way, we can execute our counterattack.

Note: Both Tail Whip and Tail Sweep are weakened when Blos Tail is cut off.

Tackle:

A simple tackle. Since Blos body is so large avoiding it will take extra work. Not only that, but when you manage to escape Blos path, he'll stop and turn to face you.

Now, Tackle can be taken advantage of. By using the rock-wall as our instrument, we conduct the show. By standing behind a rock formation or platform we can trap his horn. When Blos crashes into a platform (assuming you're standing on it) it'll generate a Quake effect. You can avoid this by hugging the wall with your back up to it.

I caution you when trying attempting this. While the pay-off is grand, there is a considerable level of danger when hugging a wall. If you don't have a blocking weapon, I can't recommend you commit to this at all.

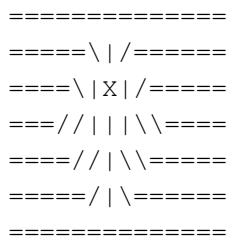
High Roar:

The improved version of Roar. Normal Earplug (+10) will no longer be able to block this. You must possess High Grade Earplug (+15) in order to nullify this move. That or you can block the blow. Just know that it can recoil on less

durable shields (SnS, HBG, and I believe GS.)

Because of the duration of High Roar, abusing a monsters turn is no longer an option. If you're caught in a High Roar, you're dead. The way Roar works is like a bubble. Now this is a rough estimate of Roars range, remember that Roar is invisible to the naked eye.

Diagram #12 - High Roar



Legend:

\|/ - Area of Roar  
X - Monster

Section Credits:

mukyo (diagram drawing)

I'm not aware of the differences between the range of Roar and High Roar. With Blos, it's possible to escape the range of High Roar by keeping to the rear. Unless you set this up, execution will be difficult. High Grade Earplugs are a far simpler solution.

Bite:

A simple bite.

Hip-Check:

Clone Hip-Check attack we've seen on Plessy.

Rage Mode:

We've incited Blos into his symphonic solo. He will scratch the earth with his right leg (can hit you) and emit a soft growl. During this mode, his attacks will be much, much quicker and stronger. Sonic Bombs DO NOT work while Blos uses Burrow.

```

o=====o-----o
| Question \ What weapons should I bring? |
o=====o-----o

```

It is impossible to condense the words needed to explain timing. Period. In order to master Diablos, you have to develop a keen sense of timing. That means knowing the speed of a weapons swing. If you know this, you can add an extra for certain moves. Ergo, wrack up damage.

```

x-----x
| Sword and Shield, Dual Swords! |
o=====o

```

```

x-----x
| THUNDERBANE! |
x-----x-----x
| Weapon Type: SnS
| Weapon Attack: 168
| Element: Thunder 170

```



```
| Sharpness: Green
| Affinity: N/A
| Slots: One
| Path:
| Hunter's Dagger --> Hunter's Dagger + -->
|   Assassin's Dagger --> Thunderbane
|
| Method:
| Get four Rubbery Hide from non-purple Gypceros, three Large Monster Bones
| (Blangonga), and two Electro Sacs from Khezu. Thunderbane is terrible SnS
| 'cause it lacks decent sharpness. Which means you'll be sharpening
| periodically to return it to the green. Skills like Sharp Sword and Sharp
| Skill Inc help.
|
| Challenge Rating: Average-Hard
x-----x
```

Or...

```
x-----x
| POISON BATTLEAXE! |
x-----x-----x
| Weapon Type: Sword and Shield
| Weapon Attack: 182
| Element: Poison 240
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
|   Hunter's Dagger --> Hunter's Dagger +
| --> Assassin's Dagger --> Poison Battleaxe
|
| Method:
| Gathering the materials for Poison Battleaxe should be simple enough. Start
| with seven Iron Ore, three Earth Crystals, one Disk Stone and a single
| Machalite Ore and you should get the Assassin's Dagger.
|
| With that done, hunt Gypceros for four Rubbery Hide, four Poison Sacs, and
| either pink or Blue Yian Kut-Ku (although Blue yields more) for three Medium
| Monster Bones.
|
| Challenge Rating: Average-Hard
x-----x
```

Because of the range of each weapon cutting the Tail is difficult to do. It CAN be done though. By looking for moments when Bloss Tail is within our hit-zone can be strike. Which means you better know the hit-zone of your weapon. For those clueless readers, I'm speak of the reach of your weapon.

If you didn't manage to forge a set of Garuga. Or you find the armor "fugly" the Sword and Shield will help with Guarding Roar. You should have weened yourself off from abusing that tiny shield. While useful, stronger attacks cause health to drain and plummet your stamina. Though, the same could be said about all Guarding weapons.

What you should focus on is the left leg. There are moments when you can, and should, target the wings. Look for attacks animations that expose the wing-span to your level. Same goes with Dual Swords.

```
x-----x
```

```

| HOLY SABER! |
x-----x-----x
| Weapon Type: Dual Swords
| Weapon Attack: 196
| Element: Water 190
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: N/A
| Slots: One
| Path:
|   Twin Dagger --> Twin Dagger +
| Dual Tomahawk --> Dual Tomahawk + -->
|   Order Rapier --> Holy Saber
|
|           Or...
|
|   Order Rapier --> Holy Saber
|
| Method:
| Forging from Order Rapier (which is recommended) requires twelve
| Lightcrystal, five Black Pearl, twenty Machalite Ore, and ten Small
| Goldfish. Circle round Gypceros, Pokke Farm, or the Swamp Mining Areas for
| Lightcrystal. Black Pearls can be found from Daimyo Hermituar and around the
| Jungle Area 4 where the shells are.
|
| The Small Goldfish are found at Pokke Farm or at the Training School
| (I've netted several from Yian Kut-Ku.) Finally, you'll need six Hercudrome
| (which you'll have to net in Area 2 of the Volcano Gathering Quest) and ten
| Dragonite Ore (found in Area 6 of the Volcano.)
|
| Challenge Rating: Average-Hard
x-----x

```

Dual Swords have a wider hit-zone compared it's counter-part. Because you lack a shield, High Grade Earplugs are a must. Be it true Dual Sword-slinger or crazed Kratos fan, you should should start investing in Power Juice or Mega Juice. With unlimited stamina you can Double-Roundhouse Blos with ease. This tactic works wonders when aiming for the leg. Because when we've knocked him down, it's time to slice off that tail.

Evasion is key. Because you cannot afford to re-do Demon Mode. It wastes time. Period. When Mega/Power Juice wears off either reapply or abuse Roundhouse. Because of the range of Roundhouse, you should be able to reach the Tail easier. The wings exist so that we can keep rack bonus hits.

```

x-----x
| Greatsword, Longsword! |
o=====o

```

```

x-----x
| KHEZU SHOCK SWORD! |
x-----x-----x
| Weapon Type: Greatsword
| Weapon Attack: 624
| Element: Thunder 220
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| Buster Sword --> Buster Sword + --> Buster Blade --> Ravager Blade
| --> Khezu Shock Sword

```

|  
| Method:  
| To forge Ravager Blade, you will need (assuming you did not make Buster  
| Sword from scratch) a total of twenty Iron Ore, five Disc Stones, fifteen  
| earth crystals, and six Machalite Ore. As of now, you have these resources  
| available throughout the Mining spots in the Jungle and the Snowy Mountains.  
| If you are having trouble locating them refer to Scootypuff's resource maps  
| on GameFAQs. Should you already have the Ravager Blade as per my  
| suggestions, then all you'll need is fifteen Iron Ore, two Electro Sacs, and  
| three Flabby Hides (the last two come directly from Khezu.)  
|  
| Challenge Rating: Average-Hard  
x-----x

Or...

x-----x  
| PLESIOTH WATERSWORD! |  
x-----x-----x  
| Weapon Type: Greatsword  
| Weapon Attack: 576  
| Element: Water 390  
| Sharpness: Green  
| Affinity: N/A  
| Slots: N/A  
| Path:  
| Bone Blade --> Bone Blade + --> Bone Slasher  
| --> Finblade --> Plesioth Watersword  
|  
| Method:  
| You need three Plesioth Fins, four Plesioth scales and one Mega Demondrug  
| (see [4.2.5] for ingredients.) If you don't have Pale Extract, I suggest  
| going after Khezu as well.  
|  
| Challenge: Average-Hard  
x-----x

When you've developed a sense of timing, you should practice your Charging. If not, one would do wise to stick with Infinite Combo. What makes the Greatsword appealing is it's outstanding power and range. With Blos, we can target the base of the tail much easier. We can take the Legs out of the equation for this weapon type. Because our target is already within reach. I praise the Overhead Swing (Circle + Triangle) for it's ability to nip the Tail. The combo strategy is simple, find a niche between Blos legs and go crazy. Be prepared to block High Roar, and pay attention to his next movements. If you think he's going to Burrow, get as far away as you can. The generated Wind can stun you momentarily allowing Blos Burrow to reach you.

Charge moments are present, you just have to find them. Like when Blos first Burrows, by surfacing via Sonic Bomb, we can build up at least one Charge. When he breaks free and hovers in the air. Try to get a good sense of when he'll land. It's possible to land another fully Charged shot on Blos. Attempt to skirt the Wind by just an inch. Far enough so as not to effect you, but close enough to nail Blos. This takes practice to complete.

The path of the Greatsword has a pitfall. Because of the slow speed of our swings, we are unable to factor the times between High Roar. Meaning, if we're in a middle of an attack, and he uses this, we're caught. If you're lucky, he'll use Burrow. If you're not, you know the consequences.

```

x-----x
| EAGER CLEAVER! |
x-----x-----x
| Weapon Type: Longsword
| Weapon Attack: 624
| Element: Thunder 250
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| Iron Katana --> Iron Katana "Grace" -->
| Iron Katana "Gospel" --> Eager Cleaver
|
| Method:
| Fifteen Iron Ore, twelve Machalite Ore, fifteen Earth Crystals. Not exactly
| taxing requirements. If you've been following my advice, then you've
| accumulated lots of Ores from Volcano - Gathering Quests. If not, then nows
| the time to gather what you need.
|
| Challenge Rating: Average
x-----x

```

Don't have a lot to say about Longsword. Just aim for the same parts we did for Greatsword. Spirit Gauge is for correct timing, otherwise you should employ the simple evasion tactics.

```

x-----x
| Hammer, Hunting Horn! |
o=====o

```

```

x-----x
| IRON STRIKER +! |
x-----x-----x
| Weapon Type: Hammer
| Weapon Attack: 832
| Element: N/A
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
|           War Hammer --> War Hammer +
| War Mace --> Iron Striker --> Iron Striker +
|
| Method:
| You'll need five Dragonite Ore (Volcano Gathering), eleven Malchalite Ore
| (covers the requirements for Iron Striker) and a few base materials to forge
| this weapon. Not to mention ever-so-useful. Iron Striker's Path leads to the
| second strongest Hammer in-game, Juggernaut.
|
| Challenge Rating: Low-Average
x-----x

```

The name of the game is Charge Hammer! Your goal; to get in as many Charged hits as humanly possible. Aim for the legs (or left leg) and keep your distance. The cons of this strategy is the drain on your stamina. Which can be fixed with Power/Mega Juice. You can play many "games" with Blos. Like "Triple-Tail-Bobbing" or "Pin-The-Hammer-On-The-Leg" and so on. It all depends on what part is most readily available.

"Triple-Tail-Bobbing" is where you attempt to Triple Pound the base of Blos

Tail. Executable during certain attack animations where the tail has been lowered. The method involves finding Blos "sweet spot" between his legs and unleashing our weapon. When I mean "sweet spot" I mean the part between the legs that will allow you to attack while remaining unscathed.

"Pin-The-Hammer-On-The-Leg" is a party favorite. As it's a cleaner method. Our method is abusing the left leg with the Hammer. Be it Charge, or a well timed Triple Pound. Our objective is to knock him down then aim for the base of the Tail. Either way to cut it, Hammers are a great weapon to keep alongside.

```
x-----x
| KHEZU HORN! |
x-----x-----x
| Weapon Type: Hunting Horn
| Weapon Attack: 624
| Element: Thunder 200
| Sharpness: Green (Low)
| Affinity: N/A
| Slots: One
| Notes: White, Blue, Yellow
| Path:
| Bone Club --> Cyclo Hammer --> Atlas Hammer --> Khezu Horn
|
| Method:
| Buy a Bone Club and gather two Giant Bones (Congalala), three Brute Bones,
| and thirteen Small Monster Bones. Improve until you get Atlas Hammer, then
| farm three Flabby Hide, four Pale Extract, and two Electro Sacs from Khezu.
|
| Noteworthy Notes:
| (Infinite Stamina [Small]) -- White --> Blue (1 Min)
| (Elemental Attack Up) -- Yellow --> Blue --> Yellow --> White (1:30 Min)
| (Fire Def Up [Large]) -- Yellow --> Blue --> White (1 Min)
| (Thunder Def Up [Large]) -- Yellow --> Yellow --> Blue (1 Min)
|
| Challenge Rating: Average-Hard
x-----x
```

Spam, spam, spam Hunting Horns Swing. Because of it's reach, we can peg the head, and modestly touch on the Tail. Your real aim is limited to his legs. Look for spots where Super Pound can be executed. Like just as Blos is begins to Burrow you can nail him right at the base of his tail.

It is also possible to clip the front edge of Blos Wing. These windows of opportunity appear outside attack animations. His Wing needs to be on level. Because of our ESP (White, White after speed boost) we can hit any part of the body without worrying of it bouncing. That doesn't mean greater damage on parts that would normally bounce off however, nor should you neglect sharpening.

Pick your Recital Modes with caution. Rule of thumb for beginners is to limit yourself to one song, two notes each. If your song takes any longer to perform you'd better have Blos in a "Flash" status.

The real disadvantage with the Hunting Horn here lies in the fact that we cannot KO Blos. Aiming for the head is counter-productive. Overall? I'd recommend another weapon. Unless you can utilize the Hunting Horn to it's fullest you're going to fall behind when compared to the other weapons.

```
x-----x
| Lance, Gunlance! |
o=====o
```

```

x-----x
| BLACK BELT LANCE! |
x-----x-----x
| Weapon Type: Lance
| Weapon Attack: 345
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: Two
| Path:
| Black Belt Lance
|
| Method:
| In order to create the Black Belt Lance you'll need to fight in the Training
| Hall. You'll need to fight Yian Kut-Ku for fifteen Kut-Ku Coins, Congalala
| for ten Congalala Coins, and Plesioth for ten Plesioth Coins. You'll also
| need eight Blackbelt Tickets which come as rewards from Training as well.
|
| The Black Belt Lance is a decent weapon with credible sharpness. It's
| materials take a bit of hard work to gather, but having a weapon like this
| is a huge advantage for Lancers early on. That being said, if you, for some
| reason, choose not to forge this weapon then stick with Spiked Spear.
|
| Challenge Rating: Average
x-----x

```

In this situation the Lance lags behind. Because we lack the Upwards Swing, Shells, and Wyvern Fire of the Gunlance we're limited to poking. Because the Lance attacks stronger we can get Blos to stagger easier. Lance Charge doesn't serve much purpose unless you've caught him with a Sonic Bomb. Since Lance Charge compels you in a direction we lose sight of Blos "sweet spot." In every other way though, the Lance wins. The extra Back-Hops can help one avoid most attacks. And while taxing, the Lance is capable of severing the Tail.

```

x-----x
| MARINE FISHER! |
x-----x-----x
| Weapon Type: Gunlance
| Weapon Attack: 299
| Element: Ice 100
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Shelling Type: Long Lv1
| Path:
|   Iron Gunlance --> Snow Gunlance
| --> Snow Gunlance MK.II --> Marine Fisher
|
| Method:
| You'll need two Giaprey Hide, three Giaprey Scales, eight Iron Ore for the
| upgrade to Snow Gunlance. After this, you'll need eight Earth Crystals,
| three Giadrome Hide, and one Giadrome Head. The Giadrome Head (as I
| mentioned before) is a rare drop but your chances increase by capturing it.
| At this you'll obtain the Snow Gunlance MK.II (if you already don't have
| it.)
|
| In order to forge the Marine Fisher you'll need five Plesioth Scales, three
| Cephalos Scales, and seven Machalite Ore. Yeah, I know. We're losing perhaps
| our only Ice elemental Gunlance. Let me assure you it's worth the trade.

```

```

| There, you feel better?
|
| Challenge Rating: Low-Average
x-----x

```

In all it's simplistic ways, the Gunlance has the potential of championing battle. Why? It has the ability to block High Roar with ease. It's a cutting weapon, capable of severing Blos Tail. Wyvern Fire is an excellent tool for knocking him down. It's upwards stab while Turtling under his "sweet spot" can dominate. That plus, the Shells. The Gunlance has every resource to denounce Blos into stuffing. What's the catch? It takes time to master the mobility issues, and twice as long to get the timing down. One minute you could be swinging, the next, blasted back by a High Roar. The attack itself isn't hard to predict. Once you get acquainted with said animations.

```

x-----x
| Bow, Bowgun! |
o=====o

```

```

x-----x
| SONIC BOW I! |
x-----x-----x
| Weapon Type: Bow
| Weapon Attack: 144
| Element: Thunder 100
| Affinity: N/A
| Slots: One
| Coatings: Power/Paralysis/Poison/Razor
| Charges Levels:
| Charge Lv1: Rapid Lv2
| Charge Lv2: Rapid Lv2
| Charge Lv3: Rapid Lv2
| Charge Lv4: Scatter Lv3
|
| Path:
| Sonic Bow I
|
| Method:
| Gather two Electro Sacs (Khezu), ten Vespoid Shells, five Hornetaur Wings,
| and two Killer Beetles (Pokke Farm.)
|
| Challenge Rating: Average-Hard
x-----x

```

Ho hum. Blos attacks are all about closing in on you. Be it Burrow, Tackle, and so on. Abusing the distance between you a Blos will be scarce. However manageable. For the inexperienced, you may abuse the trapping Blos horn in a Rock-wall, trapping him, or dishing a Sonic or Flash. Don't forget your objective is still to crack that Tail of his. I found Scatter a little more useful, as it allowed me to target his wingspan. Due to Blos size, it's no wonder they hit. And since he's adamant on a face-to-face chat, I'd say Scatter is wise.

```

x-----x
| JADE STORM! |
x-----x-----x
| Weapon Type: Light Bowgun          Load Lv:  1  2  3
| Weapon Attack: 132                  Normal S:  6  3  -  Flame S :  3  -  -
| Reload: Normal                      Pierce S:  2  2  2  Water S :  3  -  -
| Recoil: Moderate                    Pellet S:  2  2  2  Thnd S  :  3  -  -

```

```

| Affinity: N/A           Crag S : 1 1 1 Freeze S: 3 - -
| Slots: N/A             Clust S : 1 1 1 Drgn S : - - -
|                         Recov S : 3 3 - Tranq S : 2 - -
|                         Poison S: 3 1 - Paint S : 2 - -
|                         Para S  : 3 1 - Demon S : 1 - -
|                         Sleep S : 3 1 - Armor S : 1 - -
|

```

```

| Method:
| It was this, or Lobster Gun. I prefer Jade Storm because of it's Clust/Crag
| potential. Either weapon can pack a punch, plus, it's versatile, allowing
| you access to most ammunition. The downside is that if you plan on using
| anything other then Normal or Clust/Crag you're going to reload every two
| shots.
|

```

```

| You'll need six Green Plesioth Scales (common drop), five Machalite Ore
| (Mining point or Volcano Gathering), three Springnight Carp (common fishing
| spots, or Fishing Pier at Pokke Farm), and last but not least three Plesioth
| fins.
|

```

```

| Challenge Rating: Average
x-----x

```

```

x-----x
| CRAB BUSTER! |
x-----x-----x

```

```

| Weapon Type: Heavy Bowgun      Load Lv: 1 2 3
| Weapon Attack: 216            Normal S: 6 6 9 Flame S : - - -
| Reload: Slow                  Pierce S: 3 3 - Water S : 3 - -
| Recoil: Moderate              Pellet S: 4 - - Thnd S  : - - -
| Affinity: N/A                 Crag S  : - - - Freeze S: 3 - -
| Slots: Two                     Clust S : 1 - - Drgn S  : - - -
|                                 Recov S : 3 3 - Tranq S : 2 - -
|                                 Poison S: - - - Paint S : 2 - -
|                                 Para S  : 3 1 - Demon S : - - -
|                                 Sleep S : - - - Armor S : 1 - -
|

```

```

| Method:
| You'll need three Hermituar Claws, eight Hermituar Shells, ten Small
| Hermituar Shells, and, oh yeah, four Piscine Fangs. Farm Hermy for the
| materials then hound after Cephadrome. You should get the required items in
| less then four missions.
|

```

```

| Challenge Rating: Average-Hard
x-----x

```

```

Light Bowgun Shells: Pellet Lv2, Freeze S, Normal Lv2, Normal Lv1
Heavy Bowgun Shells: Pellet Lv1, Freeze S, Normal Lv2, Normal Lv1

```

With any ranged weapon, the wings are easiest to attack. Bowguns are no exception to this rule. With the Light Bowgun, we have the mobility we need to avoid that god-fearing Tackle. With Heavy Bowgun, we have a little shield to block High Roar, but hardly anything else. A few hits to your shield with any attack and it will be as if you really were hit.

Crags work, but Crab Buster only allows Clust. Pierce blasts through Diablos hide, but Pellet can slice through his underside. While Normal Ammo should be a measure of last resort. If you're accurate with shots, you won't need to. By now, you should be bringing items to make more ammo. Your objective here is to pinch off the legs, tail, or wings. Avoid Blos any way you can. You have a gain a hyper-awareness of his next move. Conserve your shots until you know you have



a chance. Put recoil, reload, and aiming into factor. It's all about how you manage them, while creating distance between him.

```
o=====o-----o
| Question \ What armor should I wear? |
o=====o-----o
```

Does this look familiar?

```
x-----x
| YIAN GARUGA ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 180
\ Total Slots: Six
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: N/A
/ Skills:
\ Reckless Abandon +1
/ Sharp Sword
\ Earplug (Need 2+ Gems)
/
\ Armor Rating: Useful
x=====x-----x
```

Or...

```
x-----x
| YIAN GARUGA ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 90
\ Total Slots: Six
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: N/A
/ Skills:
\ Reckless Abandon +1
/ Pierce S Lv1 Add
\ Earplug (Need +2 Gems)
/
\ Armor Rating: Useful
x=====x-----x
```

Hmmm...? Doesn't huh? Anyway, you'll need +7 Hearing Protection in gems. That's a lot of Garuga ears, and Hornetaur Heads. Look on the bright side, if you gather them now, you won't have to later. If you decide to make a Gunner set, just be sure to note the difference in skill points. Or simply go with Hornet Armor.

```
o=====o-----o
| Question \ Other Advice? |
o=====o-----o
```

```
o-----x
| Bow Strategy! |
| Submitted by Will a.k.a Bloodred_Hunter |
x=====o
```

Edited by yours truly. Shortened for greater precision.

Use the Daimyo's Warbow [Monoblos] or the Blango Fur Bow [Diablos]

Equip Hornet Armor [GUNNER]: This will give you High Grade Earplugs, which is a lifesaver when going against the Black Diablos. Protection Jewel would be recommended, as it offsets Demonic Protection.

Once you've got all of your basic hunting gear (Potions, Steaks, Sonic Bombs, etc.), start the quest.

Eat your rations, adjust your camera as needed, and head to Area 7 through the Well at Camp. In this area, there is the enormous rock at it's center, and the place Blos will appear. Once he appears throw a Paintball, then retreat behind the rock. Your goal in this area is to break Blos Horns; so you can avoid the Quake Effect in Area 3 and 9. (More on those later.)

When Blos charges, charge your bow. Upon entrapment, he'll be helpless to Charged Arrows. Aim for the head. When he's broken free, retreat behind the rock-wall and repeat until his horns shatter. On occasion, he'll burrow. While you can drive him out via Sonic Bombs; I prefer to save those for later. When they've broken, treat Area 7 as an Open Area.

Open Areas (Areas 1, 2, and 5) lack the special terrain properties that give us the advantage. Evasion is key, and learning to dodge is all but a necessity. Otherwise you're looking to get your butt handed to you. Stay close to Blos, right out of the range of his Tail Swipe. Walk in a circular motion with Bow unsheathed. With this in mind, we can evade his attacks whether in Rage Mode or not.

His Attacks:

CHARGE - When he starts to charge (in normal or in Rage Mode) and you are within the range I stated above, there is no need to sheath your bow. And as a matter of fact, doing so could get you hit. Provided that you are going in a circular motion, start walking straight in the direction of the Blos at about a forty-five degree angle. Here is a diagram to help.

```
-x-o---  
--\|---  
---x---  
---|---
```

o = Blos

| = Blos Path

x = You before, then after the charge

\ = You getting the heck out of his way

Chances are you won't be in front of Blos when initiating Charge. Better safe than dead. If you're hit, you weren't close enough. Regroup, heal, and edge closer next time.

After the Charge, he will either do a Horn thrust or Slide. When he Horn Thrusts, don't worry about getting hit. Instead, try to get off a charge. If he Slides, sheath your Bow and start running. It's improbable that you'll escape him from a distance. Keep avoiding him until you've regained your composure.

+When to attack - If he does a Horn Thrust, start your charge. He'll likely use Tail Swipe or Scream. If not, you should be able to get one off safely anyway.

DIG - With this attack, the Blos will burrow under the sand. When he does this keep circling and make a mental note of where you were when the dust settled.

Reason being is because Blos will aim for that area. In rage mode, he will start his attack faster, so be hasty about getting away.

+When to attack - After walking a second or two, start your charge and turn around. He will surface where you were when he last "saw" you. Release your shot and start another one, chances are he will do a Tail Swipe or a Scream (which won't affect you with Hornet Armor.) I've actually had a Black Diablos do a Burrow, Tail Swipe, and two Screams and was able release 4 fully Charged Shots.

TAIL SWIPE - You should be out of range when Blos uses this. Since it is always a follow up attack. A great opportunity to hit with a Charged shot (two if you started the first Charge early enough.)

SCREAM - Should not affect you with Hornet Armor on. Treat it the same way you would a Tail Swipe.

In the Areas 3 and 9, you want to safely climb up the ledges. This is tricky, so look for the opportunity. When up on he ledge hug the center wall to make sure you're out of reach. In Area 3, kill the Genprey and Vespoid as they come. Now with both Horns broken, you won't suffer any Quake Effect from Charges. Aim for the wings and fire away.

Use this strategy and you should escape without serious scrapes or bruises.

```
o=====o-----o
| Question \ Final thoughts? |
o=====o-----o
```

You're stepping into a whole new level champ. Think of Blos as the berserker of Wyverns. It doesn't know, care, or even think about those linear long range attacks we exploited long ago. Nor does carry those familiar openings. It requires a pragmatic mind to defeat him. Through study of animation and precise timing can we claim victory!

```
^~~~~~^
---| --- [7.5.3] Elder Quest --- |---
---|   ~~~ Shogun Ceanataur ~~~ |---
v~~~~~v
```

"Those who live by the sword, die by the sword."  
~Biblical Proverb

```
o=====o-----o
| Question \ What is Shogun Ceanataur? |
o=====o-----o
```

A crustacean from the other side of the ocean. Where Daimyo Hermituar launched a staunch defense, Shogun Ceanataur brings offense. Armed with two retractable scythe-like claws, it sweeps in every direction imaginable to kill it's prey. Scary! What's the bright side? How about it's armor?

```
x-----x
| CEANATUAR ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 185
\ Total Slots: Five
/ Elemental Strength: Water
\ Elemental Weaknesses: Thunder, Ice (low)
/ Skills:
```

\ Sharpness +1 (Needs 5+ Gems)  
/ Sword Sharpener  
\ Sharp Sword  
/ Defense -20  
\  
/ Armor Rating: Fantastic  
x=====x

If you don't recognize this, scroll up to section "[4.3]" for Elder Armor. It requires FIVE Monoblos Hearts to reach it's full potential. If you're having trouble finding even one, then I'd forsake this set. However hard-core Longsword, Dual Sword users should consider. Both skills aide these particular weapons.

It should be noted that if you want Ceanataur Gauntlets, you need his Pincer. In order to get this, you must break his actual pincers in battle.

Getting back to Shogun (his short-name from now on.) His attacks, while similar to Hermy are given an upgrade in range and power. Ouch. Taking on this bad boy is going to be tough. Lucky you have this magical guide to help you! Yay information!

Most effective attacks: Head (Cutting & Impact), Shell (Impact), \*Legs  
Most effective element: Thunder, Ice (weaker then Thunder)  
Susceptible Status Ailments: Stun, Sleep, Poison (average rate of inducing)  
Susceptible Bombs: None  
Susceptible Traps: Stun Trap  
Breakable Parts: \*\*Shell, Claws (both)  
Near Death When: Fleeing, bleeding from mouth.

\*Note: Shogun has stronger legs then it's Hermituar counter-part.

\*\*Note: Unlike Hermy, the shell on Shogun Ceanataur is completely breakable. He even has three variations of the shell. The Gravios Skull is the most unique. If broken has a chance of giving a Gravios Skull Shell in rewards.

When Shogun's shell is broken, it'll flee several areas to a designated Area. In this area, he'll Burrow then resurface with a new shell. At most, this will happen twice per mission.

o=====o-----o  
| Question \ What attacks does it have? |  
o=====o-----o

In order to paint the picture of Shogun's range I must explain in great detail. Unlike all the other monsters, Shogun actually gains a wider hit-zone when in Rage Mode. I kid you not, it can be scary.

Most of Shogun's attacks are avoidable. In an unorthodox way, we can evade him by rolling between his legs. In other words, moving towards him. Obviously dangerous stuff. Effective nonetheless.

Most of Shogun's attacks (the ones using pincers) are intended to make you stumble rather than fall. This allows for quicker recovery for us... and the ability to stack attacks against you. Shogun is able link attacks together and death serious damage to your health. Is that dangerous? Duh. The risks on how you fight are yours.

The true methods of evading Shogun's pincers are to measure the exact range of his moves. That means you must pay attention to every attack to get an estimate.

The trick to keeping the pressure on Shogun is by remaining within striking distance. In order to do this, we must practice evading Shogun's moves.

#### Creep:

When Shogun spots you, it may lead forward with it's shell in an attempt to catch you unawares. While you think he's just backing up, pay attention to that yellow eye on the corner of your screen.

#### Rush:

Another method of closing the distance is Rushing you with pincers extended.

#### Frontal Tap:

Using both pincers, Shogun will raise his claws and drop them down. It is slow, avoidable, and predictable as he'll only use it while you're in front of him. Even better, Frontal Tap has shoddy range. Allowing us to hug Shogun and dish out an attack.

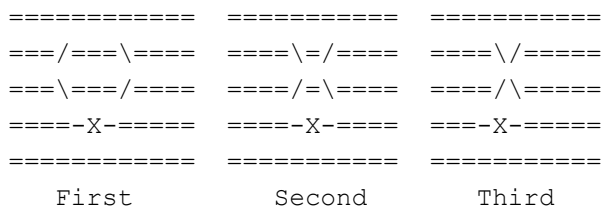
#### Frontal Lunge:

Using a either pincer, Shogun will slice vertically only to wedge it, allowing you a moment to attack. Like Frontal Tap, this is sluggish and highly inaccurate, so dodge appropriately.

#### Frontal Sweep:

Using both pincers, Shogun will throw his claws back then launch them forward in a sweeping motion.

#### Diagram #13 - Forward Sweep



#### Legend:

\-/ - Hit-zone of claws

X - Shogun

Terrible I know. Just imagine Shogun's claws acting like a pair of scissors closing up on you. By rolling through Shogun's legs we can evade this attack.

#### Side-Swipe:

The infamous move of Hermituar is now put in overdrive by Shogun. Doing the crab-walk, he'll swipe anything at his side. Sometimes used a frontal attack, this has the ability to zip towards you. Avoid this like the plague. Pay attention to the animation.

#### Spin-Swipe:

If you're positioned on any angle on the front, Shogun will spin around and attempt to swipe you. This is especially used when attacking his Shell. It's faster then his other moves, avoiding this takes a keen eye. Memorize the animation, and you should be fine.

#### Ceiling Crawl:

If there is a ceiling where you're fighting Shogun, chances are he'll jump up there. While facing you upside-down, it'll attempt to re-enter right over your head. Just pay attention to it's shadow and you'll do fine.

Often, it will shoot out a linear Water Beam, similar to the move we've seen on

Plessy. However as Shogun moves the beam will sweep the ground. He'll try to ensnare you, but you can avoid this. So long as you keep an eye on his position.

Taunt:

Shogun will raise his claws up and down. As if to provoke you...It worked. Take advantage of his momentarily flaunting by giving him a "thwack!"

Burrow:

Regular level Burrow. Mimicking Hermy's Burrow, he'll use it's horn instead of his shell. If you lay a Trap during or before Shogun Burrow's it may target that trap when surfacing destroying it. This includes the Burrow attacks of every monster.

Take a look at what VioletKIRA says about Burrow.

"Whenever monsters burrow, there is a set time when they resurface. For Carapaceons, they either resurface on 2 seconds later, 7 seconds or 10 seconds. If it hasn't resurfaced after the 7 seconds, drink your potion, sharpen etc... because the 10 second resurfaces at the same place it burrows."

Which means we have a chance of predicting when and where Shogun will surface. Meaning, we can get another hit on him.

Rage Mode:

One of the most dangerous Rage Modes you've faced. Water Bubbles will foam at the base of Shogun's mouth. Not only this but you may here the dread "shhhhing!" which are his pincers turning into scythes. This doubles our crustacean's range. What's worse are the usual perks of Rage Mode, including greater speed, mobility, and power.

In order to disable Shogun's extended pincers we must break them. The longer reach your weapon has, the easier it will be to accomplish this.

```
o=====o-----o
| Question \ What weapons should I bring? |
o=====o-----o
```

Your primary target differs depending on the weapon brought in battle. For Impact weapons like Hammer and Hunting Horns, aim for the shell. For Cutting weapons aim for the legs to stagger, and the head for greater damage. Since the Lance is both Cutting and Impact, it makes for an ideal fight.

To summarize.

Cutting: Legs --> Head or just Head.

Impact: Legs --> Head, Shell, or just Head.

You DO have more options with Impact weapons. Thus, favoring them. This isn't the green light to swap your favorite weapon out. Any weapon you're skilled with can defeat Shogun. The golden rule of Monster Hunter is to have fun. What fun would it be to use a weapon you weren't good with? Better yet, why aren't you good with this weapon yet!? Have you learned nothing!?

There are minor differences in case of Shogun's legs. His right side can stagger easier then his left. Granted this is a small amount, but good to know.

```
x-----x
| Sword and Shield, Dual Swords! |
o=====o
```

x-----x

```

| THUNDERBANE! |
x-----x-----x
| Weapon Type: SnS
| Weapon Attack: 168
| Element: Thunder 170
| Sharpness: Green
| Affinity: N/A
| Slots: One
| Path:
| Hunter's Dagger --> Hunter's Dagger + -->
|   Assassin's Dagger --> Thunderbane
|
| Method:
| Get four Rubbery Hide from non-purple Gypceros, three Large Monster Bones
| (Blangonga), and two Electro Sacs from Khezu. Remember it's terrible
| Sharpness and adapt.
|
| Challenge Rating: Average-Hard
x-----x

```

The Sword and Shield have the mobility and defense to keep up with Shogun's assault. You remember when I explained evasion over Guarding? That holds true, in this case though, you should prepare to Guard. His attacks come quick, and sometimes you cannot dodge. When this happens you have to pull out the shield. You're not failing if you Guard every now and then. Just don't make a habit of it.

Method of attack, circle around Shogun. Analyze his moves then prepare to strike. I'd recommend going after the legs. Look for points of vulnerability where the head becomes available. Our objective is to knock Shogun long enough to assault the body. There are plenty of opportunities to attack. Personally, I enjoy Circle + Triangle just as he resurfaces from Burrow. The trick with Burrow is watch where he last emerges. When he emerges in that same spot, he's resurfacing. While difficult, it's possible to attack the pincers during Forward Lunge.

```

x-----x
| HOLY SABER! |
x-----x-----x
| Weapon Type: Dual Swords
| Weapon Attack: 196
| Element: Water 190
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: N/A
| Slots: One
| Path:
|   Twin Dagger --> Twin Dagger +
| Dual Tomahawk --> Dual Tomahawk + -->
|   Order Rapier --> Holy Saber
|
|           Or...
|
|   Order Rapier --> Holy Saber
|
| Method:
|
| Forge from Order Rapier then collect twelve Lightcrystals (Gypceros, Pokke
| Farm, Swamp Mining Areas), five Black Pearls (Hermituar), twenty Machalite
| Ore, ten Small Goldfish, six Hercudrome, and ten Dragonite Ore.
|

```

| Challenge Rating: Average-Hard  
x-----x

Before you double-dice fanatics go anywhere, pack Power/Mega Juice. These can be a huge asset on the battlefield. You should also know the disadvantages you'll face. It's essential that whatever area you're in, you kill off the wildlife first. In the delicate balance of battle, its of the utmost importance we keep Demon Mode. If lost, the consequences for restarting could throw off your entire strategy.

Our method is simple. Roundhouse/Double Roundhouse then evade by rolling under the legs. It works for several of his attacks, including all of his Frontal type attacks. It's trickier to accomplish with Side-Sweep though.

Both weapon types are unable to strike the pincers often. Because of the height Shogun keeps them at, weapons with overhead swings are ideal. Kinda like...

x-----x  
| Greatsword, Longsword! |  
o=====o

x-----x

| KHEZU SHOCK SWORD! |

x-----x-----x

| Weapon Type: Greatsword

| Weapon Attack: 624

| Element: Thunder 220

| Sharpness: Green

| Affinity: N/A

| Slots: N/A

| Path:

| Buster Sword --> Buster Sword + --> Buster Blade --> Ravager Blade

| --> Khezu Shock Sword

|

| Method:

| To forge Ravager Blade, you will need (assuming you did not make Buster Sword from scratch) a total of twenty Iron Ore, five Disc Stones, fifteen earth crystals, and six Machalite Ore. As of now, you have these resources available throughout the Mining spots in the Jungle and the Snowy Mountains. If you are having trouble locating them refer to Scootypuff's resource maps on GameFAQs.

|

| Should you already have the Ravager Blade as per my suggestions, then all you'll need is fifteen Iron Ore, two Electro Sacs, and three Flabby Hides (the last two come directly from Khezu.)

|

| Challenge Rating: Average-Hard

x-----x

Dominating our Greatsword should be a series of Unsheathe attacks. I regret to inform you, that green sharpness is not enough to pierce Shogun's pincers. Meaning you must unleash a Charge in order to get them. At times though, and this is funny, you can actually capture him in a Charge.

Shogun's majority of attacks come from his front. Being that he lacks the long range attacks, he'll attempt to close distance. Usually by scuttling towards you. What he doesn't know is that you can have a Charged attack ready and waiting. This makes taking down Shogun much easier. The problem with this is that you may take the brunt of his attacks. If you find it worth the risk though, all I can say is tally ho!



```

x-----x
| EAGER CLEAVER! |
x-----x-----x
| Weapon Type: Longsword
| Weapon Attack: 624
| Element: Thunder 250
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| Buster Sword --> Buster Sword + --> Iron Katana --> Iron Katana "Grace" -->
| Iron Katana "Gospel" --> Eager Cleaver
|
| Method:
| Start or buy a Buster Sword. In order to reach Eager Cleaver you will need a
| total of thirty-four Iron Ore, ten Disc Stones, thirty-three Machalite Ore,
| fifty Earth Crystals, and four Electro Sacs (Khezu.) All of which come from
| mining spots throughout the maps, so get digging!
|
| If you've already acquired "Gospel" then it's a quick round-up of only
| fifteen Machalite, twenty-five Earth Crystals, and four Electro Sacs
| (Khezu.) You see? You get rewarded for following my advice.
|
| Challenge Rating: Average
x-----x

```

Because of the speed of the Longsword we can successfully evade most moves. Our method of attack should consists of evenhanded Back-Sweeps and overhead slashes. Should you take the safer route, Back-Sweep and Circle + Triangle are always there. If you act more like a berserker, abuse Spirit Combo without getting carried away. When in a tough spot evade through the legs and watch out for Spin-Swipe.

```

x-----x
| Hammer, Hunting Horn! |
o=====o

```

```

x-----x
| IRON STRIKER +! |
x-----x-----x
| Weapon Type: Hammer
| Weapon Attack: 832
| Element: N/A
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| War Hammer --> War Hammer +
| War Mace --> Iron Striker --> Iron Striker +
|
| Method:
| You'll need five Dragonite Ore (Volcano Gathering), eleven Malchalite Ore
| (covers the requirements for Iron Striker) and a few base materials to forge
| this weapon. Not to mention ever-so-useful. Iron Striker's Path leads to the
| second strongest Hammer in-game, Juggernaut.
|
| Challenge Rating: Low
x-----x

```

A warrior much bigger than myself once said that "Hammers make Shogun look like an overgrown punch-bag." That Hunter, was Shimmerweed. If you've never considered using the Hammer, why not now?

As a Hammer user, it's up to you to circle around and aim for the shell. Our objective is to shatter this thing. The Hammer is best suited to destroying the shell and the pincers, making this weapon ideal. The only time we'll have the window to attack the pincers though is when we've staggered or trapped Shogun. When you've broken the shell, it'll retreat two areas. Area 3 in the swamp. When it's replaced it's shell you can attempt to shatter it once more.

Our aim matters little after this. It's body is weakest to our Hammer, and pound you shall. To stay alive, try circling around Shogun until he attacks or you have a clean shot. If either situation comes up, just take advantage.

```
x-----x
| KHEZU HORN! |
x-----x-----x
| Weapon Type: Hunting Horn
| Weapon Attack: 624
| Element: Thunder 200
| Sharpness: Green (Low)
| Affinity: N/A
| Slots: One
| Notes: White, Blue, Yellow
| Path:
| Bone Club --> Cyclo Hammer --> Atlas Hammer --> Khezu Horn
|
| Method:
| Buy a Bone Club and gather two Giant Bones (Congalala), three Brute Bones,
| and thirteen Small Monster Bones. Improve until you get Atlas Hammer, then
| farm three Flabby Hide, four Pale Extract, and two Electro Sacs from Khezu.
|
| Noteworthy Notes:
| (Infinite Stamina [Small]) -- White --> Blue (1 Min)
| (Elemental Attack Up) -- Yellow --> Blue --> Yellow --> White (1:30 Min)
| (Fire Def Up [Large]) -- Yellow --> Blue --> White (1 Min)
| (Thunder Def Up [Large]) -- Yellow --> Yellow --> Blue (1 Min)
|
| Challenge Rating: Low-Average
x-----x
```

The Hunting Horn should be played carefully. It's possible to sneak in a Buff every now and then (Ceiling Crawl, Burrow.) Your main goal is to berserk the hell out of his legs. Super Pound --> Roll should be your strategy. Combined with the mobility buff, it can be child's play taking out Shogun. Aim for the Legs, because of Super Pound you can nab both hind and front. Super Pound is also useful for Crowd Control, which wild-life infested areas come as a lifesaver. Make him Stagger, then aim for the shell. If done, you can successfully break it. Otherwise stick to the same routine we did with the Hammer. `

```
x-----x
| Lance, Gunlance! |
o=====o
```

```
x-----x
| BLACK BELT LANCE! |
x-----x-----x
| Weapon Type: Lance
```

```

| Weapon Attack: 345
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: Two
| Path:
| Black Belt Lance
|
| Method:
| In order to create the Black Belt Lance you'll need to fight in the Training
| Hall. You'll need to fight Yian Kut-Ku for fifteen Kut-Ku Coins, Congalala
| for ten Congalala Coins, and Plesioth for ten Plesioth Coins. You'll also
| need eight Blackbelt Tickets which come as rewards from Training as well.
|
| The Black Belt Lance is a decent weapon with credible sharpness. It's
| materials take a bit of hard work to gather, but having a weapon like this
| is a huge advantage for Lancers early on. That being said, if you, for some
| reason, choose not to forge this weapon then stick with Spiked Spear.
|
| Challenge Rating: Low-Average
x-----x

```

A weapon of unprecedented advantage, the Lance Charge is capable of decimating Shogun. With the extra mobility and Guard, we can deflect most attacks. It makes our counterattack simpler. Our method of attacking should be, poke, poke poke --> Back-Hop (2x if needed) --> Guard if needed. Since the Lance counts as an impact weapon, aim for the same parts as you would a Hammer. The Legs and the Shell are the most vulnerable parts. By using the Back-Hop, we can scoot our way to any part of the body. When he digs, you can Guard or sheathe your weapon. It depends on how much time you believe you have. If you find yourself abusing that Back-Hop then try fueling on Power/Mega Juice.

By Back-Hoping between the legs, we have a greater chance of skirting damage. You may need to do this multiple times to evade. Sometimes, it's just better to Guard and poke back. It's a match of skill, to avoid damage is to increase the output of damage. In other words, the less you're hit, the more chances you'll have of dealing.

```

x-----x
| SPECIAL OPS GUNLANCE! |
x-----x-----x
| Weapon Type: Gunlance
| Weapon Attack: 322
| Element: Raw
| Sharpness: Green
| Affinity: N/A
| Slots: Two
| Shelling Type: Normal Lv3
| Path:
|   Iron Gunlance --> Iron Gunlance +
| Steel Gunlance --> Special Ops Gunlance
|
| Method:
| Remember that Steel Gunlance we haven't used since Congalala? It's time we
| upgraded. To forge this weapon we need fifteen Machalite Ore, two
| Lightcrystals (Swamp Mining) and three Firestones. You can acquire Machalite
| and Firestone from the Volcano Gathering Quest.
x-----x

```

The Gunlance lacks the mobility of the Lance. We have to modify our strategy to

that of a Guard oriented one. Turtling comes to mind. Most moves can be blocked with no health damage. However I'd still recommend Guard +1, because if you plan on Guarding Burrow it'll decrease the damage. When Guarding against Burrow, standing below Shogun is suicide. If you're located in FRONT of Shogun as he emerges, you can Guard against it. This allows us to be next him as he emerges. There's a method you can apply the same idea to.

Hypothetically, I place two Large Barrel Bombs in front of me. Drawing my weapon and Back-Hoping a few times, place myself in front of the bombs. Now, I have to wait for Shogun, or my said monster to close range. When they do, I can fire a shell with my Gunlance, or I can poke them with my Lance. The result is a the same. This method is brilliant for tacking enemy health.

With either weapon, you want to ring around Shogun. Avoiding the various attacks, and go for the kill.

```
x-----x
| Bow, Bowgun! |
o=====o
```

```
x-----x
| KUT-KU STAVE I! |
x-----x-----x-----x
| Weapon Type: Bow
| Weapon Attack: 120
| Element: Fire 80
| Affinity: N/A
| Slots: One
| Coatings: All but Razor
| Charges Levels:
| Charge Lv1: Scatter Lv1
| Charge Lv2: Scatter Lv2
| Charge Lv3: Scatter Lv3
| Charge Lv4: Pierce Lv2
|
| Path:
| Kut-Kut Stave I
|
| Method:
| You'll need to have fought Yian Kut-Ku in order to unlock this Bow. The
| difference between these two weapons is that Congalala is weaker to Fire
| then Ice, ergo, does more damage. So if you feel you need it then gather
| five Kut-Ku Shells, five Kut-Ku Scales, two Flame Sacs, and four
| Carpenterbugs (Pokke Farm.)
|
| Challenge Rating: Average-Hard
x-----x
```

Or...

```
x-----x
| SONIC BOW I! |
x-----x-----x-----x
| Weapon Type: Bow
| Weapon Attack: 144
| Element: Thunder 100
| Affinity: N/A
| Slots: One
| Coatings: Power/Paralysis/Poison/Razor
| Charges Levels:
```

| Charge Lv1: Rapid Lv2  
| Charge Lv2: Rapid Lv2  
| Charge Lv3: Rapid Lv2  
| Charge Lv4: Scatter Lv3

| Path:  
| Sonic Bow I

| Method:  
| It's a tough forge as you'll have to gather two Electro Sacs (Khezu), ten  
| Vespoird Shells, five Hornetaur Wings, and two Killer Beetles (Pokke Farm.)

| Challenge Rating: Average-Hard

x-----x

There's not much to say. Travel in a counter-clockwise motion. Keep close to your target. By being \*just\* outside the range of his attacks, we increase the accuracy of our Charges. Launching missiles takes a while to wear down your enemy. That being said it isn't the most efficient way of downing him.

x-----x

| KUT-KU RAGE! |

x-----x-----x

Weapon Type: Light Bowgun	Load Lv: 1 2 3
Weapon Attack: 180	Normal S: 9 9 12 Flame S : 4 - -
Reload: Very Slow	Pierce S: - 3 - Water S : - - -
Recoil: Moderate	Pellet S: - 4 - Thnd S : - - -
Affinity: 10%	Crag S : - 1 - Freeze S: - - -
Slots: N/A	Clust S : - 1 - Drgn S : - - -
Added Effect: Defense +8	Recov S : - - - Tranq S : 2 - -
	Poison S: 3 1 - Paint S : 2 - -
	Para S : - - - Demon S : - - -
	Sleep S : - - - Armor S : - - -

| Method:  
| Pursue Yian Kut-Ku until you've acquired a Giant Beak and two  
| Kut-Ku Ears. Then hunt it's blue counterpart for four Blue Kut-Ku Shells.  
| Finally, you'll need two Alluring Hide which comes from Red Khezu.

| Challenge Rating: Average-Hard

x-----x

x-----x

| YIAN KUT-KU CANNON! |

x-----x-----x

Weapon Type: Heavy Bowgun	Load Lv: 1 2 3
Weapon Attack: 216	Normal S: 9 9 12 Flame S : 4 - -
Reload: Very Slow	Pierce S: - 3 - Water S : - - -
Recoil: Moderate	Pellet S: - 4 - Thnd S : - - -
Affinity: N/A	Crag S : - 1 - Freeze S: - - -
Slots: One	Clust S : - 1 - Drgn S : - - -
Added Effects: Def +6	Recov S : - - - Tranq S : 2 - -
	Poison S: 3 1 - Paint S : 2 - -
	Para S : - - - Demon S : - - -
	Sleep S : - - - Armor S : - - -

| Method:  
| If you've been farming Yian Kut-Ku you should have the eight Kut-Ku Shells  
| and six Kut-Ku Scales you need for the first requirements. You'll then need  
| five Flabby Hides (Khezu) and ten Large Monster Bones (Cephadrome.) It's

| actually difficult to get these from a Cephadrome since they give out only  
| one per capture. You can wait until after you've fought Daimyo Hermituar to  
| get them and instead opt for Sand Diver.

| Challenge Rating: Hard

x-----x

Light Bowgun Shells: Flame S, Pellet Lv2, Normal Lv2

Heavy Bowgun Shells: Flame S, Pellet Lv2, Normal Lv2

Should Shogun commit to Ceiling Crawl, lay waste. Have a holiday when it comes to pegging him. Break out your finest Shells and open fire. Knock him down and you'll have time to unload your shells. And should you have Para, or Sleep shells the better.

For Heavy Bowguns, pay extra attention . It's lack of mobility makes it the least likely to avoid attacks. Blocking with that tiny shield costs health, so make each hit count.

o=====o-----o  
| Question \ Final thoughts? |  
o=====o-----o

Shogun is an offensive fighter, lacking the proper range with many of it's attacks. Don't underestimate him though. A few swipes is all he needs to reduce your health to ribbons.

^~~~~~^  
---| --- [7.5.4] Elder Quest --- |---  
---| ~~~ Basarios ~~~ |---  
v~~~~~v

"It's not just a boulder! It's a rock! It's a rock."

~SpongeBob SquarePants

o=====o-----o  
| Question \ What is Basarios? |  
o=====o-----o

Another new wyvern type is introduced, Rock Wyverns. Gravios and Basarios fall under this category, however the they are encountered at different times, come with different sizes and attacks. Which forced me to split them into two sections. Their peak difference is that Basarios is smaller, allowing you to evade his attacks.

Now, what do I mean by Rock Wyverns? Generally, they are creatures that carry rocks the size of boulders on their bodies. Their hide can make most weapons bounce off with ease. Meaning you'll need ESP or Blue Sharpness in order to cut through. And in Rage Mode, their gain even more protection. What's the solution? With such a strong defense we must exploit the natural ESP of our weapons. That could mean bringing a Hammer or a Greatsword to unleash a Charge. You could bring a Bow or Bowgun with the ability to pierce. Weapons like Dual Swords, and Longswords need a new level of Sharpness or ESP in order to count. Even then, your still hacking with a less effective weapon.

Most effective attacks: Stomach, Feet

Most effective element: Water, Dragon

Susceptible Status Ailments: Sleep

Susceptible Bombs: None

Susceptible Traps: Stun Trap, Pitfall

Breakable Parts: Tail, \*Stomach Area

Near Death When: \*\*Flees then reburies self in Rest Area.

\*Note: The Stomach area is breakable. When done, a patch of flesh will appear which will allow greater damage when attacked with either weapon type. Even better if you're carrying Water or Dragon element.

\*\*Note: Noteworthy behavior, Basarios is difficult for beginners to find. Reason being is that he buries himself to resemble a rock. With a combination of Psychoserum and Paintball throwing you can stir him awake.

Side-Note: Staggering Basarios is like a mosquito bite. He'll shake it off momentarily then go back to his business. It's not smart to rely on it.

```
o=====o-----o
| Question \ What attacks does it have? |
o=====o-----o
```

Bite:

A simple Bite. Same motion, same shoddy range.

Hip-Check:

Depending on your enemies size, this can be overwhelming. This is his main attack, if you manage your way around this, you'll do fine. Since his head sticks out at the same angle, it's possible to counter-attack. Though, your Wyvern's head is much harder then the average.

Overshot Tackle:

Even if you're far away, our foe will perform rush at you. Because of his size, this covers a wider area. He'll usually perform his own version of "Tail Sweep" right after. This is done in order to prevent Hunters from ambushing him from behind. Why? Because Basarios always overshoots his mark.

You can time a Whetstone, a Potion, a lot of things between the time he tackles and when he recovers. The cons are that since he overshoots, he'll try another Tackle, and another...it can get tedious.

Tail Wag:

The follow-up move of our enemy after performing a Tackle. Simply put, our foe will wag it's tail in a left-right pattern until it comes to complete stop. The more time that goes by, the less strides it'll make.

High Roar:

Our foe will emit a roar. You've dealt with this before right? With High Grade Earplugs we can score a few moments to attack. If you don't have a blocking weapon or Earplugs, just position yourself behind your enemy and hope for the best.

Fly:

Our craggy foe will kick up into the air, stirring up Wind. Shortly he'll drop back down. This acts like an Anti-Melee move then anything. You've seen this before and Yian Kut-Ku as well.

Sleep Gas:

Though rare, our foe will release a grayish gas from all sides. If you're hit, you'll fall asleep. It's one of our foe's best anti-melee move.

This move is block-able via Guard Inc. only.

Miasma:

The most disturbing move in Basarios arsenal. He'll crouch then summon a toxic cloud of poison. If caught, you'll get knocked back and poisoned. Antidotes are a must!

This move is block-able via Guard Inc. only.

Rage Mode:

The usual speed increase is traded for defense along with attack.

Basarios Beam:

Sometimes, Basarios will strain it's body and attempt to fire a beam. This rarely works, most of the time a wisp of light will appear at the base of it's mouth. Followed by a sound effect. However when it does work, it can take a chunk of your health. By far, one of the most dangerous, yet linear moves you'll encounter in Elder Rank.

This move is block-able via Guard Inc. only.

Fireball:

Taking a play right out of Yian Kut-Ku's book, Basarios will fire a single, linear fireball. It has a deadly explosive effect, so keep out of it's way.

```
o=====o-----o
| Question \ What weapons should I bring? |
o=====o-----o
```

Before we cover our foes, I need to reiterate.

ESP.

The Dual Sword, Greatsword, Longsword, Lance, and Gunlance all need this skill or Blue Sharpness in order to pierce Basarios hide. For some odd reason, Sword and Shield is a minor exception to this rule. Allowing you to strike it's stomach. The main choices for Melee are narrowed to Sword and Shield, Hammer, and to a lesser degree the Hunting Horn. Since I'm a son-of-a-gun when it comes to weapon tactics, the following will be written under the presumption that you have the skill.

...You don't by the way. The earliest chance you get of obtaining this skill is from Death Stench. Later on, you can send Trenya to the Desert for 300/500/1000 Pokke Points, you can occasionally pick up an item called "Sinister Cloth." This will unlock the armor pieces of Death Stench.

```
x-----x
| Sword and Shield, Dual Swords! |
o=====o
```

```
x-----x
| FROST EDGE +! |
x-----x-----x
| Weapon Type: SnS
| Weapon Attack: 182
| Element: Ice 280
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: N/A
| Slots: One
| Path:
| Frost Edge --> Frost Edge +
|           Or
| Hunter's Dagger --> Hunter's Dagger + -->
```



Frost Edge --> Frost Edge +

Method:

Not a hard weapon to make. I would prefer you forge the Frost Edge right off instead of building from scratch. Improvement requires two Machalite Ore, and you may not have access to those. If you do, then you'll need Blango Pelt as well as Ice Crystals. The main Material is Ice Crystal, you'll need a total of twenty-three in order to forge Frost Edge then improve the Frost Edge +. If you forge outright, you'll need eight Iron Ore (Volcano Gathering plus Pokke Farm), five Giaprey Scale (Giaprey, duh), three Knife Mackerel (buy from Old Lady or Fishing Spots). Then for Frost Edge + you'll need your remaining Ice Crystals (you should have fifteen), two Blangonga Fang (shatter the fangs of the Blangonga,) and two White Monoblos Shell. Okay, maybe it's hard.

The Frost Edge + is the best weapon available to handle Basarios. Not the very best, but the best available to us at the time. That is taking into fact you're going by the order I've given out these quests. If you choose to farm Kushala Daora for Elder Dragon Blood, you can forge Eternal Strife which is much better.

In general, the Frost Edge + can be helpful when it comes to your Ice SnS needs. Back in Monster Hunter Freedom 2, this weapons path was considered one of the best. While it's value has been dampened, you can still take advantage.

Challenge Rating: Average

x-----x

Your strategy should focus on evasion rather than attack. Our aim should always be for the stomach. Hitting the tail depends on the size of your monster. You have split seconds during the recovery time of some attacks to whack it. In the end, severing Basarios tail is a project.

We're allowed a little latitude however anything below green sharpness will bounce off. Take time to sharpen when he Tackles. Just position yourself out of his line of fire, it's not difficult when further away. When he Roars, you Guard (if you don't have HGE.) When he uses Miasma, you'll need to roll twice away to evade. And as usual, look for other opportunities to rack up damage while avoiding taking any yourself.

x-----x

CUTLASS!

x-----x-----x

Weapon Type: Dual Swords  
Weapon Attack: 168  
Element: Water 150  
Sharpness: Green (No Blue with Sharpness +1)  
Affinity: N/A  
Slots: One  
Path:  
Bone Scythe --> Bone Scythe + -->  
Chief Scythe --> Cutlass

Method:

You'll need four Plesioth Scale, two Cephalos Fin, and four Knife Mackerel. ...I recommend you find another weapon type.

Challenge Rating: Hard. With ESP or Blue Sharpness Average-Hard.

x-----x

Now the problem here, is that the best Water Dual Sword (for your level) is Cutlass. If you're a die-hard Dual Sword user (it's cause Kid has them right?) then it's what you're looking for. I don't care for it, as it's usefulness is limited to Elder Rank (branch stops at Cutlass +) and it ain't wholly powerful. I would suggest another method of bringing down your foe.

```
x-----x
| Greatsword, Longsword! |
o=====o
```

```
x-----x
| PLESIOTH WATERSWORD! |
x-----x-----x
| Weapon Type: Greatsword
| Weapon Attack: 576
| Element: Water 390
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
| Bone Blade --> Bone Blade + --> Bone Slasher
|   --> Finblade --> Plesioth Watersword
|
| Method:
| You need three Plesioth Fins, four Plesioth scales and one Mega Demondrug
| (see [4.2.5] for ingredients.) If you don't have Pale Extract, I suggest
| going after Khezu as well.
|
| Challenge: Hard. With ESP Average.
x-----x
```

A few things you should know about Basarios. Since he "buries" himself, it's possible to sneak a Charge on him. You must keep your distance or else he'll pop up and send you backwards. It's up to you to decide when to Charge; at times you'll be limited to Unsheathe Attack (Tackle.) The best time you'll have to unleash a charge is when your foe is turning around. It's possible to combo under your foe during Tail Whip. In fact, you can do the most damage that way.

Size is important here. Their "gas" attacks depend on the size of your enemy. It's possible to strike the Tail just outside the "hit-zone." Measure the length of the gas and place yourself just outside it, then aim for the tail. With this in mind, you can score a fully Charged attack. Allowing you to eventually sever the tail. We can still exploit this move even with the tail gone. Switch to the wings.

I love Fly. Your enemy is literally giving you the opportunity to unleash a Charge. With skill and a little luck, you can maneuver yourself just out of their reach. Overall? There are many chances to snag hits, left and right, your blitzing will ultimately result in your foes end.

```
x-----x
| EAGER CLEAVER! |
x-----x-----x
| Weapon Type: Longsword
| Weapon Attack: 624
| Element: Thunder 250
| Sharpness: Green Sharpness (No Blue with Sharpness +1)
| Affinity: N/A
| Slots: N/A
```

```

| Path:
| Iron Katana --> Iron Katana "Grace" -->
| Iron Katana "Gospel" --> Eager Cleaver
|
| Method:
| Fifteen Iron Ore, twelve Machalite Ore, fifteen Earth Crystals. Not exactly
| taxing requirements. If you've been following my advice, then you've
| accumulated lots of Ores from Volcano - Gathering Quests. If not, then nows
| the time to gather what you need.
|
| Why Thunder element? Because the choices in elements for your level is
| lacking. All three Wyvern types carry a slight weakness to Thunder, Basarios
| the most. Plus, Eager Cleaver is easier to forge. The only flaw is that
| Thunder element damage doesn't increase when the stomach is broken.
|
| Challenge Rating: Impossible without ESP.
x-----x

```

If you find ESP, wake Basarios up with a Back-sweep, without taking damage. With either, you should focus on the stomach area. When the "gas" attacks are used, try to swat the wing. The range of the Longsword allows opportunities for attacks. Our method is pretty simple, wreak the stomach and unload as many Spirit Combos as you can. Avoid his attacks, try to tag your foe during a Hip-Check (like we did with Plessy.) You're safer hacking at his wings though, that overhead slash can do wonders.

```

x-----x
| Hammer, Hunting Horn! |
o=====o

```

```

x-----x
| IRON STRIKER +! |
x-----x-----x
| Weapon Type: Hammer
| Weapon Attack: 832
| Element: N/A
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
|           War Hammer --> War Hammer +
| War Mace --> Iron Striker --> Iron Striker +
|
| Method:
| You'll need five Dragonite Ore (Volcano Gathering), eleven Malchalite Ore
| (covers the requirements for Iron Striker) and a few base materials to forge
| this weapon. Not to mention ever-so-useful. Iron Striker's Path leads to the
| second strongest Hammer in-game, Juggernaut.
|
| Challenge Rating: Average
x-----x

```

Because of our Hammer Charge, we're not effected by the level of Sharpness. The key to our strategy against Basarios is to beat down the stomach. Of course dealing the "gas" attacks remains the same. Trace the outside of the "Area of effect" then unleash a charge on the wing, going for the tail is trickier. Look for opportunities to unleash a charge. With Basarios Beam, he's literally inviting you to take him out.

Because of the rate of stamina consumption, I recommend taking a few Power

Juices if not already. I'd also like to take the opportunity to show a trick.

#### Diagram #14 - Overshot Tackle

```
=====
====X=====
====|=====
====|=O=====
====v=====
=====
```

#### Legend:

X - Basarios and path of Tackle.

O - You.

When Basarios rears up for a Tackle, you can maneuver yourself past his linear hit-zone and position yourself just outside. If you correctly get the timing, you can unleash a Charge as Basarios is in motion. This can be applied to Gravios later on. Once you've smashed his stomach apart, Basarios is vulnerable to Triple Pound. Take advantage of this.

```
x-----x
| SONIC GLASS +! |
x-----x-----x-----x
| Weapon Type: Hunting Horn
| Weapon Attack: 728
| Element: N/A
| Sharpness: Blue (White with Sharpness +1)
| Affinity: 10%
| Slots: N/A
| Notes: White, Yellow, Green
| Path:
|     Bone Club --> Cyclo-Hammer -->
|     Skull Crusher --> Skullcrusher +
|     --> Sonic Glass --> Sonic Glass +
|
| Method:
| Obviously we start with Bone Club.
| For Cyclo-Hammer you'll need three Brute Bone (Blango) and three Sm Monster
| Bone. For Skullcrusher, you'll need two Med Monster Bone, eight Sharp Claws
| (Conga, Hermituar), and Monster Fluid which can be carved from Vespoid and
| Hornetaurs. Finally, we need to gather one Vespoid Abdomen, four Vespoid
| Shells, and four Hornetaur Shell. If you skipped the Hornetaur armor
| section, you should know you need to make Poison Smoke Bombs in order to
| kill them without shattering their bodies. Finally comes Sonic Glass +,
| which requires twenty Vespoid and Hornetaur Wings. The three Hercudrome can
| be found in the Volcano, Area 2.
|
| I'm going to be straightforward. The Sonic Glass path can lead to one of
| best Ice elemental Hunting Horns in-game, Queen Vespoid Hunting Horn. If
| you're big on Hunting Horns, then it's a weapon worthwhile.
|
| Noteworthy Notes:
| (Recover Speed[Small]) -- Green --> Green --> Yellow (1 Min.)
|
| Challenge Rating: Average-Hard. White, White --> White, White for ESP.
x-----x
```

The natural ESP of our Hunting Horns allows us to combat Basarios. It isn't the most effective weapon, but good nonetheless. The Super Pound has super lag, so

at times you'll limit yourself to overhead swings with Triangle. The Super Pound is useful for Basarios "gas" attacks.

In Diagram #14, you can substitute Super Pound for Hammer Charge. It's a little easier to execute as you don't need to Charge up. The biggest problem you'll have in battle with Basarios is when your songs wear off. Flute Expert eases this, but be prepared to enter Recital Mode. Pick your moments, like when he performs his tackle, or tries to fire off a humorous Basarios Beam. The constant hard-hitting attacks should level Basarios in no time.

```
x-----x
| Lance, Gunlance! |
o=====o
```

```
x-----x
| INCESSANT RAVEN! |
x-----x-----x
| Weapon Type: Lance
| Weapon Attack: 368
| Element: Poison 80
| Sharpness: Green (Blue with Sharpness +1!)
| Affinity: N/A
| Slots: One
| Path:
|   Long Horn --> Longhorn + -->
| Barbaroi Tusk --> Incessant Raven
|
| Method:
| You could follow the path or make it on the spot. The difference here is the
| cost and quality of the materials needed. Can you farm three Garuga Tails?
| If the answer is yes, then forge from scratch. If you can only wrangle one,
| and you have a Barbarioi Tusk on standby, that works too.
|
| I know, I know. After exploiting the Garuga glitch in Monster Hunter
| Freedom, you feel reluctant to take up the Lance. Long ago, I was
| responsible for the same thing. I've put my demons to bed now; it was past
| their bedtime anyway. Zing!
|
| Challenge Rating: Average-Hard with ESP or Sharpness +1
x-----x
```

```
x-----x
| HELLSTING! |
x-----x-----x
| Weapon Type: Gunlance
| Weapon Attack: 322
| Element: Ice 250
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: 10%
| Slots: One
| Shells: Spread Lv.1
| Path:
| Bone Gunlance --> Great Bone Gunlance -->
|   Wyvern Bone Gunlance --> Hellsting
|
| Method:
| The main materials here are Blango and Blangonga parts. I'd rather Forge
| then go through the Path. Blangonga Fangs (2x) aren't impossible to acquire,
| and twenty Blango Pelt, two Giant Bone, and ten Sharp Claws are quite common
| on enemies. You may need to topple a few Bulldrome for Giant Bone, but
```

| that's nothing compared to later material gathering.  
|  
| Challenge Rating: Average-Hard with ESP or Sharpness +1  
x-----x

In this battle, both weapons carry similar methods of attack. Go for the stomach, when you sense a "gas" attack coming you'll want to vacate. Lancers can Back-hop (3x) to evade, but Gunlancers will have a tougher time. The good news is that you can block Hip-Check, and most other attacks with ease. Now for the bad news, avoid the unblock-able Basarios Beam. Yeah, it's funny to see him try it, but on the off-chance that baby pops out, no amount of blocking can save you.

It's difficult to peg the tail, but the Overhead Swing of a Gunlance can ease your troubles. Both weapons are more than capable of slicing off the Tail, however it requires precision. Overall, the Gunlance is better suiting for this. Wyvern Fire is a great way of shattering stomach protection, and a funny way of waking Basarios. You can even plant a few Barrel Bombs as he rests underground!

If I had to choose one or the other, it'd still be the Lance. You really can't beat Back-Hop. I've found it a valuable ability during combat. On the other hand, Lance Charge can't compare with Wyvern Fire. I guess, in the end, it's how you play.

x-----x  
| Bow, Bowgun! |  
o=====o

x-----x  
| DAIMYO'S WARROW III! |  
x-----x-----x-----x  
| Weapon Type: Bow  
| Weapon Attack: 180  
| Element: Water 120  
| Affinity: N/A  
| Slots: Two  
| Coatings: All but Razor  
|  
| Charges Levels:  
| Charge Lv1: Scatter Lv3  
| Charge Lv2: Scatter Lv3  
| Charge Lv3: Pierce Lv3  
| Charge Lv4: Rapid Lv4  
|  
| Path:  
| Daimyo's Warrow I --> Daimyo's Warrow II --> Daimyo's Warrow III  
|  
| Method:  
| Piggy-backing off of your recent kills you'll need two Ceantaur Claws, three  
| Green Plesioth Scales, and four Medium Monster Bones to forge Daimyo's  
| Warrow II. Through that, gather six Black Pearls, four Hermituar Claws, and  
| two Twisted Horns (Break Diablos Horn) to make Daimyo's Warrow III.  
|  
| A good weapon eventually beaten out by Dragonhead Harp in elemental attack.  
| The parts necessary for forging are quite common. All except for two Twisted  
| Horns, requiring you to shatter Diablos Horn. Happy Hunting!  
|  
| Challenge Rating: Low  
x-----x

Being that all of Basarios moves are anti-Melee, you're in the clear with a Bow. With Hornet's Armor, you can block High-Roar. The only ranged attacks in his arsenal are the non-homing Fireball and Basarios Beam. Overshot Tackle can get annoying but only that.

Your method of attack is clear. Aim for the stomach, break it, then break Basarios. Keep in the same counterclockwise motion discussed earlier in the guide, and you'll be safe. Should you not be wearing armor with High-Grade Earplugs, and you happen to get trapping in High Roar. Try to maneuver behind Basarios, and preempt his Roar. That's about it. You'd be amazed how fast you can take down Gravios once you got the timing.

x-----x

| JADE STORM! |

x-----x-----x

Weapon Type: Light Bowgun	Load Lv: 1 2 3			
Weapon Attack: 132	Normal S: 6 3 -	Flame S : 3	-	-
Reload: Normal	Pierce S: 2 2 2	Water S : 3	-	-
Recoil: Moderate	Pellet S: 2 2 2	Thnd S : 3	-	-
Affinity: N/A	Crag S : 1 1 1	Freeze S: 3	-	-
Slots: N/A	Clust S : 1 1 1	Drgn S : -	-	-
	Recov S : 3 3 -	Tranq S : 2	-	-
	Poison S: 3 1 -	Paint S : 2	-	-
	Para S : 3 1 -	Demon S : 1	-	-
	Sleep S : 3 1 -	Armor S : 1	-	-

| Method:

| It was this, or Lobster Gun. I prefer Jade Storm because of it's Clust/Crag potential. Either weapon can pack a punch, plus, it's versatile, allowing you access to most ammunition. The downside is that if you plan on using anything other then Normal or Clust/Crag you're going to reload every two shots.

| You'll need six Green Plesioth Scales (common drop), five Machalite Ore (Mining point or Volcano Gathering), three Springnight Carp (common fishing spots, or Fishing Pier at Pokke Farm), and last but not least three Plesioth fins.

| Challenge Rating: Low-Average

x-----x

x-----x

| METEOR CANNON! |

x-----x-----x

Weapon Type: Heavy Bowgun	Load Lv: 1 2 3			
Weapon Attack: 216	Normal S: 6 6 9	Flame S : -	-	-
Reload: Fast	Pierce S: 4 4 4	Water S : -	-	-
Recoil: Moderate	Pellet S: - - -	Thnd S : -	-	-
Affinity: N/A	Crag S : 1 1 1	Freeze S: -	-	-
Slots: Two	Clust S : - - -	Drgn S : -	-	-
	Recov S : - - -	Tranq S : -	-	-
	Poison S: - - -	Paint S : -	-	-
	Para S : 3 - -	Demon S : -	-	-
	Sleep S : 3 - -	Armor S : -	-	-

| Method:

| \*Whistles\* Forty Iron Ore, Twenty Machalite Ore, fifteen Dragonite Ore, and one Fire Stone. All obtainable via Volcano Gathering Quest. You should cycle that with Mining Points at Pokke Farm for maximum obtainably.

| Why Meteor Cannon? It's pretty darn good, requiring only Ores to forge and  
| packed with Clusts. Sleep and Para are invaluable if you're trying to  
| Sleep-Para Bomb Basarios (and I'd recommend you do.) Moving on.

|

| Challenge Rating: Low-Average

x-----x

Not much cover that hasn't already been. Keep out of Basarios reach and tackle.  
Time your reloads and shots with recoil. Use the ole "counterclockwise" rotation  
and as always don't get greedy. Once again, for Heavy Bowguns, don't count on  
the shield for anything besides High Roar.

o=====o-----o

| Question \ Final thoughts? |

o=====o-----o

Basarios is a tough customer that focuses on defense rather than offense. A  
difficult monster to handle with any weapon. And like all, he takes time to get  
used to. You'd better, 'cause Basarios is an infant compared to it's cousin  
Gravios.

```
^~~~~~^  
---| --- [7.5.5] Elder Quest --- |---  
---|   ~~~ Kushala Daora ~~~   |---  
v~~~~~v
```

"The bitter black wind begins to howl"  
~Magus, Chrono Trigger

o=====o-----o

| Question \ What is Kushala Daora? |

o=====o-----o

Funny name, I know. Daora is different from the Wyverns you've encountered  
before. He can't be captured, or trapped. In fact, the best you can hope for is  
stagger and Flash Bombs.

Kushala Daora is an Elder Dragon.

The Elder Dragons belong an ancient bloodline. They have the unique ability to  
flee battle once they feel their lives are threatened. Daora shares this trait.  
It's possible to lay waste to an Elder Dragon before it flees. However in most  
cases they flee, simply take flight and don't come back. What does this mean to  
you, the hunter? It means quests are split into two. That's right, Daora has  
another quest. Each quest serves a single purpose, to deplete an Elder Dragon's  
HP. Later on, during HR4 - HR9, it's possible to transfer damage onto these  
quests.

This "fleeing" mechanism is also Capcom's little way of allowing Elder Dragons  
tons of HP. An Elder Dragon fleeing is merely the hiatus. Depending on how  
you've fought till now, most battles have taken around twenty-thirty minutes  
right? If we were to fight an Elder Dragon an entire round, you'd go over the  
clock. Not in all situations, but later on this conclusion becomes more and more  
likely.

Allow me the privilege of side-tracking. I believed I've earned it. Daora has  
become a "wall" of sorts, the impassible barrier. This headache can be countered  
through studying his motions. Just like any monster. The obstacles you encounter  
from now on attribute to two factors. One, you lack the proper weaponry or  
equipment to make an accurate offense. This is commonly do to ignorance, or pure



laziness. The second, and generally common reason, is that you lack basic skills necessary to take your wyvern down.

The purpose of this guide is show you have to combat the overgrown suitcases called Wyverns. Victory by an inch isn't winning. You can't properly farm if you can't properly kill.

"Wait, Darksun. I don't plan on farming this Wyvern for materials!"

You're state of naiveté is adorable. There will always be a need to farm Wyverns. Not just this one. It doesn't matter what it's for, what matters is that you still have to kill it. And kill it effectively you must. So why not take the time to study your Wyverns moves? Why not avoid the pain of backtracking when you can make the time to get better now? That, or risk becoming a Wyverns plaything later on. The choice is up to the Hunter.

Most effective attacks: \*Head/Neck (Impact/Cutting), Stomach (Impact)

Most effective element: Dragon (Thunder is a good substitute)

Susceptible Status Ailments: \*Poison, Stun (twenty-second duration)

Susceptible Bombs: Flash Bomb

Susceptible Traps: N/A

Breakable Parts: Tail, Wings, \*\*Horns

Near Death When: Flees Area, but usually is preparing to run away. Limps but rarely.

\*Note: Kushala Daora has the ability to coat itself in Wind. This makes Melee utterly frustrating. During this mode his defense spikes a bit. The only way to counter Kushala Wind is by Poisoning him and/or making him flinch. Even then, those are temporary measures.

\*\*Note: Break the Horns to cancel Daora Wind (See below)

```
o=====o-----o
| Question \ What attacks does it have? |
o=====o-----o
```

Remember when I said that your battles with Elder Dragons are two-front? I wasn't kidding. Daora shifts between the Jungle and Snowy Mountains. His attacks are drastically effected by this. The Elder Dragons possess a kinship, a bond with an element of nature. His is wind.

Daora is able to command the majesties of gust into a furry unheard of. It's bitterly annoying, and without the proper skills (which you don't have access to) can ultimately lead to your downfall. Which leads me his first "mode", Daora Wind.

Daora Wind:

At one point, be it the battle's beginning or during a Roar, Daora will summon wind. I'm not talking of the wind that Wyverns emit when beating their wings. I speak of a coat of gale surrounding his body. The hellish trait of this "wind armor" is that it does not vanish on it's own. You're required to put this beast under a status ailment or cause him to stagger. Entire strategies are formed around this basis. To cause Daora to stagger. Breaking off his attacks breaks Daora Wind and allows you to attack.

There are several ways to cancel Daora Wind. Flash Bombs, Poisoning, and of course staggering. These of course, are temporarily. In order to cancel this attack completely, you must break his horn.

If that wasn't crazy. Daora's mastery of wind allows him to take the fight mid-

air. In a later section, I will discussing the "fly mode", Daora Air, whatever you want to call it. I call it annoying. For now, we're going to cover Daora's moves while grounded. Some attacks will have attachments, noting the additional annoyances of the tundra.

#### Alert Roar:

Daora will jump on it's hind-legs and emit a sharp cry. Usually throwing you off balance. I've noticed the distance of this attack has short range. Chances are, it's because his head is raised when committing. Cutting the area of effect to right in front of him.

#### Back-Leap:

This generic sounding name is one of Daora's favorite moves. Our scaled foe will brush-backwards and commit a taunt before chaining an attack. I've found the following information noteworthy.

Back-Leap is commonly chained with three other attacks, Rush, Air Bullet, and Quick Roar.

#### Rush:

Rush is just that, it is a immediate tackle that occurs without warning. The careless Hunter will take the most damage, get hit the most times, and most likely get KOed because of this move. It is lag-less, and there is no tell for it. The good news? It only happens when in front of Daora. Avoidable right? The bad news is that in order to effectively combat the Elder Dragon, we have to attack the head.

It's true, you could play it safe, go for the sides and avoid the swipes. And in the beginner's case I suggest you do. I've always found attacking the head an easier, if not sensible, route.

#### Air Bullet:

Daora will send out a concentrated bullet of air, hence the term coined "Air Bullet." In environments other then the Snowy Mountains, it'll blast you away. It's a linear attack but because of it's wide hit-zone it's something to watch out for.

For the Snowy Mountains, the icy tundra will blanket the wind transforming it into a ball of ice. Monster Hunter's own Blizzaga. Should you have the misfortune of getting caught, you'll be encased in Ice. Hence my suggestion, Thawing Agent.

Ah, what a double-edged sword. There is a point of lag, after the firing of an Air Bullet where you can strike. Look for it, and take care not to get hit by the next attack.

#### Quick Roar:

Starting with the list of annoyances ranks Quick Roar. It gets it's name from the fact that, no matter how prepared you are, Daora can emit a roar at any moment. With the same animation as Alert Roar, the difference between the two is that Quick Roar happens during combat. While having a "tell" our foe works it so fast that you barely have to time to block the blow.

#### Swipe:

A short-ranged claw swipe using either the left, or the right front-legs. Primarily used to stop close-ranged Melee oriented attackers.

Short list of attacks I know. Combined with Daora Wind, plus the chaining of Back-Leap --> Rush, Back-Leap --> Air Bullet, Back-leap --> Quick Roar makes for challenging combat. We arrive at the "alternative" phase of combat. Aerial

Combat.

#### Fly Mode:

Probably the most unique attack form in this game comes from Daora's Fly Mode. Your method of attack must rely on overhead swings in order to hit. Most weapons will be able to tag Daora's legs as they dangle from above, tail as well. While that is your method, remember that Daora Wind applies to Fly Mode as well.

You'll notice the kick in Daora's step as he is allowed to maneuver in every-so-direction without much trouble. That includes side-gliding. This coy motion throws the Hunter off 'cause he cuts in front of you. Ready and willing to blindside you with one of several joyous attacks. Huzzah.

#### Dive:

Daora will nose-dive mid-air attempting to snag you in it's wake. By staying out of his front, you can avoid it's hit-zone. I've noticed that Daora ends up facing the wrong direction. Like Basarios when using Overshot Tackle. Often prompting a turn around.

#### Slam:

Daora leg's will kiss the ground, stirring bits of gravel and rock. While trivial at best, he has amazing recovery time. And before you know it, he's switching to a deadlier attack.

#### Back-lash:

Should you happen to posses the gull to maneuver behind Daora, you'll meet a rather disturbing counter. The Back-lash is only used when positioned at his rear. This acts as a warning to all who think getting behind an enemy is the key to victory. This is where you put your Crisis Core notions to bed.

Daora will also slap his tail across the back of your head. While a separate move altogether, it didn't seem to deserve it's own section. Since it contributes to the whole "take-me-from-behind-and-you'll-be-sorry" bit.

#### Air Bullet (Fly Mode):

Daora will fire a concentrated bullet of air from on high. Expect the same lag time.

#### Blaster:

Coo-coo Bananas I say! This attack is by far the deadlier of Daora's arsenal. He'll fire a steady stream of concentrated air, then sweep it left and right as if dousing a fire. And being the flames that so irk him, expect to be hit.

What not to forgot is where his left and right are. 'Cause being air-born, he'll often change that direction.

I'd also like to note, that Daora will signal it's landing. RaX from Minegarde has told us of the events in which this occur. The first is after performing Blaster, or at least the longer version of the attack. The second occurs after performing Slam twice in a row. It will instantly land after this.

Eventually, Daora will touch base with the ground. You can hasten this by applying a Flash Bomb, or shooting him down with Clusts. Either way, happy times are had by all. It should also be noted that Blaster, when used in the Snowy Mountains, can trap you in Ice.

Sometimes, Daora will chain an Air Bullet before going aerial. Not only does this take you by surprise, but it possess not a single "tell."

| Question \ What weapons should I bring? |  
o=====o-----o

Let me explain the situation. For the longest time, you've encountered monsters with features different to that of Daora. The usual "aim-for-the-head" dogma is applied religiously as it knocks him off his rocker. The problem lies in the fact that his head is quite slender and small. Till now, you've been fighting monster's like Kut-Ku, Khezu, and Plesioth. All of which have decent shaped noggins. Daora's body is more slender, similar to the European dragon. Like an arrow with a small tip for a head. Not to say our foe is deformed, no, but not easy to land a blow.

Which is why most aim for the sides, where they only have to fear Daora's Swipes and the Daora Wind. Clever players come ready with Poison. While it works, the "elite" prefer the less complicated thrashing of the head.

And why not? By attacking the head, we stagger Daora. Screaming in agony, he'll fall unto the ground and thrash about for several seconds. Seconds you can use to pay homage to the head, thus building up for the next stagger.

x-----x  
| Sword and Shield, Dual Swords! |  
o=====o

x-----x  
| THUNDERBANE! |  
x-----x-----x  
| Weapon Type: SnS  
| Weapon Attack: 168  
| Element: Thunder  
| Sharpness: Green (Terrible Sharpness without Sharpness +1)  
| Affinity: 0%  
| Slots: One  
| Path:  
| Hunter's Dagger --> Hunter's Dagger + -->  
| Assassin's Dagger --> Thunderbane  
|  
| Method:  
| The four Rubbery Hide you need come from Gypceros (non-Purple), the three Lg  
| Monster Bone come from Blangonga, and the two Electro Sacs come from Khezu.  
| What does this make? A crappy weapon. Thunderbane is terrible SnS 'cause it  
| lacks decent sharpness. Which means you'll be sharpening periodically to  
| return it to the green. Skills like Sharp Sword and Sharp Skl Inc help, but  
| Sharpness +1 is key.  
|  
| Challenge Rating: Average-Hard  
x-----x

Or...

x-----x  
| DEADLY POISON! |  
x-----x-----x  
| Weapon Type: SnS  
| Weapon Attack: 168  
| Element: Poison 360  
| Sharpness: Green  
| Affinity: N/A  
| Slots: One

```
| Path:  
|   Hunter's Dagger --> Snake Bite -->  
| Snake Bite + --> Hydra Bite --> Deadly Poison  
|  
| Method:  
| I prefer forging Hydra Bite from scratch. You're going after Iodrome to get  
| these parts anyway. You'll need a total of eight Iodrome Hide, seven Ioprey  
| scales, four Poison Sacs, four Sm Monster Bones, five Dragonite Ore, and one  
| Iodrome Skull.  
|  
| KyrieRain of the Minegarde forums has suggested Deadly Poison in the stead  
| of Thunderbane. Since Poison disables Daora Wind, why the hell not? And who  
| doesn't enjoy carrying a weapon called Deadly Poison? Hey Daora! I'm gonna  
| wreck your world with Deadly Poison! I'll cut you! I'll cut 'cha good!  
|  
| Challenge Rating: Average-Hard  
x-----x
```

The short range of the Sword and Shield deter many Hunters. For killing purposes, Thunderbane is the appropriate choice. For farming purposes later on, you should rely on Eternal Strife. Granted, the weapon's Sharpness is worse than Thunderbane, however the elemental damage inflicted with such Dragon Element is nothing short of amazing.

You have two basic avenues of approach. The aimless slashing of the head, or the easier target, the torso. As I've already mentioned, attacking the torso safer but does nothing to stop Daora Wind when it kicks up. Plus, you can't manipulate the stagger rate as well. While Daora will flinch when hit enough times in the torso area, striking the head does far greater damage.

In my case, I decided to go for the head. Where I was met with sudden, if not irritating interruptions in my routine. Mostly due to Quick Roar. I'm glad to report that with great effort I managed to sever my opponent's tail. During the overhead slash of an SnS, you can graze that tail. This is enough to cut it off. This relies on taking advantage of when Daora lands from Fly Mode. Speaking of which, you can connect with the tip of his tail with it too.

Rating the weapon overall against Daora I have to say, the ability to avoid the enemy was key to victory. I had access to fluid attacks that allowed me to evade at a moment's notice. A tactic which Daora demanded of. The constant pursuit of the head can be a tedious task, but rewarding. If you concentrate, you can fly through the fight with ease.

```
x-----x  
| PINK MARACAS +! |  
x-----x-----x  
| Weapon Type: Dual Swords  
| Weapon Attack: 224  
| Element: N/A  
| Sharpness: Green  
| Affinity: N/A  
| Slots: One  
| Path:  
|   Bone Scythe --> Bone Scythe + -->  
| Twin Kut-Ku --> Pink Maracas --> Pink Maracas +  
|  
| Method:  
| The simplistic combination of Kut-Ku, Congalala, and Blangonga parts make  
| gathering for this weapon more tedious than difficult. Good news about Pink  
| Maraca's is that with Sharpness +1 you can acquire Blue Sharpness.
```

|  
| With Dual Swords in general, expect to sharpen many times. It's a fact of  
| life that Dual Swords lose the most. Which is why skills like Sharp Sword  
| and Sharp Skill Inc are vital.  
|

| Challenge Rating: Hard

x-----x

The secret of fighting Daora with Dual Swords is simply asking yourself which moves won't get you killed. Demon Dance, while effective for staggering our foe you'll likely end with becoming air-born. Quick attacks, even as a meager as pressing the Triangle once and rolling way, are key for avoiding and defeating him.

Moments between Back-Leap can be exploited with Unsheathe Attack (Triangle + Circle.) I found scarce moments to activate Demon Dance. This is likely due to Daora Wind, which can nullify Demon Mode altogether. The trick behind the Dual Swords is building up the stagger. Performing Demon Dance while Daora is struggling to get up, builds towards the next stagger. If you can master this, you can defeat him.

Slicing the Tail is delegated to Roundhouse (Circle). Which precise aiming, we can nick it clean off. One must aim for the tail's white tip. Which dangles lower then the rest of the appendage.

Overall, I wouldn't reach for this weapon type when facing Daora. While I found the Demon Dance appealing, the quick loss of sharpness lowers the tier. Die hard Dual Sword fans (it's 'cause of Sora m'right?) can go out of their way to forge the dream set Ceanataur Armor with the necessary Artisan Gems. If you have Sharp Sword, Sharpness +1, and Sharp Skl Inc., fighting Daora with Dual Swords becomes a requirement.

x-----x  
| Greatsword, Longsword! |  
o=====o

x-----x

| RAVAGER BLADE +! |

x-----x-----x

| Weapon Type: Greatsword

| Weapon Attack: 768

| Element: N/A

| Sharpness: Green (Blue with Sharpness +1)

| Affinity: N/A

| Slots: N/A

| Path:

|       Buster Sword --> Buster Sword + -->

| Buster Blade --> Ravager Blade --> Ravager Blade +

|

| Method:

| You need a total of twenty-one Iron Ore, five Disc Stone, sixteen Machalite

| Ore, thirty Earth Crystals, and three Dragonite Ores. All of which comes

| from Volcano Gathering Quests. Extremely easy, but tedious to accomplish.

| Nonetheless the Ravager Blade + is a powerful weapon, and useful in later on

| ranks.

|

| Challenge Rating: Average-Hard

x-----x

I write this from the chill of the Snowy Mountains. Taking my Greatsword, I

trekked about seeking an audience with Daora. I was met by an Alert Roar, expected and blocked. I was not ready for his lightening fast speed. Wondering how I would counter with my heavy sword, I relied on Unsheathe attacks.

The term comes to mind, "Head-locking."

It's the method I've been describing only up till this point. Yet I did not know the name. Ironic no? Returning to our strategy, we fall onto a straightforward scenario. Unsheathe Attack, because of it's speed we can successfully crack our foe on the head, then roll aside. We do this till, wouldn't you know it, he comes crashing down. Favor Daora's right when attempting to Charge. Should your aim be accurate, you can unleash a fully Charged attack just as he recovers. And that's it.

Charging in general, while extremely useful, is terribly difficult. Your aim must be immaculate. And this takes practice; so don't feel discouraged for missing several times. Opportunities other than the stagger come from the rare manipulation of Daora turning. Since the Elder Dragon favors Back-Leap over mere turning, capturing him in one can be rather difficult.

Fly Mode is probably the most proficient time to catch Daora in a Charge. It is also the most difficult. While hovering, our foe will sometimes the ground underneath him vulnerable. At least for a short time. During which I was able to unleash a fully Charged shot and ground him. Useful for the advance Greatsword user to know. The learner will take heed of this technique and opt for mere Unsheathe Attacks. As they are far safer to perform.

Overall, the Greatsword is tricky, but like the Dual Swords, have great potential for "Head-locking." Better in fact. Besides it's naturally sluggish maneuverability, the GS is a great tool for dueling with Daora.

```
x-----x
| EAGER CLEAVER! |
x-----x-----x
| Weapon Type: Longsword
| Weapon Attack: 624
| Element: Thunder 250
| Sharpness: Green Sharpness (No Blue with Sharpness +1)
| Affinity: N/A
| Slots: N/A
| Path:
| Iron Katana --> Iron Katana "Grace" -->
| Iron Katana "Gospel" --> Eager Cleaver
|
| Method:
| Fifteen Iron Ore, twelve Machalite Ore, fifteen Earth Crystals. Not exactly
| taxing requirements. If you've been following my advice, then you've
| accumulated lots of Ores from Volcano - Gathering Quests. If not, then nows
| the time to gather what you need.
|
| We find ourselves in need of the service of this wretched blade once more.
| You'll find this familiar, as it is the exact weapon we used to fight
| Basarios (if you've been following my guide up till this point.) Now you may
| be wondering (for those transferring over from MHF2) why not Devil Slicer?
| 'Cause Devil Slicer comes with an extra requirement in order to balance out.
| Kirin Tail. Not acquirable till you start farming Kirin.
|
| Challenge Rating: Hard
x-----x
```

Delight is to him who masters this swarthy blade. As I find myself pummeled by Daora's gale more times than any other weapon I've carried. Perhaps it's the slight lag of the Unsheathe Attack. A feature I had little problem working around the mighty Greatsword. The Longsword carries great promise, in the efforts of severing my quarries tail. With it's long overhead strokes, I seldom managed to miss that which dangled down. My greatest complaint stems from the hit-zone of the Longsword.

To the novice Blademaster, the only thing more dangerous than missing, is trying to compensate. I speak of the attempt to compensate for missing. Rather than wait out the next opportunity, one who feels insecure about the damage over time may try to spam the Longsword. An endeavor that will likely get you killed. The solution to avoiding damage and achieving decent aim is to abuse the Stab attack (Circle.) We exploit this by angling ourselves to the left or right side of Daora, using the stab, then dodging appropriately.

This is cruel work that drive Hunters to use another weapon. Those that do are forgetting the best feature of a Longsword. In that, they the best weapon for severing Daora's Tail. The problem is that tricky, just too slow, overhead slash. While having the same animation as the Unsheathe Attack, you can't believe how different these two can be. Not till you've tried it.

Overall, the Longsword has it's pros and cons. The challenge is outstanding, yet the benefits balance the cons. If you prefer the Longsword, if you prefer the opting for quick movements to compensate our foe's drastic movements, then by all means, slash away. My tale is one of caution; of warning you against the sin of stupidity. The Longsword is truly one for the masters.

```
x-----x
| Hammer, Hunting Horn! |
o=====o
```

```
x-----x
| IRON STRIKER +! |
x-----x-----x-----x
| Weapon Type: Hammer
| Weapon Attack: 832
| Element: N/A
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
|     War Hammer --> War Hammer +
| War Mace --> Iron Striker --> Iron Striker +
|
| Method:
| You'll need five Dragonite Ore, eleven Malchalite Ore (covers the
| requirements for Iron Striker) and a few base materials to forge this
| weapon. Not to mention ever-so-useful. Iron Striker's Path leads to the
| second strongest Hammer in-game, Juggernaut.
|
| Once again, repeat weapons make my job easier. Copy&Pasta! Reason being we
| use Iron Striker + again is why Cinderella had a happy ending.
|
| If the shoe fits.
|
| In this case, the shoe not only fits, but is snug as a bug in a rug. Take a
| moment to realize that there are most definitely bugs crawling in your
| carpet. Jealous am I for those who have wood paneling. All you have to deal
| with are termites.
```



|  
| Challenge Rating: Average  
x-----x

You'll find many Hunter's flock to the Hammer. The truth of the matter, is that the Hammer requires less concentration. Why is this? The Hammer has an amazing hit-zone, especially when talking about Charging. The basic idea surrounding Hammer combat is Charging, maneuvering, and unleashing. The charismatic hit-zone of the Charge debunks the needless concentration needed for the other weapons. In other words, the Hammer is the lazier mans weapon.

Sure, many wax on about the generous damage that builds up. My spite with Hammers generally rests of the deep trust beginner's pour into it. They aren't aware, or simply don't care, of the millisecond lag between unleashing of the said weapon, and actual collision. Then of course, the entire second of recovery you need before cleverly rolling aside. Taken into fact, this weapon needs precise timing.

One has to admire the wrath the Hammer can inflict. Especially when attempting to "head-lock." Daora will stagger, allowing a Triple Pound. The problem? Our foe will thrash his head about. Making contact a rare occurrence. When you do find yourself in the correct position (favoring the right side) you may get lucky enough to cause KO.

Overall? A great weapon type to kill Daora, but not to farm him. The lack of Tail cutting is delegated to the item, the Boomerang. Which is the equivalent of the kid on the playground with lice. No one wants to play with him, or in the Boomerang's case, it.

x-----x  
| SONIC GLASS +! |  
x-----x-----x  
| Weapon Type: Hunting Horn  
| Weapon Attack: 728  
| Element: N/A  
| Sharpness: Blue (White with Sharpness +1)  
| Affinity: 10%  
| Slots: N/A  
| Notes: White, Red, Green  
| Path:  
|       Bone Club --> Cyclo-Hammer -->  
|       Skull Crusher --> Skullcrusher +  
|       --> Sonic Glass --> Sonic Glass +  
|  
| Method:  
| Obviously we start with Bone Club.  
| For Cyclo-Hammer you'll need three Brute Bone (Blango) and three Sm Monster  
| Bone. For Skullcrusher, you'll need two Med Monster Bone, eight Sharp Claws  
| (Conga, Hermituar), and Monster Fluid which can be carved from Vespoid and  
| Hornetaurs. Finally, we need to gather one Vespoid Abdomen, four Vespoid  
| Shells, and four Hornetaur Shell. If you skipped the Hornetaur armor  
| section, you should know you need to make Poison Smoke Bombs in order to  
| kill them without shattering their bodies. Finally comes Sonic Glass +,  
| which requires twenty Vespoid and Hornetaur Wings. The three Hercudrome can  
| be found in the Volcano, Area 2.  
|  
| Yet another Copy&Pasta! This proves Sonic Glass + a useful and capable  
| Hunting Horn for all interested in the craft. It's also pretty much useful  
| cause of it's Sharpness.  
|

| Noteworthy Notes:  
| (Recover Speed[Small]) -- Green --> Green --> Yellow (1 Min.)  
| (Heal +20 & Antidote ) -- White --> Green

| Challenge Rating: Hard

x-----x

The vigilante Impact weapon. No one could ever guess the amount of tact this weapon requires in order to successfully combat Daora. The sloth of the Hunting Horn in general makes for a challenging venture. However Hunter's will praise the Super Pound for it's slow-to-launch but quick-to-roll-away nature.

In general the Hunting Horn carries the same flaws as the Hammer. Can't cut the tail. It doesn't possess the Hammer's Charge, rather opts for the Super Pound. You don't need to Charge meaning no drain on stamina. More for avoiding and running for you life right? The myth that Daora is hard to hit during Fly Mode is laughable as Overhead Swing can nip the legs. Should you have the chance to get close enough I suggest you pursue this course with zeal.

Back-leap is a plague. And when I mean plague, I mean bubonic. The kind of disease that wipes out half a nation is responsible for cutting potential damage dealing in half. The slow motions of the Hunting Horn disallow any potential quick cuts before Daora is finished with his taunt. And since our foe is adamant on using this, we're limited to exploiting Air Bullet.

Perhaps I was over-exaggerating when I said Back-leap was a plague. Rather, it requires you to retool your strategy. Transforming it into one of cornering. You must suddenly recall your knowledge of Daora's favorite areas. And of these Area's when is he more likely to back into a wall? The potential for damage dealing returns. You may find yourself coy for exploiting the terrain, like all advantages it comes with it's pitfalls. For one, Daora may attempt to position itself back onto open space via Rush. An action which it follows often. Should you be so lucky to make your way between him and Air Bullet the stagger potential is unlimited.

Overall? The Hunting Horn is a tricky and rather challenging weapon. Once you have the "head-locking" pattern down, and the corning down, and have the right notes playing, it can be a decent weapon. Like all challenging weapons, a little polishing is a gimme.

x-----x  
| Lance, Gunlance! |  
o=====o

x-----x

| INCESSANT RAVEN! |

x-----x-----x

| Weapon Type: Lance

| Weapon Attack: 368

| Element: Poison 80

| Sharpness: Green (Blue with Sharpness +1!)

| Affinity: N/A

| Slots: One

| Path:

| Long Horn --> Longhorn + -->

| Barbaroi Tusk --> Incessant Raven

|

| Method:

| You could follow the path or make it on the spot. The difference here is the  
| cost and quality of the materials needed. Can you farm three Garuga Tails?

| If the answer is yes, then forge from scratch. If you can only wrangle one,  
| and you have a Barbarioi Tusk on standby, that works too.

|  
| Our rank is still the same, not a lot has changed. I could have suggested  
| the Crimson War Pike which is stronger. My preach for Incessant Raven  
| continues merely for the fact that Crimson War Pike requires Monoblos Heart.  
| An investment you may not want to input. Reason being is that beyond early  
| Upper Elder Quests, the Crimson War Pike path ends abruptly.

|  
| Of course all weapon paths end. Crimson War Pike however is like a nasty  
| lover. The one you leave your family for, only to see them boarding the  
| next train a day later. Now you're alone, wondering why you spent your only  
| heart on a Lance that becomes useless.

|  
| Challenge Rating: Hard

x-----x

The nature of the Lance has delivered us an exotic strategy. Because of the  
Lance's attack speed and maneuverability the novice turns tail. I find the Lance  
intriguing as the game-plan changes. Rather than following the nature of "cut-  
and-run" tactics of cutting weapons, the Lance attacks from a different angle.  
Literally. Attacking Daora demands that you approach the side of his head, and  
unleash a series of pokes via Circle button.

The upwards stab becomes the "magic bullet" that can hit every part of Daora.  
The Tail being the most important, can be severed. Simply find a time alone with  
that dangly thing and poke away. I can sermon the use of poking of Daora  
during Fly Mode. The pitfall was that it ended with me getting hit. Not  
recommended for beginners.

Perhaps the most difficulty I've encountered with the Lance rested in the fact  
that Daora abuses Back-leap. As a Lancer, you cannot help but sheathe your  
weapon 'cause of mobility issues. And sadly, by the time you can exploit the  
Back-leap our foe has already moved on. Cornering mends, but does not fix the  
issue. Especially when the enemy plants himself in a corner.

You know that big thing next to your Lance? You know, your shield? In all the  
intensity of the battlefield, one forgets the most basic attributes of their  
weapon. In my case, I forgot what a useful tool the shield becomes. Both Air  
Bullet and Blaster can be blocked with no health damage. The recoil and stamina  
cost is great though, meaning you should avoid pulling it out. All-and-all the  
shield becomes lifesaver one shouldn't avoid especially with heavy gusts ahead.

Overall, the Lance shares the Hunting Horn's trickery, along with oddities of  
their own. I could end this section with a rant about the declining usefulness  
of the Lance Charge. Or launch into the subject of my dashed hopes concerning  
"poke, poke, poke" jokes. For now, I can say the Lance is always the weapon I  
pick up when looking for a challenge.

x-----x

| HELLSTING! |

x-----x-----x

| Weapon Type: Gunlance

| Weapon Attack: 322

| Element: Ice 250

| Sharpness: Green (Blue with Sharpness +1)

| Affinity: 10%

| Slots: One

| Shells: Spread Lv.1

| Path:

| Bone Gunlance --> Great Bone Gunlance -->  
| Wyvern Bone Gunlance --> Hellsting

| Method:

| The main materials here are Blango and Blangonga parts. I'd rather Forge  
| then go through the Path. Blangonga Fangs (2x) aren't impossible to acquire,  
| and twenty Blango Pelt, two Giant Bone, and ten Sharp Claws are quite common  
| on enemies. You may need to topple a few Bulldrome for Giant Bone, but  
| that's nothing compared to later material gathering.

| I don't see what the problem is. You all should be glad you don't have to  
| forge another weapon in the meantime. Our time upon Elder \*\*\*\* is reaching  
| it's swan-song. And there will oodles of equipment to collect. For now, suck  
| it up, and bring this bad boy into battle.  
| And stop staring daggers at me.  
| I'm serious.

| Challenge Rating: Hard

x-----x

If ever there be a more creaky gentlemen weapon, it'd be the Gunlance. Ever  
poised to run Daora through, especially with it's Unsheathe Attack. As a  
Gunlancer, take advantage of the usually Lancer mantra. Corner, attack, stagger,  
and repeat. The lack of Back-Hop is blemished by the usefulness of the Forward  
Stab. You may want to scroll up to Lance, as this section will cover what it  
didn't.

Should the carnal desire possess you to engage Daora with said weapon, you must  
be aware of many things. Like the Lance, the best you can hope for is a simple  
Unsheathe Attack. Staggering is the opportunity of that allows you to unleash  
Wyvern Fire without fear of reprisal. Fly Mode unveils the chance to attack that  
dangling tail. Especially when firing Blaster (be at his left.) If Daora is  
firing Air Bullets, try to take advantage of the Extended Combo. And of course,  
during the seconds between exiting Fly Mode, landing, we can snag the tail for  
the potential severing blow.

Overall, the differences, while subtle, make me favor the Gunlance over the  
Lance. Bleak, I know. However the natural Back-Hop of the Lance matters little  
when compared to the Forward stab of the Gunlance. It acts as an invaluable  
tool, that spools the thread of many victories. If you're iffy on the Lance,  
then the Gunlance is a smooth compromise. Having respect for the Gunlance... is  
not the same thing as believing in the Gunlance.

x-----x  
| Bow, Bowgun! |  
o=====o

x-----x

| SONIC BOW! |

x-----x-----x

| Weapon Type: Bow  
| Weapon Attack: 144  
| Element: Thunder 100  
| Affinity: N/A  
| Slots: One  
| Coatings: Power, Para, Paint, and Razor.  
| Charges Levels:  
| Charge Lv1: Rapid Lv2  
| Charge Lv2: Rapid Lv2  
| Charge Lv3: Rapid Lv2  
| Charge Lv4: Scatter Lv3

|  
| Path:  
| Sonic Bow  
|  
| Method:  
| Created from scratch, simply get two Electro Sac, ten Vespiod Shells, five  
| Hornetaur Wings, and two Killer Beatles.  
|  
| A decent weapon at a time where your choices have limits. The Sonic Bow is a  
| great Thunder Elemental bow that can last you quite sometime.  
|  
| Challenge Rating: Average  
x-----x

The power of the Bow is not a well-kept secret. The nature of the Bow in this scenario allows you to assume the role of the sniper, the solider, and the survivalist. Each school of thought is applied whether you realize it or not. And every mode you phase into allows for a smooth, clear cut victory.

In general, the way you act like a sniper is the way you aim. Or at what. With Rapid, you should have no problem launching a folly of arrows at Daora's skull. Since you don't follow the rules of cornering, or following the Back-leap, your greatest concern is when he turns to attack you. Be it Air Bullet, or a simple Rush, the Bow makes targeting easy.

The part where you play the solider is when you try to wreck Daora's defense. Case and point, Daora Wind. Since lobbing those arrows requires a lot on the basics of propulsion, an object in motion tends to stay in motion, your hoping that Daora Wind won't deflect this. The Bow is most effected by Daora Wind 'cause that's exactly what it does. In order to counter this we usually Poison, Flash, and ultimately shatter the horn that produces it. With our Bow we've hopefully brought Power and Para Coatings meaning stagger away. In this part, you act like the smart soldier.

The survivalist is the miscellaneous column. The way you act during playing the sniper and the solider. I speak of your recommended clock-wise movements (as to avoid Blaster.) Playing survivalist begins with the issue of timing, when to avoid attacks, the space open between and Daora, and of course when you attack. It's very possible to ground Daora during Fly Mode, yet you wouldn't just start shooting would you? No, you would pick the right time to unload that Charged shot. The nit-picky traits are what will separate you from the norm like the wheat from the chaff.

Of course, your ultimate decision is whether or not you decide to slice Daora's Tail. The melee attack of the Bow is a minor step up from the Boomerang. 'Cause unlike the kid on the playground with lice, this kid just picks his nose. Ironically, the best time to pick at that snot-shaped tail is during Fly Mode. Of course you can score chances between the time to land and the the time to recover.

Overall, the Bow acts in defense rather then offense. For the novice Hunter, this may be right up your alley. That is to say the Bow has it's own pitfalls, but the ease of use will have many settling. Rather then what they should be doing, which is making a rational justification. The Bow isn't a bad choice, but using it shouldn't be made lightly.

x-----x  
| TAIL STRING +! |  
x-----x-----x  
| Weapon Type: Light Bowgun

Load Lv: 1 2 3

Weapon Attack: 168	Normal S: 9 9 12	Flame S : - - -
Reload: Normal	Pierce S: 3 2 2	Water S : 3 - -
Recoil: Moderate	Pellet S: 4 2 2	Thnd S : 3 - -
Affinity: N/A	Crag S : - - -	Freeze S: 3 - -
Slots: N/A	Clust S : - - -	Drgn S : - - -
	Recov S : 3 3 -	Tranq S : 2 - -
	Poison S: - - -	Paint S : 2 - -
	Para S : - - -	Demon S : 1 - -
	Sleep S : 3 1 -	Armor S : 1 - -

| Method:

| The Jade Storm gave us Clusts and Crag along with a massive variety in ammunition. The Tail String + unlocks extra power but at the cost of the explosive ammunition we've coddled. The division between Pierce and Pellet is pretty even, favoring Pellet a bit more.

| The three Blangonga Whiskers and three Blangonga pelts can be gotten from, guess who, Blangonga. The four Giant Bone come from Bulldrome, or guess again, Blangonga. The only other item is three Killer Beetles which can be netted from Pokke Farm. This is something you can easily do in-between trips of fighting Blangonga.

| Challenge Rating: Hard

x-----x

x-----x

| METEOR CANNON! |

x-----x-----x

Weapon Type: Heavy Bowgun	Load Lv: 1 2 3	
Weapon Attack: 216	Normal S: 6 6 9	Flame S : - - -
Reload: Fast	Pierce S: 4 4 4	Water S : - - -
Recoil: Moderate	Pellet S: - - -	Thnd S : - - -
Affinity: N/A	Crag S : 1 1 1	Freeze S: - - -
Slots: Two	Clust S : - - -	Drgn S : - - -
	Recov S : - - -	Tranq S : - - -
	Poison S: - - -	Paint S : - - -
	Para S : 3 - -	Demon S : - - -
	Sleep S : 3 - -	Armor S : - - -

| Method:

| \*Whistles\* Forty Iron Ore, Twenty Machalite Ore, fifteen Dragonite Ore, and one Fire Stone. All obtainable via Volcano Gathering Quest. You should cycle that with Mining Points at Pokke Farm for maximum obtainably.

| Again with Meteor Cannon. Not exactly my top pick, but Crag is useful to have.

| Challenge Rating: Hard

x-----x

I always found the term "long ranged" ironic. In Monster Hunter you'll often hear a player talk about "ranged" weapons, never "long." Why is that? Why is it that we never speak of fights that occur from far-away? The truth of the matter is that there is no such successful fight as a long-ranged one. The closest we'll ever get is firing at Shen Gaoren, but that comes much later in the guide.

The Light Bowgun, the Heavy Bowgun, and the Bow all fall under the "ranged" category. The testament to this evenly spaced doctrine is the fight with Daora. The sniper, the solider, and the survivalist come to motion in greater quantities. The sniper and solider you must be, become amplified. Allow me to

break it down.

With the Bow, our arrows had a wider hit-zone, making targeting Daora's skull child's play. With Shells, you're going to have a much tougher time. Adding the variable times you'll need to aim for Daora's head then fire... can end with you, dead. Rush becomes the bane of your existence, and Air Bullet your golden boy. Quick Roar is the game's way of telling you that you're too close. And goodbye.

To avoid a quick death, your objective boils down to how fast you can fire your shot then get out of the way. The solider, the pragmatic part of any Bowgun user will try whatever they might to disable Daora Wind. While the Bow suffers the worst of Daora Wind, the Bowgun isn't entirely saved. Normal Bullets have the potential of bouncing off. Not that I recommend using them anyway.

Your choice of ammunition relies on you. Can you aim without the R Trigger? Most Shells rely on your ability to aim, then fire. This process can be taxing if every waking second counts. A millisecond longer can prompt Daora to railroad you.

Pellet, Crag, Clust. You can aim these without much trouble. The downfall here is that they come with much recoil. Your choice of Shells, in the end, should be reflective of the skills you possess.

```
o=====o-----o
| Question \ What armor should I wear? |
o=====o-----o
```

Garuga Armor is demanded for most Melee weapons. Earplug and Reckless Abandon +1 are valuable tools for combating Daora.

```
x-----x
| YIAN GARUGA ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 180
\ Total Slots: Six
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: N/A
/ Skills:
\ Reckless Abandon +1
/ Sharp Sword
\ Earplug (Need 2+ Gems)
/
\ Armor Rating: Useful
x=====x-----x
```

Or...

```
x-----x
| YIAN GARUGA ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 90
\ Total Slots: Six
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: N/A
/ Skills:
\ Reckless Abandon +1
/ Pierce S Lvl Add
```

\ Earplug (Need +2 Gems)

/

\ Armor Rating: Useful

x=====x

o=====o-----o  
| Question \ Final thoughts? |  
o=====o-----o

Fighting this beast has been an exceptional experience that has forced me to change the ways of my approach. I hope my recorded experience of him will encourage you to look at Daora differently. Good luck Hunters!

^~~~~~^  
---| --- [7.5.6] Elder Quest --- |---  
---| ~~~ Tigrex ~~~ |---  
v~~~~~v

"We give up what we want when we want power."  
~Ian McShane, Kings

o=====o-----o  
| Question \ What is Tigrex? |  
o=====o-----o

A diabolical demon, a rampaging ruffian, a beastly beast. A Tiggy. Tigrex is a unique blend of animal and reptilian. The only other creature like him would be Nagura Kuruga. You see, unlike other Wyverns, Tigrex thing is speed and overwhelming power. Bet you haven't seen that before m'right? Beginner's loath him, but veteran's love him.

Why is this? Tigrex is all about muscle. He's a beast, that can quite literally, tear you apart. There's no gimmicky attacks or exceptional weaknesses. Because with him, it's all about the attack. This destructive "in-your-face" attitude is the reason why so many Hunters recoil when thinking of him. He's not easy, far from it. He's an expert that professes in combat and combat alone. A true soldier.

No beast could ever prompt the show-offy, self-flagellated satisfaction that players get when bypassing all his moves. Browse YouTube for a few minutes and you'll find articles on Tigrex. People killing him with the Bow Melee attack, people mastering the GS Charge with him, and so on. In fact, Tiggy is probably one of the most recorded Wyverns in-game. Only second to Silver Rathalos and Gold Rathian.

Most effective attacks: Head (Cutting & Impact)  
Most effective element: Thunder  
Susceptible Status Ailments: Sleep (one hundred-eighty seconds of sleep ^\_^)  
Susceptible Bombs: Flash Bomb  
Susceptible Traps: Stun Trap, Pitfall  
Breakable Parts: Horn, Tail, Claws  
Near Death When: Limping, fleeing to rest Area 3.

o=====o-----o  
| Question \ What attacks does it have? |  
o=====o-----o

Alert Roar:

Like the Roar of Kushala Daora, Tiggy will emit a sharp, and powerful roar. So powerful in fact, that is has the ability to knock you back. This is more or



less all that Roar does. The Earplug part takes a back-seat, 'cause Tiggy positions itself in the way Daora did.

#### Back-leap:

Same form as we've seen with Daora. Aren't you glad we covered him first? Often chained with Sonic Roar.

#### Sonic Roar:

Sonic Roar is essentially a variation of Roar. This shares a bond with Quick Roar, being that the main difference between the two is getting blasted away. The Sonic Roar is avoidable, 'cause the animation has frames before unleashing.

Sonic Roar however, has a major weakness. When timed right, you can roll into sound blast the moment Tigrex emits the roar. That way, you can avoid running away and even deal a margin of damage. You must master the timing in order to exploit this.

You practice this by observing the move, and experimenting by rolling into the Roar itself. Getting this wrong means taking in damage, not to mention becoming vulnerable to his next attack, this is called chaining.

#### Three-Sixty Spin:

The Three-Sixty Spin is exactly that, a spin in a complete circle. Tigrex will clamp the ground making a soft cry before spinning round. This works to counter weapons lost in combos, or those with poor mobility. Overall, it's a god-send to Bow and Bowgunners alike.

#### Taunt:

Returning from it's glory days comes the old fashion taunt. Moments where Tiggy will snap his jowls about and can actually hurt if in proximity. These rare, but indulgent moments should be taken with fervor. Lay down hell.

#### Bite:

A simple bite. I mention this because it's different from...

#### Double-bite:

Not so simple. Tigrex will throw it's body back before launching like forward like a jack-in-a-box. He'll gnash his teeth twice and cover a decent amount of ground. It's quick, painful, and chain-able to the point of unfair. Yet another reason to avoided being cornered.

#### Bum Rush:

Our friend Tiggy will commit the blasphemy of tackling you. He will begin by a sharp cry then pedal his claws across the base of the terrain. Finally building into a force strong enough to tug a greyhound bus. The first version of this is when he puts his body into a single tackle and ends it with a bite.

The second version is where he'll turn around after performing the first tackle aimed at, guess who? Chances are this is as far as Tigrex will go in non-Rage Mode.

The third version is the same as the second, except by the third time you're dangerously low on stamina. This is Bum Rush, to which I must overstate my displeasure for this attack. As it can end many quests. A likely candidate especially if Tigrex is in Rage Mode.

#### Forward-Leap:

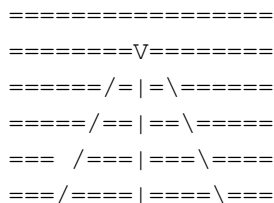
To my curiosity, Tigrex will leap forward. I assumed at first that this was a way of closing the distance between him and I. To my surprise, Forward Leap is actually aerial attack. Guess how I figured it out? The good news is that this

attack will effect you if you're under him. Otherwise terrible hit-zone.

Three Pronged Throw:

An exact duplicate of the move seen on Congalala. Instead of dung however ole Tiggy will toss up some debris. Some concept though, down the mark.

Diagram #4 - Three Pronged Throw



Legend:

V = Monster

/|\ = Line of fire

This move is exceptional, as it's hit-zone is wide. This is mainly used to mow down anyone who has strayed too far from Tiggy. He'll launch with his right claw/foot (it's slightly longer then his left. We'll cover this later.)

Rage Mode:

Tigrex will start this off with a quick, and understandable, Sonic Roar. His attacks will have increased speed and power. Meaning to the average Hunter, he can essentially OHKO you depending on your health and armor. Not only this, but as his death nears, he'll enter this mode more often. Like the temper tantrum of a wounded ego.

```

o=====o-----o
| Question \ What weapons should I bring? |
o=====o-----o

```

Before we get to specific stratagem, let's discuss your movements. They should consist of a counterclockwise motion. Stick to the right. Tigrex does not possess Tail Whip, so no need to worry about. Why the right? The answer is quite simple, his right leg. I'm not talking about your right, but his. It can easily be identified because the front-leg is sticking out ahead of the other. That is your demon leg. When Tigrex performs a Bum Rush, he'll mow down the path using this leg like a cannonball. Though it doesn't separate you from your torso, the health loss is grim. Hence, the counterclockwise motion.

I'd also like to note, the behavior of Tigrex during the start of your encounter. Despite his skill in fighting, our foe is kinda oblivious. In fact you're allowed to nip at his tail before he turns to face you. An opportunity that should not be wasted.

Tigrex armpits. You may be wondering how that fragmented sentence applies to you. What I speak of young padawan, is the gap that exposes the space between Tiggy's armpits. When turning, our foe will obviously move his legs to meet you. If hit by these you'll be pushed down. When timed right however, you can literally walk under Tigrex and emerge at his backside. It's useful to know.

In Area 8 of the Snowy Mountains, there is that wall of ice and rock. It is possible to capture Tigrex during a Bum Rush. This will be possible for as long his horns remain unbroken. Blocking weapons work best with this, however any weapon will do so long as you dodge the incoming train...I mean Tigrex.

The Areas around the Snowy Mountains teemed with "compact" areas. These areas,

while easy to navigate, cause serious situations to unfold. Cornering comes to mind. While hugging a wall is good for weapons like Lance and Gunlance, any other Hunter will want to stay as close to the middle as possible. Being cornered allows Tiggy to shoot off some chain-able attacks. I learned this the hard way while tackling him in my Hunting Horn section.

```
x-----x
| Sword and Shield, Dual Swords! |
o=====o
```

```
x-----x
| THUNDERBANE! |
x-----x-----x
| Weapon Type: SnS
| Weapon Attack: 168
| Element: Thunder
| Sharpness: Green (Terrible Sharpness without Sharpness +1)
| Affinity: N/A
| Slots: One
| Path:
| Hunter's Dagger --> Hunter's Dagger + -->
|   Assassin's Dagger --> Thunderbane
|
| Method:
| The four Rubbery Hide you need come from Gypceros (non-Purple), the three Lg
| Monster Bone come from Blangonga, and the two Electro Sacs come from Khezu.
| What does this make? A crappy weapon. Thunderbane is terrible SnS 'cause it
| lacks decent sharpness. Which means you'll be sharpening periodically to
| return it to the green. Skills like Sharp Sword and Sharp Skl Inc help, but
| Sharpness +1 is key.
|
| Challenge Rating: Average-Hard
x-----x
```

Or...

```
x-----x
| SANDMAN FINSWORD! |
x-----x-----x
| Weapon Type: SnS
| Weapon Attack: 182
| Element: Sleep 230
| Sharpness: Green
| Affinity: N/A
| Slots: One
| Path:
|   Bone Kris --> Bone Kris + -->
| Chief Kris --> Weary Finsword --> Sandman Finsword
|
| Method:
| Starting from Weary Finsword to Sandman Finsword we'll need a whopping seven
| Plesioth Fins, two Cephalos Fins, ten Sleep Herbs (Old Lady), ten Sleepyfish
| (Pokke Farm Fishing Pier), and five Dragonite Ore.
|
| Sandman Finsword is the sleeping SnS used so often on Wyverns that it's come
| to the point of cliché. The very nature of this weapon is to put to sleep
| Tigrex. Our foe has the longest duration of the Sleep status in-game.
| Allowing you set-up some powerful bombs.
|
| Challenge Rating: Average-Hard
```

x-----x

The Thunderbane infers the traditional route, damage over time. While The Sandman Finsword is weapon for Sleep-Bombing. Repeated several times already, Sleep-Bombing is where you put a Wyvern to sleep, lay bombs down, and set them off either by firing at them, or throwing something at them. The effect is still the same. Sleep-Bombing is a method that can be applied to every weapon type so long as you have a weapon with Sleep status.

To begin, the Sword and Shield allows the average Hunter to evenly scope his prey before striking. A weapon with such speed, that it can be matched by few others. This speed enables us to avoid ole Tiggy.

Your pattern is obvious, counterclockwise while always taking the time to cut Tigrex. Like most common monsters, his head is what we aim for. The hit-zone for it is larger then Kushala's but smaller then the average slack-jawed Yian Kut Ku. The head is attack by the usual Unsheathe Attack, and/or Triangle + Circle. The instant-roll can fix a lot of hurt that Three-Sixty hands out.

Three-Sixty is the SnS equivalent of kryptonite. Because our attacks happen from close range, you'll encounter close calls. In those situations where escape is unavoidable, I'd advise blocking. However, you have to promise me you'll pinch yourself later. 'Cause for every move you block, a bit of your health is taken off. Especially during Rage Mode.

The tragedy of turning is that his legs make it impossible to attack his sides. As his legs move, so should you. Otherwise, you're knocked down and exposed to attack.

You're capable of one quick Unsheathe Attack in the moment between Tigrex ceases Sonic Roar, and before his next attack. The most surprising avenue of assault, at least I've found, was that his tail was an easier target. Prone to the ground, and far from the usual damage. The most you have to fear back there is Three-Sixty, turning, and occasionally Sonic Roar. In many of his attacks, his head is either raised or aimed for your meaty body. Three Pronged Throw becomes as blessed as holy grail. While not often chained after Back-leap, the times they aren't can benefit you. By say, attacking while he is so busy attacking you.

Overall I must admit the accosting of my soul as Tigrex pummeled me like so many Monks of Final Fantasy Tactics. Making common mistakes are always made when facing him. Don't let a few deaths deter your cause. The SnS is an excellent weapon for combating our foe. The benefits of speed outweigh the cons of range. And when introduced to a monster as new as Tigrex, an SnS can be your best friend.

x-----x

| PINK MARACAS +! |

x-----x-----x

| Weapon Type: Dual Swords

| Weapon Attack: 224

| Element: N/A

| Sharpness: Green

| Affinity: N/A

| Slots: One

| Path:

| Bone Scythe --> Bone Scythe + -->

| Twin Kut-Ku --> Pink Maracas --> Pink Maracas +

|

| Method:

| The simplistic combination of Kut-Ku, Congalala, and Blangonga parts make  
| gathering for this weapon more tedious than difficult. Good news about Pink  
| Maraca's is that with Sharpness +1 you can acquire Blue Sharpness.

| In general, I don't like Pink Maracas. They're ugly as hell, and make it  
| look like you're carrying fat drumsticks. For now, they're your best Dual  
| Swords, and unfortunately Pink Maracas + lead to the strongest Raw weapon of  
| Dual Swords, Evergreen.

| Challenge Rating: Harder

x-----x

Dual Sword users (it's 'cause of Drizzt Do'Urden m'right?) will worship the  
Circle button. It's quick for oncoming turning damage. Allow me to explain, just  
when Tigrex is about to turn to face you, you can press the Circle button to  
catch him in a Roundhouse. Quick Roundhouses are the key for building up damage.  
Exploiting the windows of chance, without taking one yourself. Failing this  
creed will be a surefire way to die.

Since you will be keeping to Tiggy's left, should you have the fortune to catch  
him using Three Pronged Throw, you'll find a chance to execute a Roundhouse.  
I've found his left leg (your right side) quite vulnerable after our foe  
performs a Three-Sixty. After a Double-Bite as well. These small niches will  
help you clobber him in the long run.

The only time I will ever recommend Demon Mode is when you've trapped Tigrex.  
Double-Roundhouse does work, but it's dangerous to use. I have however, found it  
a useful tool when attempting to sever the Tail. Should he end Bum Rush early  
and his back facing me, I'll take the opportunity to enter Demon Mode and  
Double-Roundhouse.

Overall, I can't say I had an easy time with the Dual Swords. My skills weren't  
perfect, and perfection is what Tigrex demands. The odds of avoiding damage with  
this weapon is overwhelming. To escape without a scratch is something that a  
hard-core DS user could accomplish. At times you may be as limited as a single  
push of the Triangle button. Others, you can successfully accomplish a Demon  
Dance and get away. It's all about the manipulation of your enemy, and exposing  
the windows of opportunity.

x-----x  
| Greatsword, Longsword! |  
o=====o

x-----x

| RAVAGER BLADE +! |

x-----x-----x

| Weapon Type: Greatsword

| Weapon Attack: 768

| Element: N/A

| Sharpness: Green (Blue with Sharpness +1)

| Affinity: N/A

| Slots: N/A

| Path:

| Buster Sword --> Buster Sword + -->

| Buster Blade --> Ravager Blade --> Ravager Blade +

| Method:

| You need a total of twenty-one Iron Ore, five Disc Stone, sixteen Machalite  
| Ore, thirty Earth Crystals, and three Dragonite Ores. All of which comes  
| from Volcano Gathering Quests. Extremely easy, but tedious to accomplish.

| Nonetheless the Ravager Blade + is a powerful weapon, and useful in later on  
| ranks.

| Challenge Rating: Average-Hard

x-----x

I find myself quite taken with the Greatsword. As in this scenario Tigrex habits make for Charging a less taxing venture. I purchased good time exploiting the moments of his turning. Between the heavy weakness to cutting, and the overall power of the weapon itself, the Greatsword is his kryptonite.

In Tiggy's other charming aggressions, such as but not limited to, Three Pronged Throw. It's great fun indeed to unleash an Unsheathe Attack then roll aside. These include Three-Sixty, where it's possible to get in at least a first level Charge. And depending on your skill with the Greatsword, it's possible to block Sonic Roar and attempt another Charge. And of course, the doting Taunt allowing you to unleash a complete Charge without fear of reprisal.

Immersed with the already open windows of Tigrex attacks comes Traps and Flash Bombs. I normally wouldn't mention them, but as you know Traps allow you to trap a monster in place. Ergo, allowing us a Charge on Tiggy. I might well get Area 8 out of the way as well. That spot where the ice meets the wall you can use to trap our foe. While you may lose Sharpness, it's another opportunity to break out another Charge.

My praise for the Greatsword comes bundled with a word of warning. Like many Wyverns you meet from now on, a single mistake can lead to loss of health. Not only this but exposure to their next attack. In situations, you'll find yourself praying for that one attack to not happen, IE Bum Rush after Sonic Roar. It happens though. These mistakes can send you reeling. The Greatsword having terrible mobility can weigh you down and vulnerable to Tigrex. At those times, blocking can only help you so much.

Overall, the Greatsword is a remarkable weapon with ability to send Tigrex to the hell from whence he came. Performing with this weapon is a real challenge with real benefits. And if paper isn't enough to prove that, search for naijiao's videos via YouTube.

x-----x

| EAGER CLEAVER! |

x-----x-----x

| Weapon Type: Longsword

| Weapon Attack: 624

| Element: Thunder 250

| Sharpness: Green Sharpness (No Blue with Sharpness +1)

| Affinity: N/A

| Slots: N/A

| Path:

| Iron Katana --> Iron Katana "Grace" -->

| Iron Katana "Gospel" --> Eager Cleaver

|

| Method:

| Fifteen Iron Ore, twelve Machalite Ore, fifteen Earth Crystals. Not exactly taxing requirements. If you've been following my advice, then you've accumulated lots of Ores from Volcano - Gathering Quests. If not, then nows the time to gather what you need.

|

| Copy&Paste Magic!

|

| We find ourselves in need of the service of this wretched blade once more.

| You'll find this familiar, as it is the exact weapon we used to fight  
| Basarios (if you've been following my guide up till this point.) Now you may  
| be wondering (for those transferring over from MHF2) why not Devil Slicer?  
| 'Cause Devil Slicer comes with an extra requirement in order to balance out.  
| Kirin Tail. Not acquirable till you start farming Kirin.  
|  
| Challenge Rating: Hard

x-----x

You know between all the Unsheathe Attacks I found myself using one move above all, R + X. The life-saving Evade attack can be your closest friend. It can be that special buddy, who not only takes you to the ball-game every now and then, but also saves your life.

The Longsword is like the Greatsword, except for the fact that you have no defense. Without the ability to block, we're forced to dodge, dodge, dodge, especially in Rage Mode. Your timing surrounding Tigrex has to be perfect. Take the time to frame the situation, and respond appropriately. In other words, Stab (circle) then roll.

Timing is something that can't be explain, as it is a learned skill. Which hopefully you've been developing since your first encounter with Yian Kut-Ku. Do yourself a favor and put this into practice now. Take the time to recognize the speed of each of your attacks. And for this reason, attacks like Unsheathe Attack and Stab work a little better then Overhead Swing.

Three-Sixty Spin allows you to attack Tigrex's left fore-foot (your right, his left) for a moment. I got off an Overhead Swing and a Back-Sweep. Depending on your location, you can also cut his head in the middle of Three-Pronged Throw. However one of your biggest concerns should be Rage Mode. Attempting to attack Tigrex in Rage Mode is a big risk yet a necessary step. He has the same vulnerabilities with shorter windows of opportunity.

Overall, the Longsword remains a difficult weapon to truly master. Beginner's latch onto this type simply because it's easier to use. Not true, as this weapon type requires better timing then any I've encountered. It requires strict knowledge of Tigrex abilities and movements (which this guides helps with.) It also requires actual, factual, genuine skill. A sense of timing that comes from hours of practice, and breaks for meditation. The Longsword is not a weapon to taken lightly...which technically it is....a lighter weapon... ><

x-----x  
| Hammer, Hunting Horn! |  
o=====o

x-----x

| IRON STRIKER +! |

x-----x-----x

| Weapon Type: Hammer

| Weapon Attack: 832

| Element: N/A

| Sharpness: Green

| Affinity: N/A

| Slots: N/A

| Path:

| War Hammer --> War Hammer +

| War Mace --> Iron Striker --> Iron Striker +

|

| Method:

| You'll need five Dragonite Ore, eleven Malchalite Ore (covers the

| requirements for Iron Striker) and a few base materials to forge this  
| weapon. Not to mention ever-so-useful. Iron Striker's Path leads to the  
| second strongest Hammer in-game, Juggernaut.

|  
| Copy&Pasta Magic!

|  
| Filler. Do I really need to go over it? Easy materials, great path, and  
| wholesome damage. Outclasses others of it's kind, at least at your rank.

|  
| Challenge Rating: Average-Hard

x-----x

The Hammer's ease, and mobility during Charging attracts Hunters. Especially if Tigrex does something silly, like Forward-Leap, overshoots his landing and is forced to turn around to face you. Boom! Just like that, you have a flinching Tigrex.

The union between your Hammer and yourself is tested by how well you execute a Hammer Charge, and evade. Opportunities like Three-Sixty Spin; aim for the head the very moment he finishes his spin. That way you can nail him during his recovery and hopefully avoid taking a hit yourself. If found an opportunity during Double-Bite by clinging to his side and waiting for the attack to finish up in order to achieve a precise shot. You don't really need amazing aim though.

Bum Rush is, and has always been, a killer. Your task is to adapt, it's something we've all had a problem with. Should you feel up to it, you can sneak behind Tiggy after a Bum Rush, wait for a turn, and let him have it. You can trap him in Area 8, which gives you a good amount of time to either Charge or Triple Attack. Which reminds me, Triple Attack won't be used concerning Tigrex unless in Taunt, KOed, or trapped.

Overall? The Hammer sends Tigrex's offensive into a spiral. The Hammer is not without it's pitfalls, but the Hammer Charge is what sinks him. Unlike the other cutting weapons like SnS, Dual Swords, and Longsword, the Hammer allows for a quick, powerful release while still allowing you time to move away. This is a top choice for Hunters.

x-----x

| SONIC GLASS +! |

x-----x-----x

| Weapon Type: Hunting Horn

| Weapon Attack: 728

| Element: N/A

| Sharpness: Blue (White with Sharpness +1)

| Affinity: 10%

| Slots: N/A

| Notes: White, Red, Green

| Path:

|           Bone Club --> Cyclo-Hammer -->

|           Skull Crusher --> Skullcrusher +

|           --> Sonic Glass --> Sonic Glass +

| Method:

| Obviously we start with Bone Club.

| For Cyclo-Hammer you'll need three Brute Bone (Blango) and three Sm Monster Bone. For Skullcrusher, you'll need two Med Monster Bone, eight Sharp Claws (Conga, Hermituar), and Monster Fluid which can be carved from Vespoid and Hornetaurs. Finally, we need to gather one Vespoid Abdomen, four Vespoid Shells, and four Hornetaur Shell. If you skipped the Hornetaur armor section, you should know you need to make Poison Smoke Bombs in order to



| kill them without shattering their bodies. Finally comes Sonic Glass +,  
| which requires twenty Vespoird and Hornetaur Wings. The three Hercudrome can  
| be found in the Volcano, Area 2.

| Yet another Copy&Pasta! Low and Behold, I have discovered the Hunting Horn  
| of mightiness! With this, and several battery lawsuits pending, I shall  
| smite my enemies!

| Noteworthy Notes:  
| (Recover Speed[Small]) -- Green --> Green --> Yellow (1 Min.)  
| (Heal +20 & Antidote ) -- White --> Green

| Challenge Rating: Hard

x-----x

A weapon with enough sloth to inconvenience everyone. To convince us that it's possessed the spirit of an angry boulder. If you are the average Hunter, you will find little appeal with this weapon. Super Pound, though powerful, lacks the grace of it's Hammering brethren. The ultimate slap to the face is unleashing a Super Pound, yet dodging requires you to roll twice in order to stave off damage. If we cannot attack the head without getting hit, then how are we to ever deal damage? I shake my fist at this weapon.

We have the same vulnerabilities with Tigrex as we do with the Hammer. Three-Sixty Spin should aim for the leg or head, Three-Pronged Throw the head, and of course the ever advantageous turning. I have to note that turning damage has to be applied with care as it can easily end with our foe hitting you.

In my quest for "dealing-as-much-damage-without-getting-the-\*\*\*\*-kicked-out-of-me" I attempted to hold Tigrex off with mere Overhead Swings (Triangle.) It's a bit quicker then Super Pound, but not by much. To survive you have to correctly guess and dodge Tigrex. With Overhead Swing, you can deal a bit of damage in-between.

Overall? It's a solid weapon but left me wanting speedier swings. Mobility wasn't a problem after White --> White, but after wearing off reactivating it can be a pain. Can't say this is a weapon I'd first pick up when going after Tiggy. Operating a Hunting Horn around Tigrex will always be a tricky challenge.

x-----x  
| Lance, Gunlance! |  
o=====o

x-----x

| INCESSANT RAVEN! |

x-----x-----x

| Weapon Type: Lance  
| Weapon Attack: 368  
| Element: Poison 80  
| Sharpness: Green (Blue with Sharpness +1!)  
| Affinity: N/A  
| Slots: One  
| Path:

| Long Horn --> Longhorn + -->  
| Barbaroi Tusk --> Incessant Raven

| Method:

| You could follow the path or make it on the spot. The difference here is the  
| cost and quality of the materials needed. Can you farm three Garuga Tails?  
| If the answer is yes, then forge from scratch. If you can only wrangle one,

| and you have a Barbarioi Tusk on standby, that works too.

|  
| This may or may not be the last time we use Incessant Raven. Why? New rank  
| means new equipment. Till then, the Incessant Raven is a sure bet. It's  
| kinda like that annoying younger kid in your neighborhood. That one that  
| always follows you thinking your cool. Sure your related, but that doesn't  
| mean you can always hang out with him. Nope, it's time he found his own  
| friends, and you yours. I'm sure he'll understand why you tied him to the  
| tree now... \_-;;

| Challenge Rating: Average

x-----x

x-----x

| HELLSTING! |

x-----x-----x

| Weapon Type: Gunlance

| Weapon Attack: 322

| Element: Ice 250

| Sharpness: Green (Blue with Sharpness +1)

| Affinity: 10%

| Slots: One

| Shells: Spread Lv.1

| Path:

| Bone Gunlance --> Great Bone Gunlance -->

| Wyvern Bone Gunlance --> Hellsting

|  
| Method:  
| The main materials here are Blango and Blangonga parts. I'd rather Forge  
| then go through the Path. Blangonga Fangs (2x) aren't impossible to acquire,  
| and twenty Blango Pelt, two Giant Bone, and ten Sharp Claws are quite common  
| on enemies. You may need to topple a few Bulldrome for Giant Bone, but  
| that's nothing compared to later material gathering.

|  
| After unlocking the next rank, this Gunlance usefulness only strengthens.  
| Heck, Tigrex Fangs are a necessary material for Hellsting +. With things as  
| they stand, you'll be budding with the Hellsting for awhile.

| Challenge Rating: Average

x-----x

There are two ways of combating Tigrex. The defensive way, or the offensive way. The offensive way is wearing a full set of Garuga armor, along with Power Seeds and Power Juice to offset the stamina loss. This way, your Lance gets a huge boost in power. Combined with the proper skill, you can become unstoppable. The defensive way is done by wearing a full set of Hermituar armor giving you Guard +1 and decent defense. You can still bring the Power Seed and Power Juice, but with Guard +1 the Juice isn't entirely necessary.

Why go through the trouble? Tigrex, being an all-powerful tyrant of the land, can kill stamina. Without Guard +1 or Power Juice you'll be like a kitten hanging on the side of a couch, unable to hold on. So why not give that kitty extra sharp claws? Or in this case, ol'Guardo plus uno. You cannot compromise between Guard +1 on Garuga armor as it has only six open slots. If math isn't your thing, it means you need four extra slots to make it work.

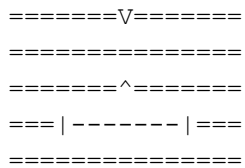
Our strategy is to put Guard +1 to use. We do this by, you guessed it, Turtling. While it may seem like sunshine, let me assure Tiggy's attacks are very willing to kill stamina. Attacks that hit twice, Double-Bite and depending on how close you are Three-Sixty Spin are stamina killers. Should you come equipped with

Guard +1 the damage is cushioned. Ultimately allowing you get a few pokes.

You are armed with the standard options. Attacking between the recovery of Three-Sixty Spin, and Turtling after Bite or Double Bite. Favoring his left side is required to avoid severe damage if you screw up. This is also a good preventer of Three-Pronged Throw collision; not to mention turning damage can be wracked from poking the left foot. And then, there was Bum Rush. My god, no other Hunter can say they're glad when Tigrex engages this. The moment he collides with your shield, you can turn around and poke him as he runs past. While it may not be much, it certainly adds up.

Your weapon has one distinct advantage over all others in Tigrex case. Guarding. Remember Wall-Guarding? In case you don't, here is a quick rundown.

Diagram #9 - Wall-Guarding

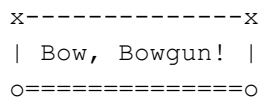


Legend:

- V = Enemy and it's direction.
- ^ = You and your direction.
- |---| = The wall

In Area 8, we have a wall which traps Tigrex. Wall-Guarding, especially with Guard +1, is harmless to you and lethal to him. It's yet another advantage your weapon type can lord over in tact. Combine that with the trapping, laying down a few bombs, and setting them off with Wyvern Fire (Gunlance only obviously) and your pretty much set.

Overall? The Gunlance is more suited for Tiggy than the Lance. The Turtling strategy boasts of defense, and the mobility of the Lance serves little purpose. And this is coming from a softly on Lances. Though, Lances are generally stronger (attack-wise) and with the proper attack increase can induce stagger more often. The decision rests with you.



```

x-----x
| SONIC BOW! |
x-----x-----x
| Weapon Type: Bow
| Weapon Attack: 144
| Element: Thunder 100
| Affinity: N/A
| Slots: One
| Coatings: Power, Para, Paint, and Razor.
| Charges Levels:
| Charge Lv1: Rapid Lv2
| Charge Lv2: Rapid Lv2
| Charge Lv3: Rapid Lv2
| Charge Lv4: Scatter Lv3
|
| Path:
| Sonic Bow

```

| Method:  
 | Created from scratch, simply get two Electro Sac, ten Vespiod Shells, five  
 | Hornetaur Wings, and two Killer Beetles.  
 |  
 | Patting on the back aside, this is a gimme. Tigrex, being weakest to Thunder  
 | Element allows Sonic Bow to dominate. That's IF you manage to stay alive.  
 |  
 | Challenge Rating: Harder  
 x-----x

x-----x  
 | TAIL STRING +! |  
 x-----x-----x

Weapon Type: Light Bowgun	Load Lv: 1 2 3			
Weapon Attack: 168	Normal S: 9 9 12	Flame S : - - -		
Reload: Normal	Pierce S: 3 2 2	Water S : 3 - -		
Recoil: Moderate	Pellet S: 4 2 2	Thnd S : 3 - -		
Affinity: N/A	Crag S : - - -	Freeze S: 3 - -		
Slots: N/A	Clust S : - - -	Drgn S : - - -		
	Recov S : 3 3 -	Tranq S : 2 - -		
	Poison S: - - -	Paint S : 2 - -		
	Para S : - - -	Demon S : 1 - -		
	Sleep S : 3 1 -	Armor S : 1 - -		

| Method:  
 | The Jade Storm gave us Clusts and Crag along with a massive variety in  
 | ammunition. The Tail String + unlocks extra power but at the cost of the  
 | explosive ammunition we've coddled. The division between Pierce and Pellet  
 | is pretty even, favoring Pellet a bit more.

| The three Blangonga Whiskers and three Blangonga pelts can be gotten from,  
 | guess who, Blangonga. The four Giant Bone come from Bulldrome, or guess  
 | again, Blangonga. The only other item is three Killer Beetles which can be  
 | netted from Pokke Farm. This is something you can easily do in-between trips  
 | of fighting Blangonga.

| Challenge Rating: Harder  
 x-----x

x-----x  
 | METEOR CANNON! |  
 x-----x-----x

Weapon Type: Heavy Bowgun	Load Lv: 1 2 3			
Weapon Attack: 216	Normal S: 6 6 9	Flame S : - - -		
Reload: Fast	Pierce S: 4 4 4	Water S : - - -		
Recoil: Moderate	Pellet S: - - -	Thnd S : - - -		
Affinity: N/A	Crag S : 1 1 1	Freeze S: - - -		
Slots: Two	Clust S : - - -	Drgn S : - - -		
	Recov S : - - -	Tranq S : - - -		
	Poison S: - - -	Paint S : - - -		
	Para S : 3 - -	Demon S : - - -		
	Sleep S : 3 - -	Armor S : - - -		

| Method:  
 | \*Whistles\* Forty Iron Ore, Twenty Machalite Ore, fifteen Dragonite Ore, and  
 | one Fire Stone. All obtainable via Volcano Gathering Quest. You should cycle  
 | that with Mining Points at Pokke Farm for maximum obtainably.

| Again with Meteor Cannon. Not exactly my top pick, but Crag is useful to

| have.  
|  
| Challenge Rating: Hard

x-----x

There are two things you need to know before setting out with any ranged weapon type. The first is since you're wearing Gunner armor, low defense means certainty of death. Improving your armor's defense through upgrade helps, but if you're caught in a chain...

Armor-wise, you can stick with Hornet, or try your hand at the Garuga Gunner version. Both come with Earing Protection, but Hornet gives High Grade while Garuga the lesser. However the purple armor does come with Reckless Abandon giving extra affinity. Something you may need, as Bow and Bowguns aren't exactly packing power at this time of the game. While it does give PierceSUP, it remains useless to Sonic Bow users as we only possess Rapid Charges.

Strategy is straightforward. Move in a counterclockwise motion as we've done with the other weapons. Stamina consumption remains a minor annoyance, bring Power Juice if you'd like. Fighting against Tigrex is a game of space. Being too far from your foe will force him to counter. At the same time, being too close will have obvious consequences. Your task as a Gunner is to find the appropriate space between you and your foe. You may notice this if you've ever fought with a Bow before. I repeat this now because there are many who have not.

Employ the same opportunities you would when using weapons of closer range. To avoid sounding like a broken record, just read the sections. Battle with Tigrex should always consist of avoiding his front. There will be times where you'll have to sheathe your Bow or Bowgun and dive aside. Which once again questions the necessity of carrying them.

I prefer the Heavy Bowgun over the Light in this case. While the shield attachment can barely keep you alive, it does prevent further damage. It can be a lifesaver and a way of preventing Sonic Roar. Combined with the right shells you're transformed into a formidable opponent.

Overall? The set-up taxes Hunters. With low defense, and questionable power the Ranged family are unable to endure Tigrex. This class of weaponry is not for beginners, but for the more skilled. And with skill it's possible to derail his onslaught. Until you reach that plateau, may I recommend another weapon?

o=====o-----o  
| Question \ What armor should I wear? |  
o=====o-----o

I'd have to recommend the standard. For Blademaster's we have...

x-----x  
| YIAN GARUGA ARMOR! |  
x=====x-----x  
\ User Type: Blademaster  
/ Total Defense: 180  
\ Total Slots: Six  
/ Elemental Strength: Fire, Thunder  
\ Elemental Weaknesses: N/A  
/ Skills:  
\ Reckless Abandon +1  
/ Sharp Sword  
\ Earplug (Need 2+ Gems)  
/

```
\ Armor Rating: Useful
x=====x
```

For Lancers/Gunlancers we have...

```
x-----x
| HERMITUAR ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 160
\ Total Slots: Nine
/ Elemental Strength: Water
\ Elemental Weaknesses: Thunder, Fire
/ Skills:
\ Guard (Needs 3+ Gems)
/ Defense +20
\
/ Armor Rating: Useful-Lance/Gunlance
x=====x
```

And for the cheery Gunners...

```
x-----x
| HORNET ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 55
\ Total Slots: Six
/ Elemental Strength: Water, Dragon
\ Elemental Weaknesses: Fire, Ice, Thunder
/ Skills:
\ High Grade Earplug
/ Dragon Resistance +5
\ Gathering +1 (Need +4 Gems)
/
\ Armor Rating: Situational
x=====x
```

It depends on your taste. The Garuga Armor suits the offensive nature of Blademaster's which all concentrate on the quicker kill. The Hermituar Armor is solely for your stamina protection against Tiggy. And of course, the Hornet Armor prevents you from being charged by Roar. Guaranteed lifesaver.

```
o=====o-----o
| Question \ Final thoughts? |
o=====o-----o
```

I never thought I'd get to this section. Particularly because Tigrex is a powerful creature. The way it crashes it's path in a machine-like way. The constant terror of Bum Rush, and the overwhelming arms that threaten our very existence on his whim. Without a doubt, Tigrex tests the fortitude of Hunters old and new alike.

```
^~~~~~^
---| --- [7.5.7] Elder Quest --- |---
---|   ~~~ Another Review ~~~   |---
v~~~~~v
```

We have reached the end of the road. Technically, the end of Elder \*\*\*\*. What does this mean to you, the Hunter? Well, a few things. With new rank comes new

monsters, and the opportunity to unlock more weapons and armor. There are several noteworthy things about this next step.

```
x-----x
| New Materials! |
o=====o
```

Do you smell that? If you're me, writing at this very moment, you're smelling dog farts. If not, you're thinking about NEW Materials!

```
x-----x
| METHOD! |
x=====x-----x
| Quest Type: Check the Ancient Tower \
| Map: Tower /
| Level: Elder ***** \
| Item: Thunderbug Juice, Thunderbug, /
| Monster Bone + \
| Requirements: Unlock Elder ***** /
x-----x
```

Ah, the candied wonder that has spurned many-a-topic. Don't believe me? Check the Monster Hunter Freedom 2 board on GameFAQs and search for "Thunderbug Juice" topics. At this moment, there are eleven pages chock-full questions surrounding this item. Believe it or not, it's not that hard to find. In Area 3 of the Tower there are flashing swarms of bugs, Great Thunderbugs. Killing them will make them drop the Juice. It's that simple.

What can Thunderbug Juice be used for? Why is it so important?

#### #1. Devil Slicer

```
x-----x
| DEVIL SLICER! |
x-----x-----x
| Weapon Type: Longsword
| Weapon Attack: 720
| Element: Thunder 450
| Sharpness: Green Sharpness (Blue with Sharpness +1)
| Affinity: N/A
| Slots: One
| Path:
| Iron Katana --> Iron Katana "Grace" -->
| Iron Katana "Gospel" --> Eager Cleaver --> Devil Slicer
```

| Method:  
| Of the god-fearing, sky-bleeding, sonavaguns who ever trampled this realm,  
| the Devil Slicer is the tool of the lazy. It is the crutch that binds the  
| cheap the slovenly to their earthen and unskilled practices.

| However Devil Slicer is a decent Thunder Elemental Longsword, so you may as  
| well pick one up, just long as you keep filling your inventory with other  
| weapon types. And if you happen to show some skill with the Longsword, this  
| can be a comforting ally.

| Lucky, lucky, the developers put an extra requirement upon Devil Slicer.  
| Which means those who've been playing Unite since the beginning will not be  
| able to forge the Devil Slicer until you've acquired two Kirin Thunder Tail.  
| To which you will learn later, Kirin is a Elder \*\*\*\*\* exclusive monster.

| You will also need five Dragonite Ore, twenty Machalite, and of course the  
| four Thunderbug Juice that made this section what it is.

x-----x

## #2. Sonic Bow II

x-----x

| SONIC BOW II! |

x-----x-----x

| Weapon Type: Bow

| Weapon Attack: 180

| Element: Thunder 120

| Affinity: N/A

| Slots: One

| Coatings: Power, Para, Paint, and Razor.

| Charges Levels:

| Charge Lv1: Rapid Lv2

| Charge Lv2: Scatter Lv2

| Charge Lv3: Rapid Lv3

| Charge Lv4: Scatter Lv3

|

| Path:

| Sonic Bow I --> Sonic Bow II

|

| Method:

| Our Thunder Elemental Bow gets an upgrade! Woot! We'll need four Thunderbug

| Juice, four Alluring Hide (Red Khezu), and two Hornetaurs Heads. The reason

| this ranks number two is that our Bow armory in general is lacking. The

| Sonic Bow II gives our Bows a little boost.

x-----x

## #3. Thunderspear

x-----x

| THUNDERSPEAR! |

x-----x-----x

| Weapon Type: Lance

| Weapon Attack: 322

| Element: Thunder 300

| Sharpness: Green (Blue with Sharpness +1!)

| Affinity: N/A

| Slots: N/A

| Path:

| Iron Lance --> Iron Lance + --> Bone Javelin

| Spiked Spear --> Paralyzer --> Thunderspear

|

| Method:

| I'd prefer to forge this outright. All you need three Kirin Horn, eight

| Kirin Hide, fifteen Rubbery Hides, and sixteen Thunderbugs. It beats the

| eighteen you'd have to gather through forging through the path.

x-----x

I'd like to split the section, as Monster Bone + requires a section of it's  
own. Yes. I'm being quite theatrical.

## #1. Imperial Gunlance

x-----x

| IMPERIAL GUNLANCE! |

x-----x-----x



```

| Weapon Type: Gunlance
| Weapon Attack: 391
| Element: Raw
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: N/A
| Slots: Two
| Path:
|
|       Iron Gunlance --> Iron Gunlance +
| Steel Gunlance --> Special Ops Gunlance --> Imperial Gunlance
|
| Method:
| You'll need thirty Machalite Ore total, eight Earth Crystals, ten Disk
| Stones, five Gunpowder (Old Lady), three Flame Sac (Capture Yian Kut-Ku),
| two Lightcrystal (Break Gypceros Headpiece), nine Fire Stone (Volcano
| Gathering), five Dragonite Ore, and of course three Monster Bone +.
|
| If you've been keeping up the mining in Pokke Farm, you should have a decent
| amount to forge the Imperial Gunlance. The Machalite Ore, Dragonite Ore,
| Fire Stone, and excess Earth Crystals or Disk Stones you may need all come
| from the Volcano Gathering Quest.
|
| The Fire Sac comes from capturing Yian Kut-Ku. It's important that you
| capture, not kill him. There's always a chance you already scored the Fire
| Sacs you needed when you took on Yian Kut-Ku the ten times you needed in
| order to unlock Yian Garuga. If that is the case then move onto Gypceros and
| the Lightcrystals. If you want to double your chances of scoring one, you
| could send Trenya to the Swamp for 300 Points. Even mine areas of the Swamp
| yourself if you feel lucky. Chances are, you picked this up in Pokke Farm
| already.
|
| And of course, the measly Monster Bone + from the Check the Tower Quest.
| Kinda seems like a small effort now doesn't it? Truthfully, the Imperial
| Gunlance is tedious to forge but oh-so worth it. It has the strongest Raw
| Attack in Elder Rank and eventually becomes one of the best Dragon Element
| Gunlances in the game. Acquiring the weapon is pretty much a requirement.
x-----x

```

## #2. Blango Fur Bow IV

```

x-----x
| BLANGO FUR BOW IV! |
x-----x-----x
| Weapon Type: Bow
| Weapon Attack: 180
| Element: Ice 120
| Affinity: N/A
| Slots: Two
| Coatings: Everything but Razor
| Charges Levels:
| Charge Lv1: Rapid Lv2
| Charge Lv2: Pierce Lv2
| Charge Lv3: Rapid Lv3
| Charge Lv4: Scatter Lv4
|
| Path:
| Blango Fur Bow I --> Blango Fur Bow II -->
| Blango Fur Bow III --> Blango Fur Bow IV
|
| Method:
| Acquired through a series of Giaprey, Blango, and Blangonga parts. If you've

```



```
| Mandatory: No /
| Type: Hunting Quest \
| Reward: 4500z /
| Contract Fee: 750z \
| Location: Snowy Mountains (Night) /
| Details: Hunt Tigrex \
x-----x
```

Should you desire a rematch with Tigrex, Absolute Power is present. There is a sincere difference in terrain in the other quest "The Tigrex's Roar." As you fight in the desert in the other one. The map is quite spacious allowing the Greatsword to thrive. It all depends on your strategy.

```
x-----x
| #2 The Legendary Kirin! |
x-----x-----x
| Mandatory: No /
| Type: Slaying Quest \
| Reward: 4500z /
| Contract Fee: 750z \
| Location: Snowy Mountains (Night) /
| Details: Slay Kirin \
x-----x
```

Oh joy. A unicorn with a thunder fetish. See "[7.6.1]" for details.

```
x-----x
| #3 Two Roars in the Snow! |
x-----x-----x
| Mandatory: No /
| Type: Hunting Quest \
| Reward: 5100z /
| Contract Fee: 850z \
| Location: Snowy Mountains (Night) /
| Details: Hunt two Blangonga \
x-----x
```

Is this your first double-hunt quest? No? Still... some good news, bad news, more bad news. The bad news is that you will hunting two monsters in this quest. Do not make the mistake of believing you need to hunt both at the same time. Terms of battle require always a one-on-one match. You will scarce find a situation that demands otherwise.

More bad news, you will find both Blangonga mainly in Areas 6, 7, and 8. They will intersect, I kid you not. The beast of the matter is luring one away from the other. To accomplish this you must... you must wait. I know, terrible thing. You must paint both monsters and then attack whichever one is left behind.

Rules of engagement are rather tricky. You should always pursue one, and only one monster until that monster is dead. This increases the likelihood of victory and eliminates the possibility of an attack by the other. Never fool yourself into a situation that tags you with both monsters at once. For it is a skirmish you cannot win.

Oh, the good news? The monster's HP is split between the two. Meaning each monster has less HP then a single one of it's kind. It's common in dual monster hunts. This translates into more carves, and more opportunity for rare materials. Enjoy.

```
x-----x
```

```

| #4 The Poison Siege! |
x-----x-----x
| Mandatory: Yes      /
| Type: Hunting Quest \
| Reward: 3600z       /
| Contract Fee: 600z  \
| Location: Jungle (Night) /
| Details: Hunt Gypceros, Purple Gypceros \
x-----x

```

Another dual-hunting quest. Should you need Gypceros parts, this is it.

```

x-----x
| #5 The Tigrex's Roar! |
x-----x
| Mandatory: No        /
| Type: Hunting Quest  \
| Reward: 4500z       /
| Contract Fee: 750z   \
| Location: Desert (Day) /
| Details: Hunt Tigrex \
x-----x

```

Dessert. Desert. Dessert. Desert. I can't decide which one this is. Depending on your level of skill, you may find the open area a godsend. Or all the same. All the same, the rewards of this quest, for it's effort, is nothing short of yummy.

```

x-----x
| #6 The Runaway Diablos! |
x-----x
| Mandatory: Yes        /
| Type: Hunting Quest   \
| Reward: 4200z        /
| Contract Fee: 700z    \
| Location: Desert (Day) /
| Details: Hunt Diablos \
x-----x

```

Diablos is exactly like Monoblos in many aspects. Keen observance is still needed to observe these differences. Follow the strategy in section "[7.5.2]" and all will be well.

```

x-----x
| #7 The Fierce Black Horn! |
x-----x---x
| Mandatory: No            /
| Type: Hunting Quest     \
| Reward: 4800z          /
| Contract Fee: 800z     \
| Location: Desert (Night) /
| Details: Hunt Black Diablos \
x-----x

```

The Black Diablos is a variation of speed and power. You'll notice a quicker step in each of it's assaults. Not to mention the meddling Cephalos, who need to be exterminated on sight. Still, "[7.5.2]" is your base, just be aware of the timing differences.

```

x-----x
| #8 Ultimate Crab Dinner! |

```

```

x-----x
| Mandatory: Yes /
| Type: Hunting Quest \
| Reward: 3600z /
| Contract Fee: 600z \
| Location: Desert (Night) /
| Details: Hunt two Daimyo Hermituars \
x-----x

```

This is good on two-fold. One, this is one of the best quests for grabbing Monoblos Hearts. Seeing as though you are hunting two Hermituars, the chance of receiving those hearts double. Giving you excellent opportunity to gem the Ceanataur Armor. A set, if Gemmed, will last you the rest of the Elder Quests and beyond.

```

x-----x
| #9 Black Rock in the Swamp! |
x-----x---x
| Mandatory: No /
| Type: Hunting Quest \
| Reward: 4800z /
| Contract Fee: 800z \
| Location: Swamp (Night) /
| Details: Hunt Black Gravios \
x-----x

```

...Gravios. It has come at last. No worries, head to section "[7.6.2]" for details.

```

x-----x
| #10 Seeking the Strange Mask! |
x-----x-x
| Mandatory: No /
| Type: Slaying Quest \
| Reward: 3000z /
| Contract Fee: 500z \
| Location: Forest & Hills (Day) /
| Details: Slay five Shakalakas \
x-----x

```

These savage creatures are found under highlight mushrooms across the Forest & Hills Area. You'll be hounded by a Blue Yian Kut-Ku occasionally, and if you wish can kill it for fun. The deed is hardly necessary but making Shakalaka hunting all the easier.

```

x-----x
| #11 Terror of the Gravios! |
x-----x
| Mandatory: Yes /
| Type: Hunting Quest \
| Reward: 4200z /
| Contract Fee: 700z \
| Location: Volcano (Day) /
| Details: Hunt Gravios \
x-----x

```

The variable difference between the gray and the black Gravios is the usage of Gravios Beam. He's a spammer, a killer, and a fierce opponent. Section "[7.6.2]" shall be your aegis.

```

x-----x
| #12 Check the Ancient Tower! |
x-----x--x
| Mandatory: No                /
| Type: Slaying Quest          \
| Reward: 3000z                 /
| Contract Fee: 500z           \
| Location: Tower               /
| Details: Slay ten Remobra \
x-----x

```

A treasure trove of materials await you with this quest. Monster Bone + from the rewards, Thunderbug Juice from Thunderbugs, and various Remobra parts. Hi-ho!

```

x-----x
| #13 Overseer of the Ancients |
|           Or...              |
| The Empress Blazing Throne! |
x-----x-----x
| Mandatory: No                /
| Type: Slaying Quest          \
| Reward: 5400z                 /
| Contract Fee: 900z           \
| Location: Tower/Volcano /
| Details: Slay Lunastra \
x-----x

```

Those ruby flames licking your legs, those are of the queen of fire, Lunastra. See "[7.6.3]" for details.

```

x-----x
| #14 The Elder Dragon of Mist |
|           Or...              |
| Towards the Silence!        |
x-----x-----x
| Mandatory: No                \
| Type: Slaying Quest          \
| Reward: 5400z                 /
| Contract Fee: 900z           \
| Location: Forest & Hills/Swamp /
| Details: Slay Chameleos \
x-----x

```

That which cloaks itself in plain sight. See "[7.6.4]" for details.

```

x-----x
| #15 Festival of Thunder! |
x-----x-----x
| Mandatory: No                /
| Type: Hunting Quest          \
| Reward: 3600z                 /
| Contract Fee: 600z           \
| Location: Swamp (Night) /
| Details: Hunt mini Khezu \
x-----x

```

The "mini" monsters are a particular breed that are minuscule compared to their larger breeds. Their size determines the terms of battle. It's harder to aim for a specific body part and bouncing becomes a certainty. I usually take Khezu with a Hammer, that way I don't have to worry. Still, the choice is yours. Good luck.

\*Dengeki Ticket is your reward for completing this quest.

\*Is it unknown whether or not this quest is a Japanese exclusive.

```
x-----x
| #16 The Pink Horde! |
x-----x-----x
| Mandatory: No      /
| Type: Hunting Quest \
| Reward: 4200z      /
| Contract Fee: 700z \
| Location: Swamp (Day) /
| Details: Hunt two Congalala \
x-----x
```

Follow the rules of dual hunts and you should come out swimmingly.

```
x-----x
| (U) A Troublesome Pair ! |
x-----x-----x
| Mandatory: Urgent      /
| Type: Hunting Quest \
| Reward: 8400z      /
| Contract Fee: 1400z \
| Location: Forest & Hills (Day) /
| Details: Hunt Rathalos & Rathian \
x-----x
```

If you've never chanced the low rank Guild quests, then this is your first time facing down a Rathalos. Same for Rathian. They are called the King and Queen of Wyverns for a reason, and soon you shall find out. Sections "[7.6.5]" and "[7.6.6]" for details concerning each. God, luck, or skill be with you.

```
^~~~~~^
---| --- [7.6.1] Elder Quest --- |---
---|      ~~~ Kirin ~~~      |---
v~~~~~v
```

"He knows when you're happy  
He knows when you're comfortable  
He knows when you're confident  
And he 'always' knows when you have carrots."  
~Author Unknown

```
o=====o-----o
| Question \ What is Kirin? |
o=====o-----o
```

Upon first being asked this, I would tell you that he is a horse. And on his horse is mounted a horn, and when glowing blue it can kill. Straight from Chinese mythology emerges Kirin. The words "Thunder Unicorn" best describe the form of this beast. It prances across the battlefield with grace unlike the Wyverns. And attacks with such ferocity that would humble even the strongest.

Aside from the miniature Wyverns, Kirin is perhaps the slenderest of beasts. A fact that will annoy you during the hunt. In addition, he is blessed with agility, speed, and can almost never be caught in one place. Battling the likes our foe will take an equal amount of tact.

Most effective attacks: Head, Horn (Both)  
Most effective element: Fire/Water

Susceptible Status Ailments: Poison does pathetic damage, immunity to stun, average susceptibility to sleep, immunity to KO.

Susceptible Bombs: N/A

Susceptible Traps: N/A

Breakable Parts: N/A

Near Death When: Flees area.

Yeah, not much to tell about Kirin. Players take advantage of his average sleep tolerance and blow him to bits with Large Barrel Bombs.

```
o=====o-----o
| Question \ What attacks does it have? |
o=====o-----o
```

Kirin's attacks deal with a variation of lightening strikes. Though our foe may give off the appearance of having the same tell for every attack it's just not true. Memorizing them takes an extra deal of care, with this guide though you shouldn't have too much to worry about.

```
x-----x
| Full Moon Lightening! | <--- Same Frames --> | Aimed Lightening! |
o=====o                                     o=====o
```

I've yet to see contrasting frames between the attacks Full Moon Lightening and Aimed Lightening. Before he attacks Kirin's horn glows blue, it will reel back standing on it's hind hooves then land followed shortly by the strikes.

#### Full Moon Lightening:

A common attack, especially in Rage Mode, is to call forth Lightening that strikes in a circular pattern. Being surrounded by lightening doesn't automatically mean he's invincible during this attack. There are niches in his wall that allow you to score a hit. However you must analyze the lightening strikes themselves to a fault.

#### Diagram #15 - Full Moon Lightening

```
=====
=====5=1=6=====
=====2`X`3=====
=====7=4=8=====
=====
```

Or...

```
=====
=====5=1=6=====
=====2`X`3=====
=====7=4=====
=====
```

#### Legend:

X - Kirin

1 - First strike located at the front.

2 - Second strike located at his right.

3 - Third strike located at his left.

4 - Fourth strike located at his back.

5 - Fifth strike located diagonal upper-left from him.

6 - Sixth strike located diagonal upper-right from him.

7 - Seventh strike located diagonal lower-left from him.

8 - Eighth strike located diagonal lower-right from him.

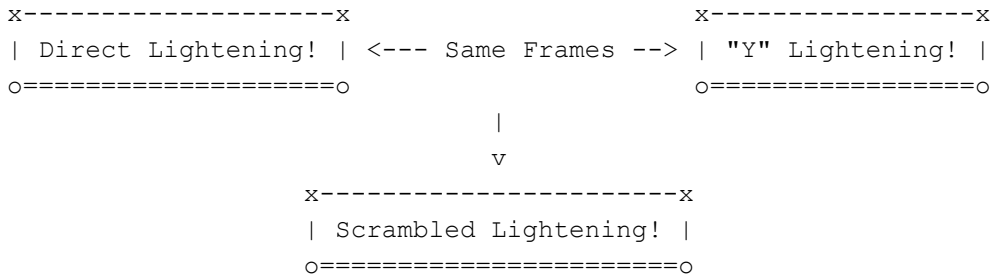


The pattern, as far as I can tell, is always the same. Sometimes, he will forgo the eighth strike. How do we use this to our advantage? It's tricky, but choosing the right moment to attack can score you an extra hit.

#### Aimed Lightning:

Aimed Lightning is a single bolt that targets the ground you walk. That spot will lite up, and it'll be your chance to evade. Should the bolt hit you, it'll instantly stun you. This allows Kirin to chain Ram or an even deadlier attack. It can be an instant KO should that happen. My beef with this attack is that it's frame is similar to Full Moon Lightning.

Note: All of Kirin's Lightning Strikes have a chance of paralyzing. Aimed Lightning has a greater chance (I'd say almost every time) of doing so.



Instead of the glory stirring we saw with the Full Moon/Aimed link frames is that Kirin will shake his body, throw his head back, and lift it's legs slightly.

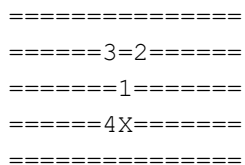
#### Direct Lightning:

The perfect counter for those who go after Kirin's head. Direct Lightning envelops Kirin's own body in a series of thunder-strikes. Ranging from his front, behind, and at the center of his own body. The contrast between Full Moon is that the strikes all happen in one spot and are less frequent in number. Leaving him open the rest of his body, however your window of time passes rapidly.

#### "Y" Lightning:

Occasion calls when Kirin will execute this attack. The reason it's called "Y" Lightning is because it is shaped as such. A total of five strikes, the attack seems to favor his left more then his right. Ergo, the best way to avoid this attack would be to circle round his right side.

#### Diagram #16 - "Y" Lightning



#### Legend:

- 1 - The starting and ending strike.
- 2 - The strike upper-left from strike number one.
- 3 - The strike upper-right from strike number one.
- 4 - The strike down-left from strike number one.

Remember there are five strikes, it hits area "1" twice.

#### Scrambled Lightning:

The killer unicorns ranged attack. It's called Scrambled Lightning because the

strikes emit in a somewhat odd pattern.

#### Diagram #17 - Scrambled Lightning

```
=====
====X=====
=====
====5=====
====6=====
===1`4=====
=====
===2`3=====
=====
```

#### Quick Lightning:

Sometimes Kirin will thrust it's head and horn upwards and call forth a quick series of strikes. It possess short range, but it's yet another reminder to keep away from his front.

#### Taunt:

Rejoice, he is vulnerable! Kirin will occasionally scratch the ground and look about. At this time, you can get a few hits in before he returns in full fury.

#### Ram:

One of Kirin's only physical attacks. He'll make a beeline for you, should you stay in one place for more then a moment. This is also his anti-usage move, as it can disrupt any item use. Quick Eating comes to mind, but should you really want to improve your skills, you shouldn't have to take any at all.

#### Thrust:

A simple thrust, done usually after Ram.

#### Prance:

Not so much of an attack is it is a defensive measure. Kirin will 'prance' in a left-right evasive pattern. Should you be caught, you can get hurt. Especially in Rage Mode where healing opportunities are slender.

#### Rage Mode:

You knew this was coming. Lucky for us, Kirin lacks any specific Rage Mode attacks. Instead, he jacks up the speed of his attacks and his own maneuverability. Making him not only dangerous to hit, but insanely difficult as well. You'll notice the static, the glowing white aura, and of course the damage increase. My advice, play it safe.

\*Note: All of Kirin's Lightning attacks can set off Barrel Bombs, keep this in mind should you decide to exploit it.

```
o=====o-----o
| Question \ What weapons should I bring? |
o=====o-----o
```

Your ultimate goal here is to maneuver past these attacks to hit his main body. Some attacks are near-impossible to manipulate, yet all can be conquered with practice. I will instruct you on those which can be broken and others more difficult.

You will also notice that his body parts are among the most difficult to hit. Because of his size in Elder Rank, most strikes will hit the body. You want to avoid this, as your weapon can bounce off leaving you vulnerable.

```
x-----x
| Sword and Shield, Dual Swords! |
o=====o
```

```
x-----x
```

```
| FROST EDGE +! |
```

```
x-----x-----x
```

```
| Weapon Type: SnS
```

```
| Weapon Attack: 180
```

```
| Element: Ice 280
```

```
| Sharpness: Green (Blue with Sharpness +1)
```

```
| Affinity: N/A
```

```
| Slots: Two
```

```
| Path:
```

```
|     Frost Edge --> Frost Edge +
```

```
|
```

```
|           Or...
```

```
|
```

```
| Hunter's Dagger --> Hunter's Dagger + -->
```

```
|     Frost Edge --> Frost Edge +
```

```
|
```

```
| Method:
```

```
| Not a hard weapon to make. I would prefer you forge the Frost Edge right off  
| instead of building from scratch. Improvement requires two Machalite Ore,  
| and you may not have access to those. If you do, then you'll need Blango  
| Pelt as well as Ice Crystals. The main Material is Ice Crystal, you'll need  
| a total of twenty-three in order to forge Frost Edge then improve the Frost  
| Edge +. If you forge outright, you'll need eight Iron Ore (Volcano Gathering  
| plus Pokke Farm), five Giaprey Scale (Giaprey, duh), three Knife Mackerel  
| (buy from Old Lady or Fishing Spots). Then for Frost Edge + you'll need your  
| remaining Ice Crystals (you should have fifteen), two Blangonga Fang  
| (shatter the fangs of the Blangonga,) and two White Monoblos Shell. Okay,  
| maybe it's hard.
```

```
|
```

```
| Ahem, if you've been following with the guide, that paragraph above may read  
| familiar. I've introduced you to Frost Edge + on your date with Basarios.  
| Sadly, Kirin is a particular creature with a particular set of weaknesses.  
| The Frost Edge is the best we can do.
```

```
|
```

```
| Challenge Rating: Average-Hard
```

```
x-----x
```

```
Or...
```

```
x-----x
```

```
| SANDMAN FINSWORD! |
```

```
x-----x-----x
```

```
| Weapon Type: SnS
```

```
| Weapon Attack: 182
```

```
| Element: Sleep 230
```

```
| Sharpness: Green
```

```
| Affinity: N/A
```

```
| Slots: One
```

```
| Path:
```

```
|     Bone Kris --> Bone Kris + -->
```

```
| Chief Kris --> Weary Finsword --> Sandman Finsword
```

```
|
```

```
| Method:
```

```
| Starting from Weary Finsword to Sandman Finsword we'll need a whopping seven  
| Plesioth Fins, two Cephalos Fins, ten Sleep Herbs (Old Lady), ten Sleepyfish
```

| (Pokke Farm Fishing Pier), and five Dragonite Ore.

|  
| Once more, Sandman Finsword is the sleeping SnS used so often on Wyverns  
| that it's come to the point of cliché. Just like we did with Tigrex,  
| inducing sleep allows you set-up some powerful bombs. Just remember to place  
| the bombs in front of his HORN. Not just his head.

| Challenge Rating: Average-Hard

x-----x

For keeping up damage overtime, it's demanded that you remain in range of Kirin. We take the same counterclockwise pattern we've done with most so far. Here, you must learn the proper range between you and your foe. Far enough to escape Full Moon, but close enough to attack. The unsheathe attack (Triangle + Circle) I've found a reliable ally. My method was to manipulate his turning and pounce to score a hit. The strategy has its disadvantages because our foe counters with Ram, stealing a bit of health.

Keeping up with him is tough, considering he has Prance and Ram which he uses to escape you. You have to tail him though. You also must decide the more valuable body part to attack. His main body is more susceptible to your weapons attacks. While the head and horn end the battle faster.

The game comes down to how good you are at attacking and dodging. You should mix your attacks aiming for both the head and body. You'll want to go after the head, the body plays second fiddle. If you detect a turn-around, unleash an unsheathe attack. Remember the more hits you bring, the faster you can bring him down. So go for it!

x-----x

| HOLY SABER! |

x-----x-----x

| Weapon Type: Dual Swords

| Weapon Attack: 196

| Element: Water 190

| Sharpness: Green (Blue with Sharpness +1)

| Affinity: N/A

| Slots: One

| Path:

| Twin Dagger --> Twin Dagger +

| Dual Tomahawk --> Dual Tomahawk + -->

| Order Rapier --> Holy Saber

| Or...

| Order Rapier --> Holy Saber

| Method:

| A weapon I'd pick under the most severe of circumstances. Forging from Order Rapier (which is recommended) requires twelve Lightcrystal, five Black Pearl, twenty Machalite Ore, and ten Small Goldfish. Circle round Gypceros, Pokke Farm, or the Swamp Mining Areas for Lightcrystal. Black Pearls can be found from Daimyo Hermituar and around the Jungle Area 4 where the shells are.

| The Small Goldfish are found at Pokke Farm or at the Training School (I've netted several from Yian Kut-Ku.) Finally, you'll need six Hercudrome (which you'll have to net in Area 2 of the Volcano Gathering Quest) and ten Dragonite Ore (found in Area 6 of the Volcano.)

| Now, my beef with Holy Saber is that, it can be upgraded, but it's  
| overshadowed by other weapons. If you're cool with that, then by all means  
| invest.

| Challenge Rating: Hard

x-----x

Not much has changed tactics-wise. You must remain within Kirin's range, but more importantly be capable of dodging whatever comes. With Holy Saber, I found my strikes bounce off the body which forced me to focus on the head and horn. My most triumphant moments were when he turned around and I was allowed to attack, most often with Roundhouse. For those packing Power/Mega Juice Double Roundhouse isn't out of the question. For those looking to completely avoid Ram, you're limited to a single slash before having to dodge. Even then your prospects don't look good.

There is little you can do to avoid damage. Because of the range and requirement of our weapon we have to be close. Because of this, we're more likely to get caught in Lightning attacks. Ram is your enemy here, never forget it. Taunt is your friend, as it allows you to unload a full Demon Dance or a Double Roundhouse depending on when you begin. The Dual Swords own Unsheathe Attack (Triangle + Circle) is useful only in moments when Kirin's head is lowered. Otherwise they'll bounce off.

Overall? While it's simple to maneuver with the Dual Swords, it's hard to land a strike against him. This makes it one of the harder weapons to use. I recommend this weapon only if you are testing your skills or if you're a die-hard Dual Sword user (Cause you got to in D&D right?)

x-----x  
| Greatsword, Longsword! |  
o=====o

x-----x

| PLESIOTH CRYSTASWORD! |

x-----x-----x

| Weapon Type: Greatsword

| Weapon Attack: 672

| Element: Water 470

| Sharpness: Green (Blue with Sharpness +1)

| Affinity: N/A

| Slots: N/A

| Path:

| Finblade --> Plesioth Watersword

| --> Plesioth Crystasword

| Method:

| If you've been following the guide up to this point then you already possess  
| the Plesioth Watersword. You're still going to need four Green Plesioth  
| Fins, five Green Plesioth Scales, and two Monster Bone +. Getting the Fins  
| can be hell, but it's well worth it.

| Challenge Rating: Average-Hard

x-----x

Depending on how you play with the weapon, Kirin can be a tad easier. Non-starter Greatsword users like myself may be limited to Unsheathe Attack then evade. Not too bad considering it's a decent method for knocking him down. It's a battle of mobility and skill. How well you do depends on how well you've got down the Charge Method, and the Turning Method. Memorizing his attacks also

plays heavily into the strategy.

Moving around with the Greatsword is irksome, as you're required to sheath your weapon in order to go after Kirin. Aside from all the jargon, frames, hit-zones, and whatnot, your target remains the same. His Horn. Capitalizing on his moments of vulnerability is key, Scrambled and/or Direct Lightning is our gift. During these moments, we are allowed to position ourselves for a charge attack. The area you've chosen should avoid the strikes of "Y", and the range of Scrambled. In other words, not too far, but not too close. Close enough for the edge of your blade to join with his flesh.

Once you've developed the habit of placement it's time to focus on entrapment. You want to snare Kirin on your Greatsword the moment he turns to face you. Hopefully you've saved up at least a Level 1 Charge. Don't forget to let go. Also remember the same can be applied to his Full Moon Lightning attack. That requires a suitable amount of organization in positioning and timing. The major weakness of this strategy is when you hit the body with a Level 1 Charge or below. It bounces off leaving you vulnerable to one of Kirin's attacks. Worse case scenario you die, best case you get up and try again.

Overall, the Greatsword is a difficult weapon to fight with, but damn fun to learn. Developing this strategy delivered satisfaction like none other. Like winning tickets to your favorite sports team, like drinking a can of coke for the first time in a LONG time... like winning.

x-----x

| BLANGO DECIMATOR! |

x-----x-----x

| Weapon Type: Longsword

| Weapon Attack: 672

| Element: Ice 250

| Sharpness: Green (Blue with Sharpness +1)

| Affinity: 10%

| Slots: N/A

| Path:

| Method:

| Buster Sword --> Blango Destroyer

| Blango Destroyer + --> Blango Decimator

|  
| You may already be keeping tabs on this weapon. Mindful of the fact that  
| this weapon leads to Desert Decapitator, the strongest Raw Longsword in-  
| game. It somewhat makes up for the uselessness we see the weapon type travel  
| to towards end-game.

|  
| I recommend you start from Buster Sword, it's easy to make and you branch  
| off the bat into Blango Destroyer. Improvement takes six Blango Pelts, eight  
| Iron Ore, and five Ice Crystals. You probably have the latter two if you've  
| been keeping up with Pokke Farm. And of course, you know where Blango Pelts  
| come from. From Blangos! Don't stop until you have sixteen though, as you'll  
| need ten for Blango Destroyer +, and while you're at it get six Sharp Claw.  
| Pokke Farm or Forest & Hills can give you the two Killer Beetles you need.

|  
| You're going to need to go after Blangonga after finishing up Destroyer +.  
| You'll need to net five Blangonga Whiskers as well as three Blangonga Fangs.  
| You have to destroy his fangs in order to receive them. While going back and  
| forth between quests, don't forget to harvest at least twenty Ice Crystals.  
| With that in mind, you can net this weapon in as little as an hour.

| Challenge Rating: Hard

x-----x

With the Longsword, one trades power for speed and mobility. The absence of the Greatsword's Charge is like the absence of a companion. Our methods of attacking are changed drastically, not all for the bad though. This weapon type allows us the ability to maneuver without having to sheath our weapon. Not only that, but the Spirit Combo does okay to correct the imbalance. However the attack in general requires your foe to stay within the area of your blade. A fact which Kirin seems to forget. Before you discard the Longsword, know that you can easily mend this by Cornering him.

The Overhead Slash is your friend. One touch of the Triangle then evade appropriately. Accuracy is vital, and failure incurs Kirin's wrath. I speak of striking the Horn/Head. Your blade will bounce if you attack the body leaving you vulnerable to assault. Attacking the weak body parts will build up your Spirit Gauge allowing you to execute your combo. You'll be lucky if you can build the gauge halfway however. Essentially, your damage output is the Unsheathe Attack slash Overhead Slash.

Overall, the Longsword is a decent tool against Kirin. It's a smooth alternative to the Greatsword without it's advantages. It gains some of it's own, but not enough to redeem itself in the face of thunder Elder Dragon.

```
x-----x
| Hammer, Hunting Horn! |
o=====o
```

```
x-----x
| KUT-KU PICK! |
x-----x-----x
```

| Weapon Type: Hammer  
| Weapon Attack: 884  
| Element: Raw  
| Sharpness: Green (Blue with Sharpness +1)  
| Affinity: 10%  
| Slots: Three  
| Path:  
| Bone Club --> Cyclo Hammer --> Atlas Hammer  
|           Kut-Ku Jaw --> Kut-Ku Pick  
|  
| Method:  
| I chose the Kut-Ku Pick for a few outlandish reasons. One is that it's one  
| of the strongest Hammer's in Elder Rank. Only beaten by the Bull Tusk  
| Hammer, which path ends at Bull Tusk Hammer. It also leads to Chaotic Order,  
| one of the strongest Raw Hammers in-game. Yeah, I know, I'm a rebel. :/  
|  
| Start with Bone Club and branch into Cylo Hammer and then Atlas Hammer.  
| Gathering the materials for Kut-Ku Jaw one Giant Beak which only comes from  
| carving Yian Kut-Ku. I've had a bigger issue with finding the four Kut-Ku  
| Ears to forge Kut-Ku Pick, you'll need four of those by the way. You can buy  
| the two Monster Fluid from the Old Lady for 5000z a pop, or carve them from  
| Hornetaurs. Personally I'd just spend the cash.  
|  
| Once you've got your materials to forge the Jaw, it's time we went after the  
| Pick. Hopefully you frisked four Kut-Ku Ears from your questing. Under the  
| likely event that you didn't, harvest till you do. Next comes two Vibrant  
| Pelt which come from Congalala, and guess what? They're also hard to find!  
| And finally comes the tedious four Monster Bone + hunting. You can alternate  
| quests to mix things up, but it's still a drag.  
|  
| Is it worth it? Hell yes. Get hunting!

```
|
| Challenge Rating: Low
x-----x
```

Or...

```
x-----x
| IRON STRIKER +! |
x-----x-----x
| Weapon Type: Hammer
| Weapon Attack: 832
| Element: N/A
| Sharpness: Green
| Affinity: N/A
| Slots: N/A
| Path:
|           War Hammer --> War Hammer +
| War Mace --> Iron Striker --> Iron Striker +
|
| Method:
| You'll need five Dragonite Ore, eleven Malchalite Ore (covers the
| requirements for Iron Striker) and a few base materials to forge this
| weapon. Not to mention ever-so-useful. Iron Striker's Path leads to the
| second strongest Hammer in-game, Juggernaut.
|
| Copy&Pasta Magic! Reason we've chosen it this time is because Anvil Hammer
| requires two Gravios Shell. We haven't covered Gravios yet, so I'm betting
| you don't have the shells. If you do, shame on you for skipping Kirin. If
| you don't, Iron Striker + will do. I added this as an option for the lazy
| who don't want to go out of their way to forge Kut-Ku Pick. Iron Striker +
| is inherently weaker than the Pick, but doesn't require nearly as much
| running around to forge. In fact, if you've been following this guide, you
| have it in your arsenal already.
|
| Challenge Rating: Low
x-----x
```

Facing down Kirin with a Hammer is laughable. Compared to the short ranges of the SnS and the Dual swords. Between the "prayer" strikes of the Greatsword and Longsword (because you're praying the blade won't bounce!) And poking prodigies the Lance and the Gunlance (to which we'll discuss later) the hammer is god. The Hammer is not only the two-eyed man in the land of the blind, but he's the one with 20/20 vision.

Take your Hammer, your Power Juice, and start off with a bang. Your friend is the Hammer Charge, and R Trigger is what determines victory and defeat. The reason your weapon is so lethal to Kirin resides in the fact that you don't have to aim. At least not as much as the other weapons will make you. A trait that will appeal to first time users of the type from now on. In other words, the Hammer allows you to be lazy. It enables Hunter's to forsake the skills you would need to develop with a Greatsword, or the hardships endured with the Bow. The Hammer isn't so much a triumph as it is a way to beat around the bush.

This practice of aiming is still necessary, and a good sense of timing goes a long way. The real method of victory resides in the manipulation of turning. When you face down a Kirin while Charging, you're required to read his tell and dodge appropriately. Once you evaded the move or determined it cannot possibly hit you, you wait for your foe to turn your direction. In the course of that moment, you should be unleashing your bludgeon. It doesn't take a whole lot to send our foe spinning onto the floor.



You run into the obvious problems with Charging. Once your Power/Mega Juice runs out, you're required to drink once more to keep the stamina. Doing this can leave you open to Kirin's Ram. Running against our foe without it is acceptable but beware of long moments holding the Charge. A drained stamina gauge means none left for evade, which under unlucky circumstances can be lethal.

Overall, given the same effort as weapon you hold, the Hammer can be a fiend against the likes of Kirin. The natural ESP of the Hammer Charge, combined with the power of the advantageous Triple Pound can shuffle our enemy like a deck of cards.

```
x-----x
| WAR DRUM +! |
x-----x-----x
| Weapon Type: Hunting Horn
| Weapon Attack: 936
| Element: Raw
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: N/A
| Slots: One
| Notes: White, Yellow, Red
| Path:
| Ivory Horn --> War Drum --> War Drum +
|
| Method:
| The parts are child's play to get, all expect for the single Vibrant Pelt
| and the Striped Skin that comes from Remobra. Vibrant Pelt is a rare drop,
| and hopefully you have at least one from your adventures so far. If not then
| good luck. Know that I don't envy you.
|
| War Drum + is the strongest Hunting Horn in the Elder Rank. It's notes (as
| seen below) do the weapon justice. Should you be lucky enough to have a
| friend who also plays Monster Hunter, the War Drum + can be the perfect
| side-kick.
|
| Noteworthy Notes:
| (Defense Up [Small]) -- Red --> Yellow (2 min)
| (Attack Power Up [Small]) -- White --> Red (2 min)
| (Fire Def Up [Small]) -- Yellow -> Red (1 min)
| (Dragon Def Up [Small]) -- White -> Yellow (1 min)
|
| Challenge Rating: Average
x-----x
```

With the Hunting Horn, the challenge of Kirin is lessened. In my earlier days, I was under the belief that he was weak against Dragon (ergo I used Sakura Bell,) I also believed in wearing his Armor because it had Auto-Tracker. Boy did I learn. My creditable skills with the Super Pound (Triangle + Circle) convinced me of the Hunting Horn's power.

The strategy doesn't change from the Hammer counterpart. In this case you're trading power and a bit of mobility (counter with White --> White) for simplicity. You don't have the Hammer Charges stamina drain to worry about, because all you need is the Hunting Horn's Super Pound. So it devolves into a game of cat and mouse. A game where you attempt to net the mousy Kirin into the range of your flailing instrument. It's repetitive and ultimately tedious.

For those are hunting our foe for the sake of materials will find this weapons usage a change in pace. There really isn't a strategy in it. It's the

manipulation of turning, predicting the proceeding move and countering.

My quarrel with the Hunting Horn is that it reduces the value of your target. I like to drizzle a little flowery comment about the aesthetic of beast your fighting. Kushala's is wind, Garuga is loneliness, and Kirin's is the myth. The myth of the beast, how it stands out even among Elder Dragons. Then this novice shows up and conks him over the head with it. How sad it is to watch as all the strategy surrounding the beast becomes worthless in the face of a weapon like this. It devalues the worth of Kirin.

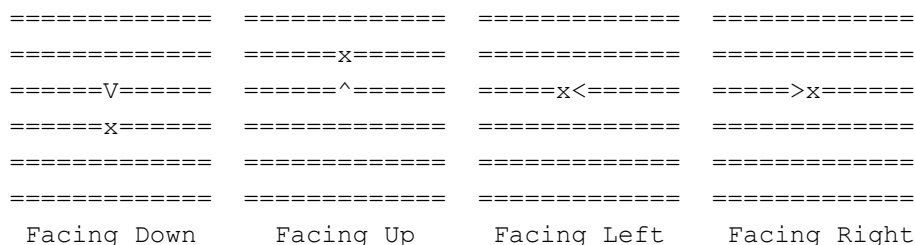
The redundant method of attack dampens my spirit. I'd recommend anyone who is facing Kirin for the first time to choose another weapon before trying. The Hunting Horn in this case acts like a "safe" weapon. It allows you to deal your damage and roll aside, not always ending with you unscathed.

```
x-----x
| Lance, Gunlance! |
o=====o
```

```
x-----x
| OGRE TUSK! |
x-----x-----x
| Weapon Type: Lance
| Weapon Attack: 414
| Element: Raw
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: N/A
| Slots: N/A
| Path:
| Longhorn --> Longhorn + --> Long Tusk
|   Barbaroi Tusk --> Ogre Tusk
|
| Method:
| You've been down this path with Incessant Raven. Now, you're just making a
| detour to Ogre Tusk, a powerful Raw weapon. Ogre Tusk's path is out-gunned
| by Raging Tempest, but because of the Affinity, it's recommended you use
| Ogre Tusk for the time. Five Monster Bone + are required to forge this
| weapon along with twenty Ioprey Hide and two Mega Demondrugs.
|
| Challenge Rating: Harder
x-----x
```

The Lance is a weapon of tender execution. By choosing it, we adopt a newborn lifestyle, to poke everything we see. Kirin is no exception. With the Ogre Tusk in your possession, it's very much possible to tackle our shock-happy foe. First off, it is possible to block any attack. The catch? You have to position yourself correctly. Imagine yourself for a moment, if your avatar was being looked upon from on high.

Diagram #18 - Guarding against Lightening



Legend:

V, ^, <, > - You facing different directions.  
x - Lightning Strike.

In order to successfully guard against Lightning, you must position yourself in-front of it. If you are hit from the side, or from behind then you'll get shocked.

Our weapon comes with the triple Back-hop. This tool will serve us handsomely depending how it's used. We deal with the obvious difficulties. The slow movement makes our thunder-hopper hard to catch up with. You could corner, it, but beware it doesn't corner you. It's easy to misunderstand his tells and turn the battle in his favor. Being responsible hunter, you're going to do your best m'right?

The premise of dueling the demon blue-horn is complex. Most of the time you will attack with the Upwards Stab (Circle) and hopefully keep up the hit-rate. Your advances need to be quick as your escape. It is not so much HIS attacks and YOUR positioning and timing. You must keep away from his front while keeping out your weapon. A not so difficult task with the Lance so long as you abuse the Power/Mega Juice and the Back-hops. His Ram attack has an opening. Allow him to run through you (while blocking with Guard) and he will stop a few feet away. Turn around and wait for him to face you, release a poke, then evade.

A few good rules of thumb concerning his lightning attacks are that they're all block-able. This doesn't mean your going to be fully protected. As the diagram shows above, you must position yourself in front of the strike. With the flurry of bolts it's quite difficult to keep track of all of them. As I said, positioning is key. Successfully guarding against a Full Moon Lightning attack is a feat that takes skill. You have to sneak into the hit-zone of one of eight strikes, block against one of them, and avoid being hit by the others. I would equate it to winning the lottery but really it's like rudimentary pinball, biased but doable.

Taunt makes miracles happen. Depending on your proximity you can score as many as six hits on Kirin. Should you knock him off his feet I recommend plowing him with the Lance Charge. It covers the distance you need to cover and provides whipping on top of the cake. Shifting gears, pattern-wise I thrust then double Back-hoped in order to dodge his front. His switch between psychical and electrical attacks can throw many players off. Just don't be discouraged.

Overall, when broken down Kirin is a challenge that can be overcome through severe perseverance. Thrill-seeking Hunters, those looking to finish Normal Training, and obsessive completion-ists, I recommend a fight against Kirin with a Lance.

```
x-----x
| DEEP FISHER! |
x-----x-----x
| Weapon Type: Gunlance
| Weapon Attack: 368
| Element: Water 200
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: N/A
| Slots: N/A
| Shelling: Long Lv. 1
| Path:
| Iron Gunlance --> Snow Gunlance --> Snow Gunlance MK. II
|           Marine Fisher --> Deep Fisher
|
| Method:
```

| I would choose the easier path and create a Marine Fisher from scratch then  
 | upgrade directly to Deep Fisher. It will cost you a hefty amount of Plesioth  
 | Fins (eleven to be exact,) four Monster Bone +, and seven Dragonite Ore. The  
 | other materials (Plesioth Scale, Iron Ore, and Burst Arrowana) come from  
 | various sources but aren't hard to gather.

| Now you're wondering, is it worth it? Totally. The Deep Fisher leads to the  
 | weapon Lavasioth Gunlance, one of the strongest fire type Gunlances in-game.

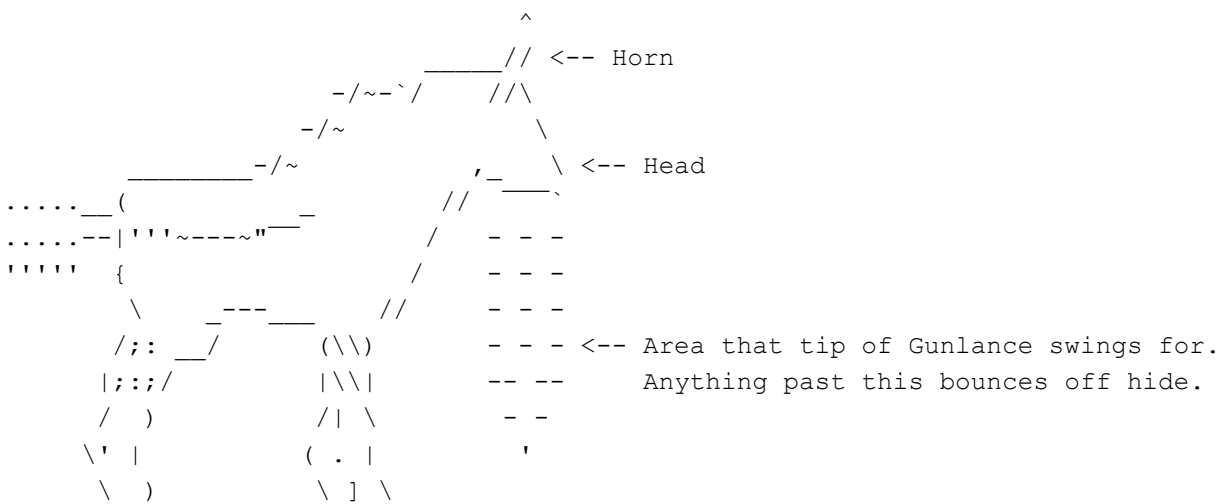
| Challenge Rating: Harder

x-----x

Like trying to swat a fly with a tennis racket. It CAN be done, but only with precision. You literally have to plant yourself a certain distance AWAY from Kirin in order to hit him. You should treat every attack the same way we've treated him with the Lance (read above for details) except you'll be guarding more then back-hoping for obvious reasons. Generally, it's better to use Back-hop even if you're limited to one.

Your damage dealer will be the Upwards Swing (Circle + Triangle) and Shelling but mostly the former. Now, in order to be as detailed as possible on how to effective combat Kirin, I must show you this crappy but informative depiction.

Diagram #19 - Gunlance, Kirin, and you



It is beyond my imagination and/or skills to show you the proper distance between you and your foe. You can however, measure the distance of the tip of your Gunlance for exact calculations.

Now, it is fully possible and highly recommended you attempt to trap Kirin with Barrel Bombs for this strategy. The Shelling off your Gunlance can detonate them not only that but damage Kirin regardless. It's not amazing damage but it keeps the hit-rate up.

Your pattern should consist of Shelling, Guarding, back-hopping and taking the occasional Upwards Swing. Firing your Gunlance will increase the probability of sending him sprawling. When he does this, get on-top with a Unsheathe Stab (Forward + Triangle) depending on your distance. You may want to employ Wyvern Fire when he is in a Taunt, as you won't be able to peg him any other way.

Because of the proximity issue with Kirin, it's impossible to take advantage of Ram because he is far too close for you to throw an Upwards Swing. So as soon as you finish blocking it, turn around a fire a Shell. If you detect a Lightening attack coming scoot out of the way. I find it prudent to Back-Hop to his side through facing away from him. It's dangerous, but it can help deter scathe

damage. The attacks you want to guard against are things like Full Moon Circle and Aimed Lightning, the others are more or less things you want to avoid. Particularly because our friend has the potential to be vulnerable during or after an attack.

Overall? It takes precise work and practice to best Kirin with a Gunlance. At times I found myself rolling against the powdered and others paralyzed, waiting for one the Blangos to set me free. It's unbearably frustrating, but as rewarding if not more-so then then the Lance. I recommend tackling this beast with only the sharpest of skills.

```
x-----x
| Bow, Bowgun! |
o=====o
```

```
x-----x
| DAIMYO'S WARROW III! |
x-----x-----x
| Weapon Type: Bow
| Weapon Attack: 180
| Element: Water 120
| Affinity: N/A
| Slots: Two
| Coatings: All but Razor
|
| Charges Levels:
| Charge Lv1: Scatter Lv3
| Charge Lv2: Scatter Lv3
| Charge Lv3: Pierce Lv3
| Charge Lv4: Rapid Lv4
|
| Path:
| Daimyo's Warrow I --> Daimyo's Warrow II --> Daimyo's Warrow III
|
| Method:
| Created through Plessy and Hermy parts, the Daimyo's Warrow path can take
| you far. Unfortunately, it's eventually beaten out by Dragonhead Harp in
| elemental attack. The parts necessary for forging are quite common. All
| except for two Twisted Horns, requiring you to shatter Diablos Horn. Happy
| Hunting!
|
| Well, we haven't seen this since our match with Basarios. It's about time we
| brandished this Bow again.
|
| Challenge Rating: Hard
x-----x
```

Ah the Bow, condemned to relay unimpressive damage overtime. Pack some Sleep Coatings and Large Barrel Bombs, then meet up with Kirin. Now, the challenge of nailing on him the head isn't as challenging as you would think. Scatter helps cover the scope and can hit the horn with little resistance. I prefer Rapid over Scatter and Pierce in this situation however, so if you feel another Bow can do a better job then let me know.

Should you have Diablos D and have activated Load Up, then this Bow would be perfect. If you are however accomplishing the quests in numbered order then you haven't come across Black Diablos as of yet. Should it concern you deeply to defeat the blue-horned demon with a Bow, then may I suggest following said advice?

For combative purposes, I will approach it from the respect that you do not possess Load Up. In which case things are a bit tougher. Sleep Coatings aren't fool-proof. Chances are you'll run out before causing Sleep. It might be wise to bring along Sleep Herb and Empty bottle just in-case. And if in the end, you can't put him to sleep, just use your judgment guide him into your Bomb trap.

You should remain nearby for the purposes of aim, though I don't recommend point blank, the nearer is often more accurate. Attacking should be a game of predicting Lightening attacks and avoiding Ram and Prance at all costs. They can ruin charges as well as throw you off guard. Full Moon Circle makes him highly susceptible to your advances as you'll be outside charging up. For Taunt, I can't say it helps much, as you're attacking with the strongest shots regardless. If you feel cocky, the Melee attack is comical.

Overall, sparing against Kirin is otherwise a risky fight. It's more or less a match whittling down his health. You get plenty of opportunity to nail him but it's nothing we haven't seen before. I found the entire affair to be quite dull.

x-----x

| RAVEN DO! |

x-----x-----x

Weapon Type: Light Bowgun	Load Lv: 1 2 3
Weapon Attack: 180	Normal S: 6 6 9 Flame S : 6 - -
Reload: Normal	Pierce S: - 3 - Water S : - - -
Recoil: Moderate	Pellet S: - 4 - Thnd S : - - -
Affinity: N/A	Crag S : - 1 - Freeze S: - - -
Slots: N/A	Clust S : - 1 - Drgn S : - - -
	Recov S : 3 3 - Tranq S : 2 - -
	Poison S: 3 1 - Paint S : 2 - -
	Para S : - - - Demon S : - - -
	Sleep S : - - - Armor S : - - -

| Method:

| Forged from Garuga parts, six Garuga Shells, two Sharpened Beaks, two Garuga Ears, and eight Ceanataur Shells. It's not a hard forge, and the four bullet slots for Pellet means a lot less loading. Raven Do is weaker and a bit slower at reload compared to Raven Heirloom. However the weapon has excellent mobility, and if you value that then this is the right weapon for you.

| Challenge Rating: Average-Hard

x-----x

x-----x

| RAVEN HEIRLOOM! |

x-----x-----x

Weapon Type: Heavy Bowgun	Load Lv: 1 2 3
Weapon Attack: 264	Normal S: 6 6 9 Flame S : 6 - -
Reload: Fast	Pierce S: - 3 - Water S : - - -
Recoil: Moderate	Pellet S: - 4 - Thnd S : - - -
Affinity: N/A	Crag S : - 1 - Freeze S: - - -
Slots: N/A	Clust S : - 1 - Drgn S : - - -
	Recov S : 3 3 - Tranq S : 2 - -
	Poison S: 3 1 - Paint S : 2 - -
	Para S : - - - Demon S : - - -
	Sleep S : - - - Armor S : - - -

| Method:

| Another Garuga forge done right. You'll need two Garuga Ears, eight Garuga Shells, four Blangonga Whiskers, and three Ceanataur Claws. Raven Heirloom

| is stronger than Raven Do, so if you can handle the poor mobility (I could)  
| then this is the right weapon for you.

| Challenge Rating: Average-Hard

x-----x

Shells: Pellet S Lv2, Flaming S, Clust Lv2, Normal S Lv2,

The safest place to be is beside Kirin. The mobility of the Light Bowgun allows us to easily round to his side, avoiding whatever he can dish at us. If you'd like, you can invest in Ioprey armor (you would still need +2 Gems) for Pellet S Up. On doing so you can make cake of the blue-horned demon. Although it has such awful defense, you would be leaving yourself open to certain death. It's ultimately up to you. For technical purposes, I will assume you didn't.

Because of Kirin's size, it's difficult to land a shot. With Pellet though, you can always hit the horn. Backed with the power of either weapons can take a hefty toll on our foe's health. The increased power of the Heavy Bowgun means more flinching power and knocking power, all of which piles on the damage. Avoiding his attacks can be tricky with the Heavy Bowgun, especially with the death-trap areas of the Snowy Mountains. Have faith in your weapon, and fire only when you see an opportunity and only when you have enough time to evade.

When you've expended your Pellets (hopefully you brought Huskberry and Wyvern Fangs) move onto Flaming Shells. Kirin's weak to fire so aim for that horn and hope it hits. Depending on how upgraded your Bowguns are, you can have the battle done before this. There is no need for a shield since Kirin doesn't emit a Roar, and you'll be dodging 100% of the time. I went with the Power Scope on my Heavy Bowgun because made my hand stronger.

Overall, the Bowgun is a solid weapon against the likes of Kirin. Pellet makes for immaculate shooting, so much that it should be considered cheating. I have to settle on the Heavy Bowgun's case, as it allowed me to hit much harder than its counterpart.

o=====o-----o  
| Question \ What armor should I wear? |  
o=====o-----o

For Blademaster:

x-----x  
| YIAN GARUGA ARMOR! |  
x=====x-----x  
\ User Type: Blademaster  
/ Total Defense: 180  
\ Total Slots: Six  
/ Elemental Strength: Fire, Thunder  
\ Elemental Weaknesses: N/A  
/ Skills:  
\ Reckless Abandon +1  
/ Sharp Sword  
\ Earplug (Need 2+ Gems)  
/  
\ Armor Rating: Useful  
x=====x

Same old, same old.

For Gunners:

```

x-----x
| IOPREY ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 60
\ Total Slots: Four
/ Elemental Strength: Fire, Water, Ice
\ Elemental Weaknesses: N/A
/ Skills:
\ Pellet S Up (Need +2 Gems)
/ Pellet S Add (Upgrade for +3 Gems)
\ Poison Negated
/
\ Armor Rating: Situational
x=====x-----x

```

If you want to mess up Kirin's game, then this armor can help. The defense can kill, so it's a reminder to remain quick on your feet.

```

o=====o-----o
| Question \ Final thoughts? |
o=====o-----o

```

Playing the wise-man, I have to say Kirin is one of the more dangerous foes you'll come across during your career. Traces of nobility and majesty can be found in the way he moves, attacks, and falls. Truly a creature worthy of myth.

```

^~~~~~^
---| --- [7.6.2] Elder Quest --- |---
---|      ~~~ Gravios ~~~      |---
v~~~~~v

```

□It's a ROCK. It doesn't HAVE vulnerable spots!  
~Tim Allen, Galaxy Quest

```

o=====o-----o
| Question \ What is Gravios? |
o=====o-----o

```

Much like Basarios, except he was a mere child. Once matured their kind gain immense girth and vitality. In short, you're facing a tank. Gravios can channel a terrible beam that saws through the thickest armor. Testing the endurance of Hunters throughout the series.

The behaviors between Gravios and Black Gravios is that the latter relies on Gravios Beam. That spells an increase in Exhaust, and the chances it'll occur.

```

x-----x
| Gravios! |
o=====o

```

Most effective attacks: Stomach  
Most effective element: Water, Dragon  
Susceptible Status Ailments: Poison, Sleep (minute duration)  
Susceptible Bombs: None  
Susceptible Traps: Stun Trap, Pitfall  
Breakable Parts: Tail, \*Stomach Area  
Near Death When: Flees Area



\*Note: The Stomach area is breakable. When done, a patch of flesh will appear which will allow greater damage when attacked with either weapon type. Even better if you're carrying Water or Dragon element.

```
x-----x
| Black Gravios! |
o=====o
```

Most effective attacks: Stomach

Most effective element: Water, \*Dragon

Susceptible Status Ailments: Poison (greater resistance but greater health loss), Sleep (minute duration)

Susceptible Bombs: None

Susceptible Traps: Stun Trap, Pitfall

Breakable Parts: Tail, \*\*Stomach Area

Near Death When: Flees Area

\*Note: Only when his stomach is vulnerable does Dragon Element count. You need to break the stomach first. However, Water is much, much more effective.

\*\*Note: The Stomach area is breakable. When done, a patch of flesh will appear which will allow greater damage when attacked with either weapon type. Even better if you're carrying Water or Dragon element.

```
o=====o-----o
| Question \ What attacks does it have? |
o=====o-----o
```

Alert High Roar:

When Gravios first sees you, chances it will emit a High Roar. Worth mentioning, as he chains it with another attack. If he's hit during this time he'll break out of the Roar lag free.

Gravios Beam:

Unlike Basarios, his beam has a good chance of working. Don't scoff. Gravios Beam is one of the most dangerous linear attacks, ever. He'll lean forward, spreading his wings and wrenching open his mouth. Out will pour a reddish-colored beam. Since it beelines in one direction you can avoid it easily. Just don't get caught quaffing a Potion in front of him.

Exhaust:

After performing a Gravios Beam, he'll sometimes expel exhaust covering his immediate area. That's Exhaust. It works to counter players taking advantage of attacking the stomach during the moves execution. Look for the black smoke leaking from him as the Beam is fired. If there is stay away. If there isn't then take advantage.

\*Exhaust Gas:

Like Exhaust except Gravios expels this like he would Sleeping Gas. Avoid as you would Exhaust.

High Roar:

Our foe will emit a roar. You've dealt with this before right? With High Grade Earplugs we can score a few moments to attack. If you don't have a blocking weapon or Earplugs, just position yourself behind your enemy and hope for the best.

Combos:

```
x-----x          x-----x
```

| Gravios Beam! | + | Exhaust! |  
o=====o o=====o

THIS is what you must concentrate on. Gravios Beam is linear, and Exhaust only flares up every-so-often. But if you're buffeted by Exhaust and into his outer circle then he'll prep a Beam during your recovery frames. Thinning the seconds you have to evade the oncoming ray. With gray Gravios, focus your worries on his physical moves like Hip-Check and Tackle.

x-----x x-----x  
| High Roar! | + | Gravios Beam! |  
o=====o o=====o

This isn't all that tricky to avoid, since it rarely happens. The Roar + Beam combo usually steals chunks of health. What Gravios does is freeze your movements with High Roar and follows with the Beam. It acts as you're still prone, guaranteeing a direct hit. It's unfair but there are ways of dealing with it.

Guarding against the High Roar as it comes is one. As long as you're fixed on his frames you should be able to see it coming. Obviously High Grade Earplugs can drown out the Roar altogether. And by sliding behind him, we're able to buy some time as he turns around. I don't endorse that method the effect of High Roar has longer duration.

Bite:

A simple Bite. Same motion. Same shoddy range.

Hip-Check:

Depending on your enemies size, this can be overwhelming. This is his main attack, if you manage your way around this, you'll do fine. Since his head sticks out at the same angle, it's possible to counter-attack. Though, your Wyvern's head is much harder than the average.

Overshot Tackle:

Even if you're far away, our foe will perform rush at you. Because of his size, this covers a wider area. He'll usually perform his own version of "Tail Sweep" right after. This is done in order to prevent Hunters from ambushing him from behind.

Tail Whip:

Nothing you haven't seen before. Gravios mace-tail will wrench clockwise, only punishing mid-range hunters. Those sticking close will avoid this altogether. Allowing the clever to take advantage.

Fly:

Our craggy foe will kick up into the air, stirring up Wind. Shortly he'll drop back down. This acts like an Anti-Melee move then anything. You've seen this before and Yian Kut-Ku as well.

\*Sleep Gas:

A non-black Gravios exclusive. Though rare, our foe will release a grayish gas from all sides. If you're hit, you'll fall asleep. It's one of our foe's best anti-melee move.

\*Note:

You can escape Gravios "gas" attacks (assuming you're under the belly of the beast) by double-rolling out. Lancers will have to double-backhop. If you find you're getting hit too many times, consider new tactic.

o=====o-----o

| Question \ What should I know about the map? |

o=====o-----o

You will be fighting Black Gravios in the swamp. Swamps are bad. There are areas filled with poisonous pools. Being a creature prone to Overshoot his Tackles, he might end up sitting in one of these. Don't get your hopes up, he's immune to them. When this happens, lure him out. You don't want to waste Potions. In the long run it'll do you better to bait him.

Of course, if you're using a ranged weapon feel free to ignore this.

o=====o-----o

| Question \ What armor should I wear? |

o=====o-----o

Let me remind you of the attributes of Rock Wyverns. They have hardened shells, which means using the Dual Sword, Greatsword, Longsword, Lance, and Gunlance is out of the question. Unless you can acquire ESP, which then begs the question, what armor should you wear?

Like I said in the Elder Armor section, we're limited to Death Stench Cloths delivered by Trenya. Trips to the Desert (for 500 points) take a mission to complete (with the exclusion of gathering quests) so be sure to have a lot of points to send Trenya on trips.

x-----x

| DEATH STENCH ARMOR! |

x=====x-----x

\ User Type: Blademaster

/ Total Defense: 200

\ Total Slots: Six

/ Elemental Strength: Fire

\ Elemental Weaknesses: Ice

/ Skills:

\ Stealth

/ ESP

\ Health -20

/

\ Armor Rating: Useful

x=====x-----x

To forge this complicated piece of equipment you need Ten Sinister Cloth. Then hunt for eleven Striped Skins (Remobra), three Blos Fangs (Monoblos/Diablos), three Tigrex Fangs, three Unknown Skulls (Area 7 Jungle), four Large Monster Bones, and six Elder Dragon Bones (Kushala Daora.)

The trip can take hours, but the reward is a reliable suit of armor. And of course, Extra Sword Piercing, ESP. With this in our inventory, we can battle Gravios with whatever weapon we desire. Using whatever tactics are demanded. The cons to wearing this armor is that you're vulnerable to High Roar. Which in turn leaves you open to the dreaded combo. And before experimenting with Black Belt armor don't. Death Stench's Torso only has one slot, and an Earplug gem only adds +1 skill point. Which means you can't have your cake and eat it too.

Besides, you'll probably focus on countering the Health -20. The best you can do (assuming you pack all six slots with Strength Gems) is bring it down to Health -10. With Health boosting food from the Felyne Kitchen you can counter this. Or perhaps by ingesting Nutrients.

For Hunting Horn users...

```

x-----x
| KHEZU ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 160
\ Total Slots: Five
/ Elemental Strength: Thunder
\ Elemental Weaknesses: Fire
/ Skills:
\ Damage Rec Speed +1 (Needs +2 Gems for 2+ Upgrade)
/ Flute Expert (Needs +2 Gems)
\ Wide Area +1
/
\ Armor Rating: Situational-Party
x=====x

```

The full set (plus +2 Gems) will give you Flute Expert. It'll also weaken your resistance Gravios fire attacks. To solve this you can trade the majority of your armor for Black Belt, which should augment resistance. The tradeoff being lowered defense (112 points compared to 160.) Withstanding your foe's onslaught will require quick feet.

For Gunners...

```

x-----x
| KIRIN ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 110
\ Total Slots: Five
/ Elemental Strength: Thunder, Water
\ Elemental Weaknesses: None
/ Skills:
\ All Resist +5 (Need +5 to Upgrade)
/ Elemental Attack Up
\ Detect (Need +2 Gems)
/ Item Usage Decline (Need +1 Gem to negate)
\
/ Armor Rating: Fair
x=====x

```

When paired with the Daimyo Warbow III, you become the Hunter! Paired with Water and Freeze Shells, you're a Superstar! Concerns for High Roar are noted, so if you feel iffy about facing him without it then try Tigrex Gunner Armor (but you would +7 Gems to gain High Roar immunity.) If not then there's ole dependable Hornet Armor (which has terrible defense against physical and fire attacks.) Guaranteed to send chunks of health flying off the bar if struck.

```

o=====o-----o
| Question \ What weapons should I bring? |
o=====o-----o

```

Provided you've donned the proper armor...

```

x-----x
| Sword and Shield, Dual Swords! |
o=====o
x-----x
| FROST EDGE +! |

```

```

x-----x-----x
| Weapon Type: SnS
| Weapon Attack: 182
| Element: Ice 280
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: N/A
| Slots: One
| Path:
| Frost Edge --> Frost Edge +
|           Or
| Hunter's Dagger --> Hunter's Dagger + -->
|           Frost Edge --> Frost Edge +
|
| Method:
| Starting with Frost Edge find fifteen Ice Crystals, two Blangonga Fangs, and
| two Monoblos Shells.
|
| Challenge Rating: Average
x-----x-----x

```

Or...

```

x-----x-----x
| SANDMAN FINSWORD! |
x-----x-----x
| Weapon Type: SnS
| Weapon Attack: 182
| Element: Sleep 230
| Sharpness: Green
| Affinity: N/A
| Slots: One
| Path:
|           Bone Kris --> Bone Kris + -->
| Chief Kris --> Weary Finsword --> Sandman Finsword
|
| Method:
| Starting from Weary Finsword to Sandman Finsword we'll need a whopping seven
| Plesioth Fins, two Cephalos Fins, ten Sleep Herbs (Old Lady), ten Sleepyfish
| (Pokke Farm Fishing Pier), and five Dragonite Ore.
|
| Sandman Finsword is the sleeping SnS used so often on Wyverns that it's come
| to the point of cliché. The very nature of this weapon is to put to sleep
| enemies. Our foe (non-black Gravios) has a long duration of the Sleep.
| Allowing you set-up some powerful bombs.
|
| Challenge Rating: Average-Hard
x-----x-----x

```

Use one for dicing up his insides, the other for Sleep-Bombing. Our blows should focus on the stomach. While tending to the movements of Gravios. It's possible to sever the tail, but you'll have better luck with weapons of longer reach.

We're allowed a latitude with this weapon type. Anything that falls below green sharpness will bounce off. Unfortunately, you may not have the same opportunities to sharpen when dodging an Overshot Tackle. His recovery time is shorter than his younger counterpart. However his Beam unlocks a window of time to edge towards a vital part, or if you see Exhaust forming, a Potion to recover with. Beware of Sleep Gas as you'll lose all ability to act. You can't block it, so dodge it. Remember the basics, look for other opportunities to rack up damage while avoiding taking any yourself.

```

x-----x
| HOLY SABER! |
x-----x-----x
| Weapon Type: Dual Swords
| Weapon Attack: 196
| Element: Water 190
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: N/A
| Slots: One
| Path:
|   Twin Dagger --> Twin Dagger +
|   Dual Tomahawk --> Dual Tomahawk + -->
|   Order Rapier --> Holy Saber
|
|           Or...
|
|   Order Rapier --> Holy Saber
|
| Method:
| Forging from Order Rapier (which is recommended) requires twelve
| Lightcrystal, five Black Pearl, twenty Machalite Ore, and ten Small
| Goldfish. Circle round Gypceros, Pokke Farm, or the Swamp Mining Areas for
| Lightcrystal. Black Pearls can be found from Daimyo Hermituar and around the
| Jungle Area 4 where the shells are.
|
| The Small Goldfish are found at Pokke Farm or at the Training School
| (I've netted several from Yian Kut-Ku.) Finally, you'll need six Hercudrome
| (which you'll have to net in Area 2 of the Volcano Gathering Quest) and ten
| Dragonite Ore (found in Area 6 of the Volcano.)
|
| Challenge Rating: Hard
x-----x

```

Without ESP, you stand no chance. Without High Grade Earplugs you'll survive until High Roar + Gravios Beam. You have no way of blocking roar, rather there's a way to manipulate it. When our foe begins a High Roar he takes a step forward. This movement can push you down staving off the Roar's effects. It's tricky to pull off, as it relies purely on luck. You can't predict High Roar.

That being said, worrying about Exhaust can be handled by chipping at the Wings during a Gravios Beam. Hip Check can also be taken advantage of by giving the attack a wide berth then closing in on his head or wing. You can even position yourself on the spot his stomach will be. It takes some timing and memorizing, but doable.

Why is it challenging to use Dual Swords? You're disadvantaged. You lack that reach like the Lance and Longsword. You can't block like the Sword and Shield. And your best attack is not fully Charged, but done with a Roundhouse. And by best, I mean the faster, going-to-get-you-out-so-you-don't-get-hit-move. You can successfully chip at the Wing, but that takes time. Still, if you're looking for an 'out of the norm' fight the Dual Swords will do.

```

x-----x
| Greatsword, Longsword! |
o=====o

```

```

x-----x
| PLESIOTH CRYSTASWORD! |
x-----x-----x

```

```

| Weapon Type: Greatsword
| Weapon Attack: 672
| Element: Water 470
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: N/A
| Slots: N/A
| Path:
| Finblade --> Plesioth Watersword
|   --> Plesioth Crystasword
|
| Method:
| If you've been following the guide up to this point then you already possess
| the Plesioth Watersword. You're still going to need four Green Plesioth
| Fins, five Green Plesioth Scales, and two Monster Bone +. Getting the Fins
| can be hell, but it's well worth it.
|
| Challenge Rating: Average-Hard
x-----x

```

With Gravios you're able to hack 'n slash his underside with every swing. Your obstacle is the Exhaust that follows a Beam. You only need to worry about this with Black Gravios though. By now you're somewhat familiar with the Charge Method. You have many options to consider. During a Tail Whip, you've the opportunity to Charge a near fully charged strike. You might have issues with Sleep Gas from gray Gravios, and Exhaust with the Black. I found escaping bordering on impossible. Considering the effects of the attacks being sent sprawling isn't too bad. If you're wearing the Death Stench armor the damage is cut down. Being put to sleep on the other hand leaves you wide open to a Hip Check at worst.

Like Basarios, it's possible to strike the Tail just outside the "hit-zone." By measuring the area of the gas, we can edge just outside it. Allotting us the opportunity to score a Charged attack. Severing the limb also weakens Tail Whip and Tail Wag. Fly can also be turned against him. By planting yourself near him during the move's execution, you can score another blow. Allowing you to blitz yet another rock Wyvern.

```

x-----x
| BLANGO DECIMATOR! |
x-----x-----x
| Weapon Type: Longsword
| Weapon Attack: 672
| Element: Ice 250
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: 10%
| Slots: N/A
| Path:
| Method:
|   Buster Sword --> Blango Destroyer
| Blango Destroyer + --> Blango Decimator
|
| Starting from Buster Sword find six Blango Pelts, eight Iron Ore, and five
| Ice Crystal. You'll need to collect an additional ten Blango Pelts (which
| makes sixteen total), six Sharp Claw, and two Killer Beatles (Pokke Farm or
| Forest & Hills.)
|
| You're going to need to go after Blangonga after finishing up Destroyer +.
| Net five Blangonga Whiskers and three Blangonga Fangs. You have to destroy
| his fangs in order to receive them. While going back and forth between
| quests, don't forget to harvest at least twenty Ice Crystals. With that in

```

| mind, you can net this weapon in as little as an hour.

|  
| I choose this weapon over White Mantis as a matter of convenience. You may  
| already possess Blango Decimator from past skirmishes. The White Mantis,  
| while being THE best weapon to fight Elder Gravios, it takes a dozen rare  
| materials to forge. Which wasn't worth it as it's path ends at Crescent  
| Vice. A weapon overshadowed by the better water Longsword, Atlantica.

| Challenge Rating: Average-Hard

x-----x

The reach Longsword allows us to cleanly chop at our foe's Tail. Our strategy is straightforward. Dice the insides like fanatic butcher. Take opportunities like Tail Whip to chop madly. If you sense a "gas" attack then pull out. Hip-Check allows us to barrage the Tail, while chipping the Wings becomes our safety. Try following the Dual Swords in terms of evasion. If you sense a High Roar on the way, get out of there quick. If you're lucky you can avoid it.

x-----x  
| Hammer, Hunting Horn! |  
o=====o

x-----x

| KUT-KU PICK! |

x-----x-----x

| Weapon Type: Hammer  
| Weapon Attack: 884  
| Element: Raw  
| Sharpness: Green (Blue with Sharpness +1)  
| Affinity: 10%  
| Slots: Three  
| Path:  
| Bone Club --> Cyclo Hammer --> Atlas Hammer  
|           Kut-Ku Jaw --> Kut-Ku Pick

| Method:

| Start with Bone Club and branch into Cylo Hammer and then Atlas Hammer.  
| Gathering the materials for Kut-Ku Jaw one Giant Beak which only comes from  
| carving Yian Kut-Ku. I've had a bigger issue with finding the four Kut-Ku  
| Ears to forge Kut-Ku Pick, you'll need four of those by the way. You can buy  
| the two Monster Fluid from the Old Lady for 5000z a pop, or carve them from  
| Hornetaurs. Personally I'd just spend the cash.

| Once you've got your materials to forge the Jaw, it's time we went after the  
| Pick. Hopefully you frisked four Kut-Ku Ears from your questing. Under the  
| likely event that you didn't, harvest till you do. Next comes two Vibrant  
| Pelt which come from Congalala, and guess what? They're also hard to find!  
| And finally comes the tedious four Monster Bone + hunting. You can alternate  
| quests to mix things up, but it's still a drag.

| Is it worth it? Hell yes. Get hunting!

| Challenge Rating: Average-Hard

x-----x

Triple-Pounding the stomach is the effective, but risky. Hammering the underside takes time, leaving you open to a nasty Hip-Check. Players often have easier times hunkering near the Wing than the Stomach. In fact it's recommended you do so if Black Gravios camps on a Poison Pool (Swamp). That being said you can



settle for a Charge. Power-up, release, glide away, repeat. Refer to Dual Swords section for evasion tactics.

```
x-----x
| KHEZU HORN +! |
x-----x-----x
| Weapon Type: Hunting Horn
| Weapon Attack: 780
| Element: Thunder 290
| Sharpness: Green
| Affinity: N/A
| Slots: One
| Notes: White, Blue, Yellow
| Path:
| Bone Club --> Cyclo Hammer --> Atlas Hammer
|   --> Khezu Horn --> Khezu Horn +
|
| Method:
| Buy a Bone Club and gather two Giant Bones (Congalala), three Brute Bones,
| and thirteen Small Monster Bones. Improve until you get Atlas Hammer, then
| farm three Flabby Hide, four Pale Extract, and two Electro Sacs from Khezu
| until you get the Khezu Horn.
|
| From there farm eight Flabby Hide and a Pale Bone from Khezu, and four
| Monster Bone + to forge the Khezu Horn +.
|
| Noteworthy Notes:
| (Infinite Stamina [Small]) -- White --> Blue (1 Min)
| (Elemental Attack Up) -- Yellow --> Blue --> Yellow --> White (1:30 Min)
| (Fire Def Up [Large]) -- Yellow --> Blue --> White (1 Min)
| (Thunder Def Up [Large]) -- Yellow --> Yellow --> Blue (1 Min)
|
| Challenge Rating: Average-Hard
x-----x
```

The Hunting Horn's a tad easier to handle when dealing with Gravios. The Superpound (Triangle + Circle) allows you to attack with some range. With it you can smash the Tail from behind, the Wing on the side, or the belly underneath depending on the circumstances. Plus the Infinite Stamina, Elemental Attack Up, and extra Fire Defense bolsters your offense AND defense. Depending on your choices in armor however, you'll have a tough time enduring Gravios.

Pick the right moments for Recital Mode. A Gravios Beam is perfect for a quick White --> White note. Our ultimate goal is the stomach. Quick Upwards Swings (Triangle) allow you to roll away faster than a Superpound might. Which comes useful in case you detect Exhaust and need to get away.

```
x-----x
| Lance, Gunlance! |
o=====o
```

```
x-----x
| OGRE TUSK! |
x-----x-----x
| Weapon Type: Lance
| Weapon Attack: 414
| Element: Raw
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: N/A
| Slots: N/A
```

```

| Path:
| Longhorn --> Longhorn + --> Long Tusk
|   Barbaroi Tusk --> Ogre Tusk
|
| Method:
| You've been down this path with Incessant Raven. Now, you're just making a
| detour to Ogre Tusk, a powerful Raw weapon. Ogre Tusk's path is out-gunned
| by Raging Tempest, but because of the Affinity, it's recommended you use
| Ogre Tusk for the time. Five Monster Bone + are required to forge this
| weapon along with twenty Ioprey Hide and two Mega Demondrugs.
|
| Challenge Rating: Average
x-----x

```

Not all that different from the Hunting Horn in terms of attack. Instead of heavy-swinging we'll be stabbing his underside with gusto. Your enemy is Exhaust and his 'gas' attacks. Exhaust can knock you outside Gravios perimeter, and Black Gravios can counter with a Beam. Beams are harder to avoid as a Lancer. Try double-hopping away from the path of the beam.

Guarding allows to block much of Gravios attacks like Hip-Check, Fly, and Tail Whip if needed. Even better, the Lance buys you the opportunity to cleave his Tail. Your options are versatile, making the Lance the perfect weapon for dueling Gravios.

```

x-----x
| DEEP FISHER! |
x-----x-----x
| Weapon Type: Gunlance
| Weapon Attack: 368
| Element: Water 200
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: N/A
| Slots: N/A
| Shelling: Long Lv. 1
| Path:
| Iron Gunlance --> Snow Gunlance --> Snow Gunlance MK. II
|   Marine Fisher --> Deep Fisher
|
| Method:
| I would choose the easier path and create a Marine Fisher from scratch then
| upgrade directly to Deep Fisher. It will cost you a hefty amount of Plesioth
| Fins (eleven to be exact,) four Monster Bone +, and seven Dragonite Ore. The
| other materials (Plesioth Scale, Iron Ore, and Burst Arrowana) come from
| various sources but aren't hard to gather.
|
| Challenge Rating: Hard
x-----x

```

The Gunlance trades powers with the Lance. Devoted offense, weaker defense. The pros allow you Shell Gravios insides. Which comes in handy during an overused Tail Whip. The cons is the inherently slow hop. Meaning you got to stash your gear before high-tailing it out of there. Worse yet, if you're hit by Exhaust your chances of escaping the Gravios Beam is slim.

Guard works for intercepting Hip-Check, Fly, and Tail Whip. Turtling enables strong upwards stabs paired with Shells and Wyvern Fire. Which is great, up until you're ambushed with Exhaust and Gravios Beam. If you see it coming, sheath your Gunlance and evade. If you're hit while unsheathed, you have the opportunity to avoid the oncoming Beam.

```

x-----x
| Bow, Bowgun! |
o=====o

```

```

x-----x
| DAIMYO'S WARBOW III! |

```

```

x-----x-----x

```

```

| Weapon Type: Bow
| Weapon Attack: 180
| Element: Water 120
| Affinity: N/A
| Slots: Two
| Coatings: All but Razor
|

```

```

| Charges Levels:
| Charge Lv1: Scatter Lv3
| Charge Lv2: Scatter Lv3
| Charge Lv3: Pierce Lv3
| Charge Lv4: Rapid Lv4
|

```

```

| Path:
| Daimyo's Warbow I --> Daimyo's Warbow II --> Daimyo's Warbow III
|

```

```

| Method:
| You'll need two Ceantaur Claws, three Green Plesioth Scales, and four Medium
| Monster Bones to forge Daimyo's Warbow II. Through that, gather six Black
| Pearls, four Hermituar Claws, and two Twisted Horns (Break Diablos Horn) to
| make Daimyo's Warbow III.
|

```

```

| A good weapon eventually beaten out by Dragonhead Harp in elemental attack.
| The parts necessary for forging are quite common. All except for two Twisted
| Horns, requiring you to shatter Diablos Horn. Happy Hunting!
|

```

```

| Challenge Rating: Average

```

```

x-----x

```

I brought Power, Poison, and Sleep Coatings. Along with any Large Barrel Bombs I could take (to take advantage of the Sleep status.) Worries of Exhaust are over! Keep to Gravios left, in a counterclockwise motion. Pierce arrows penetrate his thick skin, inflicting great damage. Otherwise there's not much to it. Watch out for attacks like Tail Whip, and Overshot Tackle. Sometimes he'll spam Tackle (or in Black Gravios case) Gravios Beam. If you're not sure how to manipulate a Tackle see □Diagram #14 - Overshot Tackle□.

```

x-----x
| TAIL STRING +! |

```

```

x-----x-----x

```

```

| Weapon Type: Light Bowgun
| Weapon Attack: 168
| Reload: Normal
| Recoil: Moderate
| Affinity: N/A
| Slots: N/A
|

```

Load Lv:	1	2	3			
Normal S:	9	9	12	Flame S :	-	-
Pierce S:	3	2	2	Water S :	3	-
Pellet S:	4	2	2	Thnd S :	3	-
Crag S :	-	-	-	Freeze S:	3	-
Clust S :	-	-	-	Drgn S :	-	-
Recov S :	3	3	-	Tranq S :	2	-
Poison S:	-	-	-	Paint S :	2	-
Para S :	-	-	-	Demon S :	1	-
Sleep S :	3	1	-	Armor S :	1	-

```

| Method:

```

| The Jade Storm gave us Clusts and Craggs along with a massive variety in  
| ammunition. The Tail String + unlocks extra power but at the cost of the  
| explosive ammunition we've coddled. The division between Pierce and Pellet  
| is pretty even, favoring Pellet a bit more.

| The three Blangonga Whiskers and three Blangonga pelts can be gotten from,  
| guess who, Blangonga. The four Giant Bone come from Bulldrome, or guess  
| again, Blangonga. The only other item is three Killer Beetles which can be  
| netted from Pokke Farm. This is something you can easily do in-between trips  
| of fighting Blangonga.

| Challenge Rating: Average

x-----x

x-----x

| QUICKCASTER! |

x-----x-----x

Weapon Type: Heavy Bowgun	Load Lv: 1 2 3
Weapon Attack: 252	Normal S: 6 6 9 Flame S : 3 - -
Reload: Very Fast	Pierce S: 3 3 - Water S : 3 - -
Recoil: Moderate	Pellet S: - 4 - Thnd S : 3 - -
Affinity: N/A	Crag S : - 1 - Freeze S: 3 - -
Slots: N/A	Clust S : - 1 - Drgn S : - - -
	Recov S : 3 3 - Tranq S : 2 - -
	Poison S: 3 1 - Paint S : 2 - -
	Para S : 3 1 - Demon S : 1 - -
	Sleep S : 3 1 - Armor S : 1 - -

| Method:

| You'll need eight Kirin Mane, two Kirin hide, ten Dragonite Ore, and two  
| Twisted Horn (Monoblos.)

| Challenge Rating: Average-Hard

x-----x

Light Bowgun Shells: Pierce Lv2, Water S, Freeze S, Normal Lv3

Heavy Bowgun Shells: Pierce Lv2, Water S, Freeze S, Normal Lv3, Crag S/Clust S

Give Gravios a wide berth, like you would with the Bow. Ween your reload times,  
using the moments you have between tackles and beams. Use the shield attachment  
for your Heavy Bowgun if you desire to block it.

o=====o-----o

| Question \ Final thoughts? |

o=====o-----o

When broken down, he's not so intimidating. Even though he's a gargantuan rock  
glutton that forfeit mercy long ago. Okay, try this image. You're the dart, and  
Gravios is the dartboard. The dartboard WANTS the darts. It NEEDS the darts. And  
your ready to deliver. Now open your eyes, and fire!

```
^~~~~~^
---| --- [7.6.3] Elder Quest --- |---
---|    ~~~ Lunastra ~~~    |---
v~~~~~v
```

"Cry havoc, and let slip the dogs of war!"  
~Shakespeare, Julius Caesar, Act Three, Scene One

o=====o-----o

| Question \ What is Lunastra? |

o=====o-----o

The lioness of blaze. She is the stouter equivalent of her better half Teostra. Unlike most Wyverns she trots on all fours. Only raising her paw to claw her enemies. Possessing a bold stance, she defends herself as well as her pride. Even a casual observer can see the crown-shaped horn atop her head. Those that underestimate her will become blighted by her blazing aura.

Most effective attacks: Head, Stomach, Hind Leg (Impact)

Most effective element: Dragon, Ice (close second)

Susceptible Status Ailments: \*Poison (low tolerance)

Susceptible Bombs: Flash Bomb

Susceptible Traps: Stun Trap, Pitfall

Breakable Parts: \*\*Horns, Wings, Tail

Near Death When:

\*Note: Much like Kushala Daora's coat of Wind, Lunastra has an armor of her own. It doesn't knock you back, but rather saps your health if you come too close. By poisoning her and/or making him flinch we can erase this. If only for a short time.

\*\*Note: To break ANY of Lunastra's bodyparts, you MUST use a Dragon element weapon type. And like Daora, breaking the horns will break her Flame Guard.

o=====o-----o

| Question \ What armor should I wear? |

o=====o-----o

For general purpose...

x-----x

| KUSHALA ARMOR! |

x=====x-----x

\ User Type: Blademaster

/ Total Defense: 210

\ Total Slots: Four

/ Elemental Strength: Water, Ice

\ Elemental Weaknesses: Thunder, Dragon

/ Skills:

\ Terrain Damage Negated

/ Fast Charge

\ Fire Resistance +5 (Need +5 Gems)

/ Poison Duration Doubled

\

/ Armor Rating: Useful

x=====x-----x

You'll need one Daora Horn, thirteen Daora Shell, ten Dora Dragon Scale, nine Dragonite Ore, three Elder Dragon Bone, three Daora Claws, one Daora Webbing, one Elder Dragon Blood to forge the entire set.

Terrain Damage Negated stops Lunastra's Flame Guard (see below.) Fast Charge gives Greatsword, Hammer, and Bow (if you use Gunner armor) you the advantage. Though Fast Charge at this point may mess with your Greatsword timing. Try practicing with this before testing it in actual combat.

o=====o-----o

| Question \ What attacks does it have? |

o=====o-----o

Flame Guard:

An impish barrier that appears like wispy-orange flame. This will encompass Lunastra for the remainder of the fight unless you act. Your first option is to Poison her, which is done easily enough as the Supply Box surrenders Poison Throwing Knives. The second and equally temporarily solution would be to cause her flinch by attacking the head. The third and more permanent solution would be to shatter her horn entirely. With a Dragon weapon.

Aimed Tackle:

Bitterly annoying. This dreadful attack seems to net even the capable into it's range. Lunastra bluntly aim for you, by bluntly I mean she'll charge from where she's facing. Dodging this is tricky, because if your rotating in a clockwise or counterclockwise path she'll have your hide. The only advice I can give you is that when you see her turning in one direction during the attack, you turn the other.

Pounce:

She's a leaper, a frog-hopper that uses this move as a way of putting distance between you and herself. Rarely will it hit, as they're inaccurate.

Swipe:

She's a sweeper, a nasty viper with fangs...in her claws. Swipe is a short-ranged attack meant to scathe those who attack her head.

Side-Swipe:

She'll rack her claws either left or right. Merely a turning attack, as you'd have to be directly in front of her for it to hit.

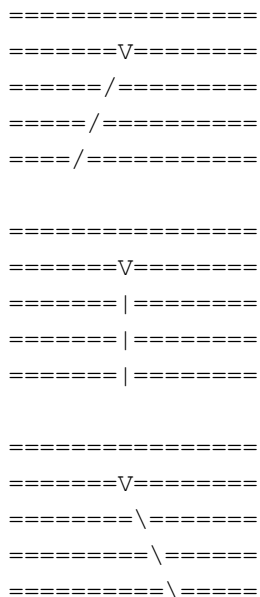
High Roar:

The Elder Dragon will rear up on it's hind legs and emit a piercing scream. Countering it requires High-Grade Earplugs, the ability to Guard, and if you haven't got either you can delay the attack by simply avoiding her front. That should buy a few precious seconds.

Flamethrower:

Lunastra will breath fire in a linear pattern we've seen on a fire-spitting Congalala.

Diagram #20 □ Flamethrower



Legend:

V = Lunastra and their direction.  
/ = Where the flame begins and ends  
| = Flame, it is traveling right.  
\ = Where the flame starts rolling back left.

Okay, well what can we do with this? Let me draw you a different diagram.

```
=====
=====V=====
=====O/=====
=====/=====
=====/-=====
```

Legend:

V = Lunastra  
/ = Line of fire  
O = Where you should be when the attack occurs.

By memorizing the Lunastra's blind spot, we can insert ourselves just outside the flame. It is at this moment you can bombard your enemy.

Remote Bombs:

Lunastra will snap her jaws and spread her wings. Sparks will fly up just before her surroundings explode. Entrapping poor hunters in a fiery counterclockwise circle. The sparks that dance off her though have shades, it is they that determine the attack. This attack comes in threes, close range, mid-range, and long range.

Diagram #21 - Remote Bombs

Close Range: The darkest red.

```
=====
=====XXX=====
=====XVX=====
=====XXX=====
=====
```

Mid-Range: The mellow yellow.

```
=====
=====XXX=====
=====X===X=====
=====X=V=X=====
=====X===X=====
=====XXX=====
=====
```

Long Range: The brightest light.

```
=====
=====XXX=====
=====X=====X=====
=====X==V==X=====
=====X=====X=====
=====XXX=====
=====
```

\*Note: These are inaccurate, as there is spot directly in between both the long range and close range attacks. This "spot" allows us to avoid both blows without

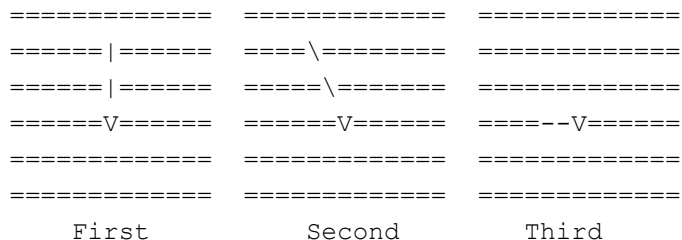
putting much distance between us and Lunastra.

So how to do we counter this? We could hide on her left side (the place neck meets head), and lay into her (though I'm told there's a chance of getting caught in the blast.) Or we could evade and pray we evade the blow. Sometimes you make it, sometimes you don't.

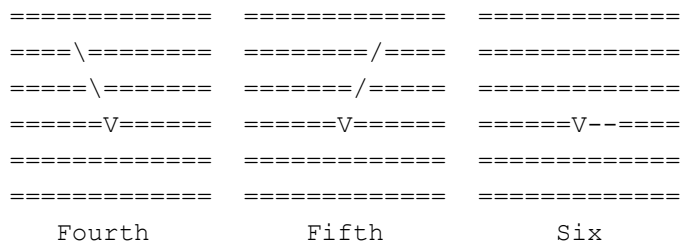
Tail Sweep:

Lunastra will sweep it's tail from left to right, in a motion similar to Diablos but quicker.

Diagram #11 - Tail Sweep



Reverses.



Legend:

- \|/ - Tail
- V - Direction of Lunastra's Tail.

Sometimes the old girl will add an explosive charge to her Sweeps. While the extra reach is minimal, it's something to watch out for. You can take advantage of this move only if you quickly maneuver around to her front during the attack and scoring a few hits.

Back-Leap:

Like our windy foe Daora, Lunastrawill leap backwards and taunt before chaining an attack. We can take advantage of this by baiting her back to a wall, allowing us to quickly score a few strikes before she recovers.

```

x-----x
| Fly Mode! |
o=====o

```

Lunastra emulates Daora's Fly Mode by blowing, not wind, but fire. Attacking relies on your ability to strike with clean overhead swings. Keep track of her dangling legs and tail. To counter this, bombard her with Bounce Bombs, or break her concentration with a Flash Bomb.

Tail Lash:

If you're under the Elder Dragon, she'll attempt to counter with her tail by slapping the ground beneath her. The damage is minimal by annoying nonetheless.

Aerial Flamethrower:

The Elder Dragon's attack during Fly Mode. It mirrors Daora's Wind Beam, except



it's fire. Avoid at all costs.

Half-Circle Flamethrower:

Our flying foe has another aerial attack in her arsenal. It's just as the name describes, fire will erupt from Lunastra and spray in a half-circle possibly tagging the reckless hunter.

```
x-----x
| Rage Mode! |
o=====o
```

Hell hath no fury like a woman's scorn. Lunastra's no different. She'll improve her speed and emit a telltale Rage Mode High Roar. You'll want to watch for Flamethrower as it's reach gets longer during her rampage.

Longer Flamethrower:

Rage Mode exclusive (or so I believe) that extends the reach of the Flamethrower to a scary amount.

Explosive Tail Sweep:

Rage Mode exclusive, if you see yellow sparks before Lunastra undergoes the motion for the attack, then it's definitely got an added spark to it. Less dangerous than the elongated Flamethrower, but nevertheless saps a good chunk of health if caught.

```
o=====o-----o
| Question \ What weapons should I bring? |
o=====o-----o
```

```
x-----x
| Sword and Shield, Dual Swords! |
o=====o
```

x-----x

| ETERNAL STRIFE! |

x-----x-----x

| Weapon Type: Sword and Shield

| Weapon Attack: 128

| Element: 520 Dragon

| Sharpness: Green (Low)

| Affinity: N/A

| Slots: N/A

| Path:

| Small Ruststone --> Rusted Sword --> Tarnished Sword --> Eternal Strife

|

| Method:

| If you farm enough in the Volcano Gathering Quest you'll come across a  
| Ruststone. Hopefully the one you're looking for. Anyway, find a Small  
| Ruststone and get it polished. If it isn't a Rusted Sword then reset, do a  
| quest, and try again until you got it. Once you have that you will need  
| exactly sixty Earth Crystals and one Elder Dragon Blood to forge the  
| Tarnished Sword then Eternal Strife.

|  
| The benefit of Eternal Strife is that it's the only Dragon weapon available  
| to you. Which allows us to break Lunastra's horns, which disables her Flame  
| Guard, which makes the whole fight a lot easier.

|

| Challenge Rating: Average-Hard

x-----x

Our weapon blocks most of Lunastra's attacks (Flamethrower, Tail Sweep, Remote Bombs, and High Roar) at the price of health. Better then dying though, huh? Employ "cut-and-run" tactics when dealing with her attacks. You attack options are the sides, which is safer, and the head, which is deals more damage and breaks the horn which dispels the Flame Guard. Wearing Daora armor safeguards you against the Flame Guard, true, so if you want to play it safe then go for the sides.

If you decide to go for broke then continue to the Dual Swords section.

```
x-----x
| HOLY SABER! |
x-----x-----x
| Weapon Type: Dual Swords
| Weapon Attack: 196
| Element: Water 190
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: N/A
| Slots: One
| Path:
|   Twin Dagger --> Twin Dagger +
|   Dual Tomahawk --> Dual Tomahawk + -->
|   Order Rapier --> Holy Saber
|
|           Or...
|
|   Order Rapier --> Holy Saber
|
| Method:
| Forging from Order Rapier (which is recommended) requires twelve
| Lightcrystal, five Black Pearl, twenty Machalite Ore, and ten Small
| Goldfish. Circle round Gypceros, Pokke Farm, or the Swamp Mining Areas for
| Lightcrystal. Black Pearls can be found from Daimyo Hermituar and around the
| Jungle Area 4 where the shells are.
|
| The Small Goldfish are found at Pokke Farm or at the Training School
| (I've netted several from Yian Kut-Ku.) Finally, you'll need six Hercudrome
| (which you'll have to net in Area 2 of the Volcano Gathering Quest) and ten
| Dragonite Ore (found in Area 6 of the Volcano.)
|
| I've picked the Holy Sabers simply because, if you've been using Dual Swords
| up till this point, you probably already own a pair. If not then Freezing or
| Icicle Daggers may be worth considering. However both weapon paths are
| overshadowed further in-game.
|
| Challenge Rating: Hard
x-----x
```

You're using Dual Swords!? Good gosh, what's wrong with you? Besides being beginner unfriendly, the blades are limited to quick one-button punch strikes. Like many situations we'll be abusing the Roundhouse, and occasionally bringing out the Double Roundhouse. The disadvantages of the weapon is the obvious lack of defense. Which means you'll have to be extra careful in picking your attacks. There's no emergency shield for us to pull out in case we're caught in a Remote Bomb explosion. Greater chance of death, without much in payout.

Be it Sword and Shield or Dual Sword there are things you can learn. The moves we should have our eye on are Flamethrower, for it's exploitable range, and Remote Bombs. It is during this maneuver we can take advantage of the Mid-Range and Long-Range explosions -- because while Lunastra is reaching far off, we can

attack close by. Watch for Aimed Tackle, and if you see it coming either block or evade. Depending on your range, you may not have time to react.

```
x-----x
| Greatsword, Longsword! |
o=====o
```

```
x-----x
```

```
| PLESIOTH CRYSTASWORD! |
```

```
x-----x-----x
```

```
| Weapon Type: Greatsword
```

```
| Weapon Attack: 672
```

```
| Element: Water 470
```

```
| Sharpness: Green (Blue with Sharpness +1)
```

```
| Affinity: N/A
```

```
| Slots: N/A
```

```
| Path:
```

```
| Finblade --> Plesioth Watersword
```

```
| --> Plesioth Crystasword
```

```
|
| Method:
| If you've been following the guide up to this point then you already possess
| the Plesioth Watersword. You're still going to need four Green Plesioth
| Fins, five Green Plesioth Scales, and two Monster Bone +. Getting the Fins
| can be hell, but it's well worth it.
```

```
| Challenge Rating: Average-Hard
```

```
x-----x
```

We can look forward to charging Lunastra. Her fat head and trouble with angles makes her the perfect patsy for chopping as well. Since we can block, we can nerf the damage on some of her attacks. It just depends on your skill. Despite the sluggishness of this weapon we can crack her so long as we are precise. For more information refer to the attack diagrams above. Remember to employ Charge Method, to exploit your enemies turning habits, to your advantage.

```
x-----x
```

```
| BLANGO DECIMATOR! |
```

```
x-----x-----x
```

```
| Weapon Type: Longsword
```

```
| Weapon Attack: 672
```

```
| Element: Ice 250
```

```
| Sharpness: Green (Blue with Sharpness +1)
```

```
| Affinity: 10%
```

```
| Slots: N/A
```

```
| Path:
```

```
| Method:
```

```
| Buster Sword --> Blango Destroyer
```

```
| Blango Destroyer + --> Blango Decimator
```

```
|
| Starting from Buster Sword find six Blango Pelts, eight Iron Ore, and five
| Ice Crystal. You'll need to collect an additional ten Blango Pelts (which
| makes sixteen total), six Sharp Claw, and two Killer Beatles (Pokke Farm or
| Forest & Hills.)
```

```
|
| You're going to need to go after Blangonga after finishing up Destroyer +.
| Net five Blangonga Whiskers and three Blangonga Fangs. You have to destroy
| his fangs in order to receive them. While going back and forth between
| quests, don't forget to harvest at least twenty Ice Crystals. With that in
| mind, you can net this weapon in as little as an hour.
```

|  
| Challenge Rating: Hard  
x-----x

We are without Guard, but with better mobility and attack options compared to the Dual Swords. Like the Greatsword, our reach makes a neat cutting tool -- should we desire Lunastra's Tail. Our methods of attack rely on Unsheathe Attack (Run up to her, Triangle, then Evade) if we're aiming for the head, which I'll assume you are. Treat Fly Mode like you would Daora during his, hack at the legs and find the time to treat her tail. If you do loop it off, then you know she's close to death. Using the Spirit Combo can be useful for cutting into her head, but remember to stay your blows. Getting carried away always spells another hit. For other specific strategies read the Dual Swords section.

x-----x  
| Hammer, Hunting Horn! |  
o=====o

x-----x  
| KUT-KU PICK! |  
x-----x-----x

| Weapon Type: Hammer  
| Weapon Attack: 884  
| Element: Raw  
| Sharpness: Green (Blue with Sharpness +1)  
| Affinity: 10%  
| Slots: Three  
| Path:  
| Bone Club --> Cyclo Hammer --> Atlas Hammer  
| Kut-Ku Jaw --> Kut-Ku Pick

| Method:

| Start with Bone Club and branch into Cyclo Hammer and then Atlas Hammer.  
| Gathering the materials for Kut-Ku Jaw one Giant Beak which only comes from  
| carving Yian Kut-Ku. I've had a bigger issue with finding the four Kut-Ku  
| Ears to forge Kut-Ku Pick, you'll need four of those by the way. You can buy  
| the two Monster Fluid from the Old Lady for 5000z a pop, or carve them from  
| Hornetaurs. Personally I'd just spend the cash.

| Once you've got your materials to forge the Jaw, it's time we went after the  
| Pick. Hopefully you frisked four Kut-Ku Ears from your questing. Under the  
| likely event that you didn't, harvest till you do. Next comes two Vibrant  
| Pelt which come from Congalala, and guess what? They're also hard to find!  
| And finally comes the tedious four Monster Bone + hunting. You can alternate  
| quests to mix things up, but it's still a drag.

| Is it worth it? Hell yes. Get hunting!

| Challenge Rating: Average-Hard

x-----x

The major microscopic journey to crack Lunastra's skull with our hammers is fun. Even without Guard, the sheer power of the Kut-Ku Pick can even the odds. It could be argued that the Hammer is best equipped to handle her, as we're allowed to choose the exact to release our Charge.

And when she flinches while head-locking, we can start the process all over by release a single Triple Pound (Triangle 3x) to give us the edge. Stamina boosters are recommended as Charging erodes your stamina gauge and could trap

you if you're not careful. Using the Charging Method we can isolate the moments when Lunastra is most vulnerable, that in combination with our knowledge of her move-set we can adapt and eventually dominate.

```
x-----x
| KHEZU HORN +! |
x-----x-----x
| Weapon Type: Hunting Horn
| Weapon Attack: 780
| Element: Thunder 290
| Sharpness: Green
| Affinity: N/A
| Slots: One
| Notes: White, Blue, Yellow
| Path:
| Bone Club --> Cyclo Hammer --> Atlas Hammer
|   --> Khezu Horn --> Khezu Horn +
|
| Method:
| Buy a Bone Club and gather two Giant Bones (Congalala), three Brute Bones,
| and thirteen Small Monster Bones. Improve until you get Atlas Hammer, then
| farm three Flabby Hide, four Pale Extract, and two Electro Sacs from Khezu
| until you get the Khezu Horn.
|
| From there farm eight Flabby Hide and a Pale Bone from Khezu, and four
| Monster Bone + to forge the Khezu Horn +.
|
| Noteworthy Notes:
| (Infinite Stamina [Small]) -- White --> Blue (1 Min)
| (Elemental Attack Up) -- Yellow --> Blue --> Yellow --> White (1:30 Min)
| (Fire Def Up [Large]) -- Yellow --> Blue --> White (1 Min)
| (Thunder Def Up [Large]) -- Yellow --> Yellow --> Blue (1 Min)
|
| Challenge Rating: Average-Hard
x-----x
```

Bored? Looking for a way to humiliate an Elder Dragon? The Hunting Horn is an exciting, if strangely similar, way of combating Lunastra. It's strengths include the usual Hunting Horn buffs, along with the ever-so-useful increased mobility. Our attacks essentially consist of Superpound (Triangle + Circle) to cause a head-flinch, and Swing spamming (Triangle) while she's down. While we don't have a Charge with this weapon, we can use the same tactics with the Hammer to clonk her noggin.

```
x-----x
| Lance, Gunlance! |
o=====o
```

```
x-----x
| OGRE TUSK! |
x-----x-----x
| Weapon Type: Lance
| Weapon Attack: 414
| Element: Raw
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: N/A
| Slots: N/A
| Path:
| Longhorn --> Longhorn + --> Long Tusk
|   Barbaroi Tusk --> Ogre Tusk
```

|  
| Method:  
| You've been down this path with Incessant Raven. Now, you're just making a  
| detour to Ogre Tusk, a powerful Raw weapon. Ogre Tusk's path is out-gunned  
| by Raging Tempest, but because of the Affinity, it's recommended you use  
| Ogre Tusk for the time. Five Monster Bone + are required to forge this  
| weapon along with twenty Ioprey Hide and two Mega Demondrugs.  
|  
| Challenge Rating: Hard  
x-----x

Being a weapon which limits your mobility, one must be choosy with the moments they have. All of Lunastra's attacks can be Guarded against, however Flamethrower saps a terrible chunk of Stamina, and her Tackle eats away at health. If you predict a High Roar (suddenly lifts upper-body) then you've Guarded well. With that mobility issue, you can practice Unsheathe Attack whether on the body or head. Our goal is get a Triple Stab (Triangle or Circle 3x) on her before having to sheathe and reposition yourself.

Now, in the Guard vs. Back-hop argument I'd have to recommend a mix of the two. Let's say you're attempting position yourself to attack, and Lunastra turns face-to-face and readies a Flamethrower. At that point, you can either Guard against the oncoming inferno or double back-hop just out of range, and poke her head. The former doesn't take much skill to do, and is likely happening because you don't know better or you choked. Arguments aside, there are some situations that warrant the use of back-hop and those that support guarding.

x-----x  
| HELLSTING! |  
x-----x-----x  
| Weapon Type: Gunlance  
| Weapon Attack: 322  
| Element: Ice 250  
| Sharpness: Green (Blue with Sharpness +1)  
| Affinity: 10%  
| Slots: One  
| Shells: Spread Lv.1  
| Path:  
| Bone Gunlance --> Great Bone Gunlance -->  
| Wyvern Bone Gunlance --> Hellsting  
|

| Method:  
| The main materials here are Blango and Blangonga parts. I'd rather Forge  
| then go through the Path. Blangonga Fangs (2x) aren't impossible to acquire,  
| and twenty Blango Pelt, two Giant Bone, and ten Sharp Claws are quite common  
| on enemies. You may need to topple a few Bulldrome for Giant Bone, but  
| that's nothing compared to later material gathering.  
|  
| Challenge Rating: Hard  
x-----x

Not much is different from that of a Lance. You spend more attacks Guarding, which means more health, so this is where attack memorizing comes in handy. Guard is good for protecting from her attacks, but only as an emergency use. Avoiding her requires you to stash your weapon after you attack, and repositioning yourself for another movement. Shells are particularly useful when bringing Lunastra down, simply Turtle Stab (R + Triangle) then Shoot (Circle) and you should fire upwards. Enough of these hits disable an airborne Elder Dragon.

If you're getting the hang of her, attempt an attack during a Remote Bomb strike. By placing yourself near the semi blind-spot (where the neck meets the head) and unleashing an Infinite Combo (Triangle 3x, Circle, repeat) you can cause a flinch. A note about striking the head, make sure you don't miss or your weapon might hit the wings and bounce off. Should that happen, Lunastra will be more than happy to exploit your mistake.

```
x-----x
| Bow, Bowgun! |
o=====o
```

```
x-----x
| DAIMYO'S WARROW III! |
```

```
x-----x-----x-----x
```

```
| Weapon Type: Bow
| Weapon Attack: 180
| Element: Water 120
| Affinity: N/A
| Slots: Two
| Coatings: All but Razor
```

```
|
| Charges Levels:
| Charge Lv1: Scatter Lv3
| Charge Lv2: Scatter Lv3
| Charge Lv3: Pierce Lv3
| Charge Lv4: Rapid Lv4
```

```
| Path:
| Daimyo's Warrow I --> Daimyo's Warrow II --> Daimyo's Warrow III
```

```
| Method:
| You'll need two Ceantaur Claws, three Green Plesioth Scales, and four Medium
| Monster Bones to forge Daimyo's Warrow II. Through that, gather six Black
| Pearls, four Hermituar Claws, and two Twisted Horns (Break Diablos Horn) to
| make Daimyo's Warrow III.
```

```
| A good weapon eventually beaten out by Dragonhead Harp in elemental attack.
| The parts necessary for forging are quite common. All except for two Twisted
| Horns, requiring you to shatter Diablos Horn. Happy Hunting!
```

```
| Challenge Rating: Average
```

```
x-----x
```

```
x-----x
| TAIL STRING +! |
```

```
x-----x-----x-----x
```

```
| Weapon Type: Light Bowgun          Load Lv:  1  2  3
| Weapon Attack: 168                 Normal S:  9  9 12  Flame S : -  -  -
| Reload: Normal                     Pierce S:  3  2  2   Water S :  3  -  -
| Recoil: Moderate                   Pellet S:  4  2  2   Thnd S  :  3  -  -
| Affinity: N/A                      Crag S   : -  -  -   Freeze S:  3  -  -
| Slots: N/A                         Clust S  : -  -  -   Drgn S  : -  -  -
|                                     Recov S  :  3  3  -   Tranq S :  2  -  -
|                                     Poison S: -  -  -   Paint S :  2  -  -
|                                     Para S   : -  -  -   Demon S :  1  -  -
|                                     Sleep S  :  3  1  -   Armor S :  1  -  -
```

```
| Method:
| The Jade Storm gave us Clusts and Crag along with a massive variety in
| ammunition. The Tail String + unlocks extra power but at the cost of the
```

| explosive ammunition we've coddled. The division between Pierce and Pellet  
| is pretty even, favoring Pellet a bit more.

|  
| The three Blangonga Whiskers and three Blangonga pelts can be gotten from,  
| guess who, Blangonga. The four Giant Bone come from Bulldrome, or guess  
| again, Blangonga. The only other item is three Killer Beatles which can be  
| netted from Pokke Farm. This is something you can easily do in-between trips  
| of fighting Blangonga.

| Challenge Rating: Average

x-----x

x-----x

| QUICKCASTER! |

x-----x-----x

Weapon Type: Heavy Bowgun	Load Lv: 1 2 3
Weapon Attack: 252	Normal S: 6 6 9 Flame S : 3 - -
Reload: Very Fast	Pierce S: 3 3 - Water S : 3 - -
Recoil: Moderate	Pellet S: - 4 - Thnd S : 3 - -
Affinity: N/A	Crag S : - 1 - Freeze S: 3 - -
Slots: N/A	Clust S : - 1 - Drgn S : - - -
	Recov S : 3 3 - Tranq S : 2 - -
	Poison S: 3 1 - Paint S : 2 - -
	Para S : 3 1 - Demon S : 1 - -
	Sleep S : 3 1 - Armor S : 1 - -

| Method:

| You'll need eight Kirin Mane, two Kirin hide, ten Dragonite Ore, and two  
| Twisted Horn (Monoblos.)

| It was between this, and Daora's Delphinidae and I chose this one. Why? The  
| weapon allows the use of Pierce Lv3 at the cost of Pellet Lv2, Crag Lv2, and  
| Clust Lv2 (which we may not have access to.) It's stronger, but that doesn't  
| mean much when the so-called 'improvement' feels like a downgrade. It's a  
| pretty weapon though.

| Challenge Rating: Average-Hard

x-----x

Light Bowgun Shells: Pierce Lv2, Water S, Freeze S, Normal Lv3

Heavy Bowgun Shells: Pierce Lv2, Water S, Freeze S, Normal Lv3, Crag S/Clust S

The benefits of a mid-range combat allow you to easily evade the High Roar,  
quickly spot the sparks floating above Lunastra during a Remote Bomb, but make  
you an easier target to Aimed Tackle and Longer Flamethrower. Despite this,  
we're able to make quick work of Lunastra if keep the right distance.

When Lunastra tries a Close-Range Remote Bomb, it's possible for us park  
ourselves just outside the blast-range and fire our Shells/Arrows into her head.  
We want to get as close as possible without being struck because the damage from  
our ammunition can deplete in power (even miss) if we're too far away.  
Flamethrower can be exploited by placing ourselves a feet away from her noggin  
(and out of the range of Flamethrower) and fire straight at her head. There are  
plenty of points where it's possible to reload your Shells/Coatings (See Turning  
Method.)

o=====o-----o

| Question \ Final thoughts? |

o=====o-----o



She's a queen of fire, with an ill temper, and grumpy husband, and a fearsome crown. How cool is that? Okay, well, Lunastra offers pretty armor and some notable weapons for the campaign. Besides this won't be the first time you'll encounter her, and her larger hubby might not like it that you painted the town with her. If you get what I mean, wink, wink, nudge, nudge.

```
^~~~~~^
---| --- [7.6.4] Elder Quest --- |---
---|    ~~~ Chameleos ~~~    |---
v~~~~~v
```

"Optic camouflage, huh? I hope that's not your only trick."  
~Solid Snake, Metal Gear Solid

```
o=====o-----o
| Question \ What is Chameleos? |
o=====o-----o
```

An oddity even among Elder Dragons. For his power lies neither in ice or fire but in the way he plays with eyes. Eyes like yours tagging his skin, only to disappear and reappear back again. His tongue is sly and will steal your things. His breath is deadly, it will sap your mettle. His horn is high, but if should you desire he'll bring it to you. He is the shadow of the forest and swamp, he is Chameleos.

Most effective attacks: \*Head, Chest, \*Hind-Leg  
Most effective element: Fire, Dragon  
Susceptible Status Ailments: Sleep (Low Tolerance), Stun (Low Tolerance), Poison (Average Susceptibility)  
Susceptible Bombs: \*\*Smoke Bomb, \*\*\*Sonic Bomb  
Susceptible Traps: Stun Trap, Pitfall  
Breakable Parts: Horn, Wings, Tail  
Near Death When: N/A

\*Note: While the Head is the most vulnerable part of our foe's body, it's impossible to reach without a Bow or Bowgun. For Blademasters, attack the Hind-Leg to trip him up. That will allow you to hack at the head.

\*\*Note: Smoke Bomb will make an invisible Chameleos visible for a short period. Take advantage with a Paintball.

\*\*\*Note: Throwing a Sonic Bomb while Chameleos uncloaks to attack will stun him.

```
o=====o-----o
| Question \ What attacks does it have? |
o=====o-----o
```

```
x-----x
| Invisible Mode! |
o=====o
```

Chameleos can hide his presence through some very cheeky camouflage. You can PsychoSerum his location, you can even enable Autotracker, but his exact location in an Area remains incognito. This is where you must use your eyes, rather than your menus, to hound the Elder Dragon.

To lessen the annoyance (and possibly terror) of an invisible Wyvern we are given minor tells. The first and most obvious lies on Chameleos inability to attack during his concealment. It's like infamous Spy of Team Fortress 2, who needs to uncloak before backstabbing his foes. Light a match however, and the

Spy would wretch and curl as if made of paper. My point is this, Chameleos must uncloak before all attacks. Granted, he takes the initiative to aim, but we can solve this problem based on simple observations.

Take note during your skirmish with the beast, that his coat shimmers. It may be for only a second, but it's all we need to know his stance. Once you know the direction he's facing update your own position so as to avoid the coming assault. This means if his shimmer reveals you're in front of him, kindly loop around. Most importantly, pay attention to where he'll turn next. By examining his legs before he uncloaks you can tell which direction he will turn.

```
x-----x                x-----x
| Tail Whirl! | <--- Chain --> | Fly Catcher! |
o=====o                o=====o
```

#### Tail Whirl (Wind):

A common annoyance up their with Stealing Tongue. Chameleos will pound his floppy tail onto the floor creating a gust only guarded with Dragon Wind Breaker. Should you have the skill this long-winded (no pun intended) attack will enable you to deal considerable damage before it ends. Should you possess the skill, remember to avoid the actual tail itself. Dragon Wind Breaker doesn't protect you from physical damage should it hit you.

#### Fly Catcher (Steal):

True to it's name, Chameleos will snap it's frog-like tongue at you as if you were fly caught on paper. If hit, there's a good chance he'll steal an item. If you have anything you can't replace, you may wish to reconsider bringing it.

#### Tongue Sweep (Steal):

It's mechanics are identical to Tail Sweep, except he sweeps the front. Just a reminder to avoid his front. If you're hit a random item will be removed from your inventory.

#### Bad Breath (Fatigue):

Holy Halitosis! Chameleos will unhinge his jaws and release a cloud of miasma mid-range. If struck by this malignancy your stamina will plummet. Cure with an Energy Drink (Honey + Sunset Herb.)

#### Acid Spitball (Defense Down):

While having a narrower hit-box than Bad Breath, this Spitball will wash away half your defense if hit. Just look for the telltale sign of an unhinged jaw. Cure with an Armor Seed.

#### Poison Mist (Poison):

To repel close-range combat Hunters Chameleos will leap lightly into the air and expel a cloud of purple poisonous mist. You're able to Guard against it, however should you see it roll away and hope it doesn't touch you. Watch for sudden flap of wings and leap into the air, it shares the same frames with fleeing an area.

#### Slash:

A close-range claw swipe to bat people who plant themselves in Chameleos front. Low damage, short range, but allows Chameleos to prepare a more devastating attack while recovering.

#### Taunt:

Occasionally, you'll see Chameleos crouching, head lowered. This is his Taunt, however his invisibility masks any opportunity to exploit it.

```
x-----x
| Rage Mode! |
```

Like Khezu, Chameleos can remain anonymous to the yellow eye. Which means you cannot perform life-saving dives, unless in Rage Mode.

o=====o-----o  
| Question \ What armor should I wear? |  
o=====o-----o

x-----x  
| DIABLOS D ARMOR! |  
x=====x-----x  
\ User Type: Blademaster  
\ Total Defense: 190  
\ Total Slots: Eight  
\ Elemental Strength: Fire, Thunder  
\ Elemental Weaknesses: Ice  
\ Skills:  
\ Dragon Wind Breaker  
\ Sharp Sword  
\ Bad Luck  
/  
\ Armor Rating: Useful  
x=====x

x-----x  
| DIABLOS D ARMOR! |  
x=====x-----x  
\ User Type: Gunner  
\ Total Defense: 90  
\ Total Slots: Eight  
\ Elemental Strength: Fire, Thunder  
\ Elemental Weaknesses: Ice  
\ Skills:  
\ Dragon Wind Breaker  
\ Load Up  
\ Bad Luck  
/  
\ Armor Rating: Useful  
x=====x

In order to make this work we need the following:

x-----x  
| EQUIP THIS! |  
x=====x-----x  
/ Weapon: Any  
\-----|  
/ Head : Black Belt Helm  
\-----|  
/ Torso : Diablo Mail D or Diablo Vest D  
\-----|  
/ Arms : Black Belt Vambraces  
\-----|  
/ Waist : Chrome Metal Coat  
\-----|  
/ Legs : Chrome Metal Boots  
\-----|  
/ Gems : +1 Windpress Gem (Torso)  
x=====x

We're bringing Dragon Wind Breaker with us to nullify Tail Whirl.

```
o=====o-----o
| Question \ What should I know about this map? |
o=====o-----o
```

Chameleos favors Area 9 of the Forest & Hills. This can be a problem. It is a condensed corridor that makes escape difficult. If you're feeling brave, you can fight him there and now. If you want to trade safety for wider stomping grounds which hides your enemy, then tag him, wait for him to leave, then follow.

Chameleos favors Area 8 of the Swamp. The wide open design of the area makes it easy to avoid tongue lashing, but difficult to locate him. In muddy areas pay attention to the ground, for footsteps aren't invisible. This is great if you ever lose him, which can happen quite often.

A tip from MHNoodles hints that the trick to locating the beast relies on the ability to run away. Try running around the area you suspect your foe to be hiding in. Once there hold the R Trigger and proceed to circle about like a one-winged pigeon until the animation changes. The transition from normal running, to sprinting should be fairly obvious. This acts as a sort of detection system, hence the name (which I'm making up now) Chameleos Detector.

```
o=====o-----o
| Question \ What weapons should I bring? |
o=====o-----o
```

In almost any case, you want to strike the Hind-Leg as to bring about Chameleos fall. You do this by attempting to discern where said leg is, then attacking it. Focus is needed to keep your eyes on the screen, and when he is not, use your imagination.

At this point you can commit to two methods. The first being the stun-locking, which is a fancy umbrella term for attacking the hind-leg over and over and over again. The second, which is most profitable with a Dragon Elemental weapon, is attacking the head or tail once he has fallen. This way we shatter the horn, or slice the tail. Remember though that only a Dragon Elemental Weapon can do this. Also remember that they can only be broken if Chameleos is inching towards death, so no bother attempting this during your first fight.

```
x-----x
| Sword and Shield, Dual Swords! |
o=====o
```

```
x-----x
| KIRIN BOLT INDORA! |
x-----x-----x
| Weapon Type: Sword and Shield
| Weapon Attack: 224
| Element: Thunder 220
| Sharpness: Green
| Affinity: N/A
| Slots: Two
| Path:
|   Hunter's Dagger --> Hunter's Dagger + -->
|   Assassin's Dagger --> Thunderbane --> Frightbane
|           Kirin Bolt Indora
|
| Method:
```

| Assuming you've already forged the Thunderbane. You'll need six Rubbery  
| Hide, eight Purple Rubbery Hide, two Elder Dragon Bone, four Electro Sac,  
| three Dragonite Ore, and one Pale Bone. The Rubbery Hides can be obtained  
| from Gypceros, the Elder Dragon Bones from any Elder Dragon, the Electro  
| Sacs and Pale Bone from Khezu.

| A choice weapon for Chameleos because we lack Fire Weapons. You're free to  
| use Eternal Strife if you're farming for the Horn, but expect the weapon to  
| bounce once it dulls which is often the case.

| Challenge Rating: Average-Hard

x-----x

A straightforward weapon as all you must do to succeed is study Chameleos nature. Once you've gotten used to his movements you can steady peel away his defense. The Sword and Shield allows for speedy movements allowing us to reposition ourselves on notice. And while Guard does prevent damage, it won't protect you from Tongue Sweep's or Fly Catcher's Stealing effect. On principle we should be tentative with our strikes, two slashes (Triangle, Triangle) are allow you the agility to avoid coming moves. If you feel you can get away with it, finish the combo with a Roundhouse (Circle).

x-----x

| VELOCIPREY CLAWS+! |

x-----x-----x

| Weapon Type: Dual Swords

| Weapon Attack: 252

| Element: Raw

| Sharpness: Green

| Affinity: N/A

| Slots: One

| Path:

| Hunter's Dagger --> Giaprey Claws -->

| Giaprey Claws + --> Velociprey Claws --> Velociprey Claws+

| Method:

| To make Giaprey Claws +, buy or make a Hunter's Dagger. Then go after  
| Giadrome, yes, you're going to need Giaprey parts, but you get those in the  
| reward section for facing off with Giadrome anyway. Plus there are plenty of  
| Giaprey to go after during the quest. This will make collecting materials  
| easier, if not a bit tedious, in the long run. If you already have Giaprey  
| Claws +, you can skip this section entirely.

| In order to upgrade, you'll need six Velocidrome Claws, one Velocidrome  
| Head, and two Pale Extract (Khezu.) If you already possess Velociprey Claws,  
| then what you need to gather are four Tigrex Claws, six Velocidrome Hide,  
| and two Pale Bone (a rare drop from Khezu.) This means a lot of Velocidrome  
| hunting, however if you're adamant on using Dual Swords, this is by far the  
| best you can obtain for Chameleos.

| Challenge Rating: Average-Hard

x-----x

A trade between defense and the ability to Devil Dance all over Chameleos leg... that came out wrong. With proper timing we're able to execute a Devil Dance (Circle + Triangle while in Demon Mode) provided you have the hindsight to bring Power Juice, or a tactful Double-Roundhouse (Circle). I'd side with a latter, and with that pay attention to his movements. You don't possess a block, so you'll want to practice extra caution and avoid the front, as always. Remember the rules of combat, and don't go berserk.

```
x-----x
| Greatsword, Longsword! |
o=====o
```

```
x-----x
| CRIMSON GOAT! |
```

```
x-----x-----x
```

```
| Weapon Type: Greatsword
| Weapon Attack: 624
| Element: Fire 500
| Sharpness: Green (Low)
| Affinity: N/A
| Slots: One
| Path:
| Buster Sword --> Buster Sword + --> Defender -->
| Sentinel --> Barbaroi Blade --> Crimson Goat
```

```
| Method:
| Start from Buster Sword and upgrade to Buster Sword +, at this point you
| shouldn't have a problem with acquiring the materials. We need a total of
| thirty Iron Ore, thirty Machalite Ore, fifteen Earth Crystals, ten Disk
| Stones, three Flame Sacs (Gravios), three Firestones (Volcano Gathering),
| four Gravios shells, and one Unknown Skull to make the upgrades.
```

```
| The Crimson Goat isn't the best fire weapon, but it is the best we have
| until we can farm Rathalos. Alternative choices include Executioner+, lacks
| fire element and has a poor path that ends in Enforcer's Axe which is
| overshadowed by other Raw Greatswords during Hard Rank. Then again, Crimson
| Goat won't do you any good beyond Chameleos.
```

```
| Challenge Rating: Hard
```

```
x-----x
```

Seeking a thrill? You've picked the right weapon. The Greatsword is heavy, hard to aim with, and an inaccurate strike to the wing or tail means an opportunity for Chameleos to counterattack. And while it's possible to strike the horn with the Overhead Swing (Triangle), you can easily take advantage of this area if you focus on his hind leg. The pitfalls of aiming for the hind-leg align with your vertically challenged challenging strikes. Needless to say, getting in line with an invisible creature is difficult enough with fast weapon. Our sluggish mobility demands we sheath before moving to attack. Lucky for us there are plenty of chances to execute a Level 3 Charge on this sucker.

Wearing the Diablo Mail D set (as suggested above) will give you Dragon Wind Breaker. Having such enables you to scoot next to Chameleos and plant a Level 3 Charge during Tail Whirl, with precise timing you can follow with Infinite Combo (Circle, Circle + Triangle). While imperfect you can also squeeze out a few Level 1 Charges during Acid Spit and Bad Breath. The move we need to steel ourselves against is Poison Mist, watch for sudden flap of wings and leap into the air. Remember to aim your strikes, precision is key.

```
x-----x
| DEVIL SLICER! |
```

```
x-----x-----x
```

```
| Weapon Type: Longsword
| Weapon Attack: 720
| Element: Thunder 450
| Sharpness: Green Sharpness (Blue with Sharpness +1)
| Affinity: N/A
```

```
| Slots: One
| Path:
|   Iron Katana --> Iron Katana "Grace" -->
| Iron Katana "Gospel" --> Eager Cleaver --> Devil Slicer
|
| Method:
| If you've been following this guide then you already possess Eager Cleaver.
| If you then all you'll need is five Dragonite Ore, twenty Machalite, and
| four Thunderbug Juice.
|
| Challenge: Average-Hard
x-----x
```

Not much to say that hasn't been said in the Dual Swords section. This weapon type acts much like it's shorter Dual Sword cousin while having the same iffy reach as the Greatsword. Instead of Charging we have Spirit Combo, and dish out appropriately. Executing a full Spirit Combo isn't as important as avoiding the next attack. Remember to avoid, and to aim precisely.

```
x-----x
| Hammer, Hunting Horn! |
o=====o
```

```
x-----x
| KUT-KU PICK! |
x-----x-----x
| Weapon Type: Hammer
| Weapon Attack: 884
| Element: Raw
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: 10%
| Slots: Three
| Path:
| Bone Club --> Cyclo Hammer --> Atlas Hammer
|   Kut-Ku Jaw --> Kut-Ku Pick
|
| Method:
| I chose the Kut-Ku Pick for a few outlandish reasons. One is that it's one
| of the strongest Hammer's in Elder Rank. Only beaten by the Bull Tusk
| Hammer, which path ends at Bull Tusk Hammer. It also leads to Chaotic Order,
| one of the strongest Raw Hammers in-game. Yeah, I know, I'm a rebel. ./
|
| Start with Bone Club and branch into Cylo Hammer and then Atlas Hammer.
| Gathering the materials for Kut-Ku Jaw one Giant Beak which only comes from
| carving Yian Kut-Ku. I've had a bigger issue with finding the four Kut-Ku
| Ears to forge Kut-Ku Pick, you'll need four of those by the way. You can buy
| the two Monster Fluid from the Old Lady for 5000z a pop, or carve them from
| Hornetaurs. Personally I'd just spend the cash.
|
| Once you've got your materials to forge the Jaw, it's time we went after the
| Pick. Hopefully you frisked four Kut-Ku Ears from your questing. Under the
| likely event that you didn't, harvest till you do. Next comes two Vibrant
| Pelt which come from Congalala, and guess what? They're also hard to find!
| And finally comes the tedious four Monster Bone + hunting. You can alternate
| quests to mix things up, but it's still a drag.
|
| Is it worth it? Hell yes. Get hunting!
|
| Challenge Rating: Hard
x-----x
```

Essentially strategy is straightforward. Circle round Chameleos with a Charged Hammer (R Trigger) and aim for the leg. Once you've brought him to the ground you can either continue with the Charge, or bring down the Triple Pound (Triangle 3x). Sadly, the Triple Pound won't work with any other part of Chameleos body as the overhead swing tends to bounce off the wings.

```
x-----x
| KHEZU HORN +! |
x-----x-----x
| Weapon Type: Hunting Horn
| Weapon Attack: 780
| Element: Thunder 290
| Sharpness: Green
| Affinity: N/A
| Slots: One
| Notes: White, Blue, Yellow
| Path:
| Bone Club --> Cyclo Hammer --> Atlas Hammer
|   --> Khezu Horn --> Khezu Horn +
|
| Method:
| Buy a Bone Club and gather two Giant Bones (Congalala), three Brute Bones,
| and thirteen Small Monster Bones. Improve until you get Atlas Hammer, then
| farm three Flabby Hide, four Pale Extract, and two Electro Sacs from Khezu
| until you get the Khezu Horn.
|
| From there farm eight Flabby Hide and a Pale Bone from Khezu, and four
| Monster Bone + to forge the Khezu Horn +.
|
| Noteworthy Notes:
| (Infinite Stamina [Small]) -- White --> Blue (1 Min)
| (Elemental Attack Up) -- Yellow --> Blue --> Yellow --> White (1:30 Min)
| (Fire Def Up [Large]) -- Yellow --> Blue --> White (1 Min)
| (Thunder Def Up [Large]) -- Yellow --> Yellow --> Blue (1 Min)
|
| Challenge Rating: Hard
x-----x
```

Hard, and a bit dull. Trade the Hammer's Charge for the Hunting Horn's Superpound (Triangle + Circle) and you'll have your method for attacking.

```
x-----x
| Lance, Gunlance! |
o=====o
```

```
x-----x
| BLACK LANCE! |
x-----x-----x
| Weapon Type: Lance
| Weapon Attack: 322
| Element: Dragon 290
| Sharpness: Green (Low)
| Affinity: N/A
| Slots: N/A
| Path: Black Lance
|
| Method:
| You'll need one Dark Piece, and four Dark Stone from Pokke Farm. Sword Cave
| will need to be unlocked (available after defeating Tigrex) and you'll need
```



| Elder Dragon Bone to harvest the stones. One Pokke Ticket is also necessary  
| for forging, which can be purchased for 5000 Points from the renovations  
| man. If you're impatient and have no plans for Chameleos materials, then  
| switch to Ogre Tusk, because Dark Stone is difficult to find.

| Challenge Rating: Average-Hard

x-----x

Our maneuvering is identical to the Greatsword with the exception of Back-Hop.  
Replace Greatsword Charge for Triple Stab (Triangle 3x or Circle 3x), and  
remember to sheathe only after you believe your out of attack range. You can  
block a lot with Guard without having to worry about the drain in health. Watch  
your stamina, and consider a Power Juice if you find your gauge draining faster  
then it recovers.

x-----x

| IMPERIAL GUNLANCE! |

x-----x-----x

| Weapon Type: Gunlance

| Weapon Attack: 391

| Element: Raw

| Sharpness: Green (Blue with Sharpness +1)

| Affinity: N/A

| Slots: Two

| Path:

|           Iron Gunlance --> Iron Gunlance +

| Steel Gunlance --> Special Ops Gunlance --> Imperial Gunlance

|

| Method:

| You'll need thirty Machalite Ore total, eight Earth Crystals, ten Disk  
| Stones, five Gunpowder (Old Lady), three Flame Sac (Capture Yian Kut-Ku),  
| two Lightcrystal (Break Gypceros Headpiece), nine Fire Stone (Volcano  
| Gathering), five Dragonite Ore, and of course three Monster Bone +.

|

| Challenge Rating: Average-Hard

x-----x

Only a bit harder then the Lance, as you're mobility and attacks aren't designed  
to battle Chameleos. Since our Back-Hops are limited to one, sheathing your  
weapon is dire when repositioning for a new attack. It's possible to blast our  
foes head by shoot upwards (Guard, Stab then Shoot) but the payoff is meager and  
the risks are great. Wyvern Fire trumps Lance Charge when Chameleos is stunned,  
so use it at your leisure. Pay attention to your Sharpness though, as the blast  
might dull your weapon. You can't afford a bounce, so take your time to sharpen  
before continuing.

x-----x

| Bow, Bowgun! |

o=====o

x-----x

| KUT-KU STAVE III! |

x-----x-----x

| Weapon Type: Bow

| Weapon Attack: 180

| Element: Fire 120

| Affinity: N/A

| Slots: Two

| Coatings: All but Razor

| Charges Levels:

| Charge Lv1: Scatter Lv3

| Charge Lv2: Rapid Lv2  
| Charge Lv3: Scatter Lv4  
| Charge Lv4: Pierce Lv3

| Path:

| Kut-Ku Stave I --> Kut-Ku Stave II --> Kut-Ku Stave III

| Method:

| Remember that old Kut-Ku Stave I we used to slay Congalala? Dust it off and  
| gather four Flame Sacs, six Blue Kut-Ku Scales, three Kut-Ku Ears, three  
| Gravios Shells, twenty Carpenterbugs, and two FireWyvern Fluid. The  
| FireWyvern Fluid can be obtained by sending Trenya to the Forest & Hills for  
| 300 Points, or by slaying Guild Rank \*2 Rathalos. The former will get you  
| what you need without confronting the Wyvern, but at a marginal pace. The  
| latter will get you what you want faster, but you'll have to slay Rathalos  
| (obviously) to get it.

| Challenge Rating: Average

x-----x

x-----x

| KUT-KU RAGE! |

x-----x-----x

Weapon Type: Light Bowgun	Load Lv: 1 2 3
Weapon Attack: 180	Normal S: 9 9 12 Flame S : 4 - -
Reload: Very Slow	Pierce S: - 3 - Water S : - - -
Recoil: Moderate	Pellet S: - 4 - Thnd S : - - -
Affinity: 10%	Crag S : - 1 - Freeze S: - - -
Slots: N/A	Clust S : - 1 - Drgn S : - - -
Added Effect: Defense +8	Recov S : - - - Tranq S : 2 - -
	Poison S: 3 1 - Paint S : 2 - -
	Para S : - - - Demon S : - - -
	Sleep S : - - - Armor S : - - -

| Method:

| Pursue Yian Kut-Ku until you've acquired a Giant Beak and two  
| Kut-Ku Ears. Then hunt it's blue counterpart for four Blue Kut-Ku Shells.  
| Finally, you'll need two Alluring Hide which comes from Red Khezu.

| Challenge Rating: Average-Hard

x-----x

x-----x

| LUNASTRA'S CANNON! |

x-----x-----x

Weapon Type: Heavy Bowgun	Load Lv: 1 2 3
Weapon Attack: 264	Normal S: 6 6 9 Flame S : 6 - -
Reload: Normal	Pierce S: 3 3 - Water S : - - -
Recoil: Moderate	Pellet S: 4 - - Thnd S : - - -
Affinity: N/A	Crag S : 3 3 3 Freeze S: - - -
Slots: N/A	Clust S : 2 2 2 Drgn S : - - -
	Recov S : 3 3 - Tranq S : 2 - -
	Poison S: - - - Paint S : 2 - -
	Para S : - - - Demon S : - - -
	Sleep S : 3 1 - Armor S : 1 - -

| Method:

| You'll need to gather four Lunastra Shells, six Fire Dragon Scales, two  
| Lunatra Manes, and one Firestone. All of which can be gathered from Lunastra  
| herself. If you're up to the work, substitute for Kut-Ku Cannon.

|  
| Challenge Rating: Average-Hard  
x-----x

Light Bowgun Shells: Flame S, Pierce Lv2, Normal Lv3, Clust Lv1/Lv2  
Heavy Bowgun Shells: Flame S, Pierce Lv2, Normal Lv3, Clust Lv1/Lv2

Circle Chameleos counterclockwise and attempt to find the right distance. With the Bow (or Bowgun) you have the opportunity to aim for the head. Whether you should take it or not is up to you. By far, the hind-leg is an easier target. If you can handle yourself around a Greatsword or Lance while fighting Chameleos the Heavy Bowgun shouldn't cause you trouble. Your greatest concern should be his Tail Whirl + Fly Catcher combo. It's vicious range can tag the careless and those who stray too far from the target.

o=====o-----o  
| Question \ Final thoughts? |  
o=====o-----o

Iguana eyes, more like Ugh-guana!

...Okay. I get it.

```
^~~~~~^  
---| --- [7.6.5] Elder Quest --- |---  
---| ~~~ Rathalos & Rathian ~~~ |---  
v~~~~~v
```

"In battle, he is as if possessed by a demon."  
~Vulcan Raven, Metal Gear Solid

o=====o-----o  
| Question \ What are Rathalos and Rathian? |  
o=====o-----o

They are the staple of the series. Despite the hype they are weak against every status ailment and are weak to three separate elements. On top of that, their weakest body part almost touches the floor. If you've faced the likes of Chameleos, Lunastra, and Kushala Daora then a round with these two is a walk in the park. Not that they should underestimated, mind you. It's just that they're malleable, like a clay model you get destroy. You just need to decide which way to do it.

This section will cover both Rathalos and Rathian, they have a minor variance in attack moves and vulnerable body parts. Their behavior is somewhat altered as well, for example Rathalos will perform more aerial attacks while Rathian will attack grounded.

Most effective attacks: Head (Cut/Impact), Neck (Rathalos), Chest (Rathian)  
Most effective element: Ice, Water, Dragon  
Susceptible Status Ailments: Poison, Stun, Sleep  
Susceptible Bombs: Flash Bomb  
Susceptible Traps: Stun Trap, Pitfall  
Breakable Parts: Horns, Wings, \*Tail  
Near Death When: Limping and fleeing to Area 5.

\*Note: Rathalos Tail touches closer to the ground as opposed to Rathian's which is much harder to reach with short weapons like the Sword and Shield and Dual Swords. It's possible to reach, but much more difficult.

o=====o-----o  
| Question \ What armor should I wear? |  
o=====o-----o

x-----x  
| TIGREX ARMOR! |  
x=====x-----x  
\ User Type: Blademaster  
/ Total Defense: 200  
\ Total Slots: Seven  
/ Elemental Strength: Water, Fire, Ice  
\ Elemental Weaknesses: Dragon, Thunder  
/ Skills:  
\ Auto-Tracker  
/ Earplug (Need +3 Gems)  
\ Quick Eating  
/ Demonic Protection (If Earplug Gems applied)  
\  
/ Armor Rating: Situational  
x=====x-----x

x-----x  
| EQUIP THIS! |  
x=====x-----x  
/ Weapon: Any one slotted weapon.  
\-----|  
/ Head : Tigrex Helm  
\-----|  
/ Torso : Tigrex Mail  
\-----|  
/ Arms : Tigrex Vambraces  
\-----|  
/ Waist : Tigrex Tasset  
\-----|  
/ Legs : Tigrex Greaves  
\-----|  
/ Gems : +1 Earplug Gem (Weapon), +1 Earplug Gem (Head)  
\ | +1 Earplug Gem (Torso), +2 Earplug Gems (Arms)  
/ | +1 Earplug Gem (Waist), +1 Earplug Gem (Legs)  
x=====x-----x

x-----x  
| TIGREX ARMOR! |  
x=====x-----x  
\ User Type: Gunner  
/ Total Defense: 100  
\ Total Slots: Six  
/ Elemental Strength: Water, Fire, Ice  
\ Elemental Weaknesses: Thunder  
/ Skills:  
\ Auto-Tracker  
/ Earplug (Need +2 Gems)  
\ Quick Eating  
/ Demonic Protection (If Earplug Gems applied)  
\  
/ Armor Rating: Situational  
x=====x-----x

x-----x  
| EQUIP THIS! |

```

x=====x-----x
/ Weapon: Any one-slotted weapon
\-----|
/ Head : Tigrex Cap
\-----|
/ Torso : Tigrex Vest
\-----|
/ Arms : Tigrex Guards
\-----|
/ Waist : Tigrex Coat
\-----|
/ Legs : Tigrex Leggings
\-----|
/ Gems : +1 Earplug Gem (Weapon), +2 Earplug Gem (Head)
\      | +1 Earplug Gem (Torso), +1 Earplug Gems (Arms)
/      | +1 Earplug Gem (Waist), +1 Earplug Gem (Legs)
x=====x-----x

```

This should give you High-Grade Earplugs along with Auto-Tracker. The price is steep, but you gain protection from the duos High Roar.

```

o=====o-----o
| Question \ What should I know about this map? |
o=====o-----o

```

Rathalos starts out in Area 4, while Rathian appears first in Area 9. Due to the physical constraints of Area 9, I usually go after Rathalos. During your skirmishes however there's a good chance that Rathian will appear there too. When you're in the same area with two Wyverns, it's best to leave and wait for one or the other to leave. Once you pick your target, stick with it. The battle will progress a lot faster if one is slain or captured first.

While it still needs testing, the rock-wall on the northwest corner of Area 3 will protect you from Rush if you're in dire straights. It's good if you're feeling overwhelmed, but beyond that don't count on hitting them.

```

o=====o-----o
| Question \ What attacks do they have? |
o=====o-----o

```

Alert Roar:

"!" will appear over it's head, it's body will lurch back and issue a violent Alert Roar. This is simply a High Roar at the beginning of the fight. If you possess High-Grade Earplugs then this won't be a problem.

Rush:

Without warning or usually "telling" frames, it will break out into a rush with covers a surprising amount of ground. Another reason to avoid it's direct front whenever possible.

Rathalos is not afraid of chaining multiple Rushes. If this happens be sure avoid all of them. Remember he'll need to turn-around to face you once again. With this in mind we have a split-second to exploit the Turning Method. Taking risks is strictly forbidden, as Rushes can easily take you by surprise having zero frames before activating.

In order to counter this annoyance we can exploit the Wall Method, tricking the enemy into hit the wall behind us in order to exploit their recovery frames. This allows us several moments to carve into it.

### Tail Whip:

It will spin it's Tail in a counterclockwise (sometimes clockwise) direction, which means we'll need to maneuver in a clockwise direction in order to avoid it. Conveniently it'll also turn in this direction to face you, which is a ripe opportunity to apply the Turning Method.

Over time you'll observe the mechanical pattern of the Tail Whip if you haven't already by now. Knowing where it's head will be next will enable us to employ an attack at the exact moment it turns that direction.

### Bite:

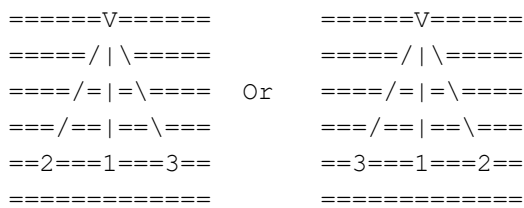
Accompanied by a sudden rush, it will attempt to bite you. Because of it's extended neck this can cover slightly more range. Don't be fooled, it has the same terrible hit-zone.

This attack exposes a ripe opportunity to strike, as there is a brief moment where you can hug it's body and perform a quick attack. It's vital the attack is fast as the likelihood of the next attack being one that does hit is high.

### Fireball & Triple Fireball

A staple move we've seen on others like Yian Garuga's Fireball. It will launch a single linear fireball so long as it's not in Rage Mode. Rage Mode Fireball's fire in pairs of threes as seen in Diagram below. And like Garuga, we can use this moment as an opportunity to scoot just out of range of the attack to strike at the head.

### Diagram #10 - Triple-Fireball



### Legend:

V - Rathian/Rathalos

1,2,3 - Direction of first, second, and third fireball.

### High Roar:

When transitioning into Rage Mode, it may let out a High Roar. Apply the usual methods for lessening your vulnerability (should you lack the proper armor as listed above) by making him turn before he attacks. In some cases you can get lucky and only suffer a Bite. High-Grade Earplugs allow you exploit this move giving you a few moments to lay down some strikes before having to evade the next attack.

### Aerial Rush (Rathalos):

Doesn't belong in the Fly Mode section as Rathalos is grounded when performing this attack. He will attain low altitude then rush forward wings spread only to land several feet away. This attack covers a lot of ground, but lacks the bite of his other Rush.

### Backward Brush + Fireball (Rathalos) (Wind):

Similar to Yian Kut-Ku's "Backward Brush" the Wyvern will attempt to put distance between you and it by launching himself backwards while hurling a fireball onto the place it formerly occupied. The projectile only touches it's front, and where it lands produces a minor Wind effect.

### Backward Brush (Rathain (Wind):

Similar to the move above, Rathian will brush her wings back landing lightly on her feet creating some distance between the two of you.

Tail-Flip (Rathian) (Poison):

Taking an attack from his mother's side, Garuga will do a back-flip in mid-air whipping his tail. He'll create some Wind then land. If you're caught, the Tail will most likely poison you. Beware that Rathain will chain two Tail-Flips together sometimes.

```
x-----x
| Fly Mode! |
o=====o
```

During your fight Rathalos will fly straight-upwards and perform one of three attacks. Occasionally he'll do nothing and descend, quite odd.

Full-Circle Claw:

One of his longest attacks, as the King of the Skies will fly around the perimeter of the map in a full-circle before building speed for a single linear strike. It's impossible to miss him, and easy to avoid, but practice caution all the same.

Rake (Poison):

There's no better word for this attack because that is essentially what he does. Rathalos will descend and attempt to strike you with his hind legs. You'll be halfheartedly aimed for, but if you keep moving it's unlikely you'll be touched by this attack.

Air Fireball:

Rathalos will launch between one and three fireballs from mid-air. They descend at a diagonal slant, so the best way to avoid it is be under him. Just watch out for Rake.

```
o=====o-----o
| Question \ What weapons should I bring? |
o=====o-----o
```

We can operate under two schools of thought. If we attack the head, then we'll be on constant guard from Rush, however there are several opportune moments which we can strike with little danger to ourselves (see above.) The alternative is that we attack the legs, which is safer, but much less effective. From this point however, I will refer to attacking the head.

For Rathalos, Rush, Aerial Rush, Backward Brush + Fireball, and Fly Mode are all moves that will plant distance between you and him, spacing moves. It's your job to reposition yourself next to him ready to take advantage of his next attack. Bite, Fireball, Triple-Fireball, and his descent from Fly Mode or only just a few of the attacks you can exploit to dish damage. High-Grade Earplugs make it possible for you ignore the High Roar and instead focus the extra time on attacking.

Rathian possesses little in terms of spacing, allowing you worry more about evading her attacks rather than plotting where she'll go next. That being said Bite, Fireball, Triple-Fireball, and her descent from Tail Flip are all moves you can strike against.

```
x-----x
| Sword and Shield, Dual Swords! |
o=====o
```

```

x-----x
| FROST EDGE +! |
x-----x-----x
| Weapon Type: SnS
| Weapon Attack: 182
| Element: Ice 280
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: N/A
| Slots: One
| Path:
| Frost Edge --> Frost Edge +
|           Or
| Hunter's Dagger --> Hunter's Dagger + -->
|           Frost Edge --> Frost Edge +
|
| Method:
| Not a hard weapon to make. I would prefer you forge the Frost Edge right off
| instead of building from scratch. Improvement requires two Machalite Ore,
| and you may not have access to those. If you do, then you'll need Blango
| Pelt as well as Ice Crystals. The main Material is Ice Crystal, you'll need
| a total of twenty-three in order to forge Frost Edge then improve the Frost
| Edge +. If you forge outright, you'll need eight Iron Ore (Volcano Gathering
| plus Pokke Farm), five Giaprey Scale (Giaprey, duh), three Knife Mackerel
| (buy from Old Lady or Fishing Spots). Then for Frost Edge + you'll need your
| remaining Ice Crystals (you should have fifteen), two Blangonga Fang
| (shatter the fangs of the Blangonga,) and two White Monoblos Shell. Okay,
| maybe it's hard.
|
| Challenge Rating: Average
x-----x

```

Or...

```

x-----x
| SANDMAN FINSWORD! |
x-----x-----x
| Weapon Type: Sword and Shield
| Weapon Attack: 182
| Element: Sleep 230
| Sharpness: Green
| Affinity: N/A
| Slots: One
| Path:
|           Bone Kris --> Bone Kris + -->
| Chief Kris --> Weary Finsword --> Sandman Finsword
|
| Method:
| Starting from Weary Finsword to Sandman Finsword we'll need a whopping seven
| Plesioth Fins, two Cephalos Fins, ten Sleep Herbs (Old Lady), ten Sleepyfish
| (Pokke Farm Fishing Pier), and five Dragonite Ore.
|
| Challenge Rating: Average
x-----x

```

Our weapon has short range, which means we need get up-and-close in order take on the head. I've found the Lunge (Triangle + Circle) followed quickly by an Evade can avoid most attacks. Should you neglect to bring armor with High-Grade Earplugs you can Guard with the shield so long as you study the frames before the High Roar. Once you've gotten used this pattern, you can experiment with full, near-full combos during attacks like Fireball or Triple-Fireball. Pitfalls



to this straightforward approach include the Tail Whip, but more or less it's Rathalos Rush you must watch for.

x-----x

| VELOCIPREY CLAWS+! |

x-----x-----x

| Weapon Type: Dual Swords

| Weapon Attack: 252

| Element: Raw

| Sharpness: Green

| Affinity: N/A

| Slots: One

| Path:

| Hunter's Dagger --> Giaprey Claws -->

| Giaprey Claws + --> Velociprey Claws --> Velociprey Claws+

|  
| Method:  
| To make Giaprey Claws +, buy or make a Hunter's Dagger. Then go after Giadrome, yes, you're going to need Giaprey parts, but you get those in the reward section for facing off with Giadrome anyway. Plus there are plenty of Giaprey to go after during the quest. This will make collecting materials easier, if not a bit tedious, in the long run. If you already have Giaprey Claws +, you can skip this section entirely.

|  
| In order to upgrade, you'll need six Velocidrome Claws, one Velocidrome Head, and two Pale Extract (Khezu.) If you already possess Velociprey Claws, then what you need to gather are four Tigrex Claws, six Velocidrome Hide, and two Pale Bone (a rare drop from Khezu.)

| Challenge Rating: Average-Hard

x-----x

Attack sparingly with the Roundhouse (Circle). Demon Mode will nullify the Wind effect from the duo's attacks, allowing you to inch closer during the spacing moves. This poses a problem, as your Roundhouse is upgraded to a longer Double-Roundhouse which can make it impossible to avoid certain moves.

x-----x

| Greatsword, Longsword! |

o=====o

x-----x

| PLESIOTH CRYSTASWORD! |

x-----x-----x

| Weapon Type: Greatsword

| Weapon Attack: 672

| Element: Water 470

| Sharpness: Green (Blue with Sharpness +1)

| Affinity: N/A

| Slots: N/A

| Path:

| Finblade --> Plesioth Watersword

| --> Plesioth Crystasword

|  
| Method:  
| If you've been following the guide up to this point then you already possess the Plesioth Watersword. You're still going to need four Green Plesioth Fins, five Green Plesioth Scales, and two Monster Bone +. Getting the Fins can be hell, but it's well worth it.

|

| Challenge Rating: Average-Hard

x-----x

With this weapon in our hands we can take on the duo with gusto. To build our skills against them, with this weapon, we can refer to combos. The Unsheathe Attack (while running press Triangle) allows us to score hits while giving us the appropriate time to roll or Guard the oncoming attack. With bite we can strike just outside the range of the attack.

With Fireball or Triple-Fireball we can lash out so long as we're planted just outside the range of said attack. When looking for the right moments to Charge look to Rathalos descent from Fly Mode. You'll have only moments to prepare a Charge, but it can be all that you need to plant and Level 3 Charge into his head. You'll have less opportunities with Rathain however, as she spends more time earthbound. Don't forget however, that she has weaknesses of her own.

x-----x

| BLANGO DECIMATOR! |

x-----x-----x

| Weapon Type: Longsword

| Weapon Attack: 672

| Element: Ice 250

| Sharpness: Green (Blue with Sharpness +1)

| Affinity: 10%

| Slots: N/A

| Path:

| Method:

| Buster Sword --> Blango Destroyer

| Blango Destroyer + --> Blango Decimator

| You may already be keeping tabs on this weapon. Mindful of the fact that this weapon leads to Desert Decapitator, the strongest Raw Longsword in-game. It somewhat makes up for the uselessness we see the weapon type travel to towards end-game.

| I recommend you start from Buster Sword, it's easy to make and you branch off the bat into Blango Destroyer. Improvement takes six Blango Pelts, eight Iron Ore, and five Ice Crystals. You probably have the latter two if you've been keeping up with Pokke Farm. And of course, you know where Blango Pelts come from. From Blangos! Don't stop until you have sixteen though, as you'll need ten for Blango Destroyer +, and while you're at it get six Sharp Claw. Pokke Farm or Forest & Hills can give you the two Killer Beetles you need.

| You're going to need to go after Blangonga after finishing up Destroyer +. You'll need to net five Blangonga Whiskers as well as three Blangonga Fangs. You have to destroy his fangs in order to receive them. While going back and forth between quests, don't forget to harvest at least twenty Ice Crystals. With that in mind, you can net this weapon in as little as an hour.

| Challenge Rating: Low-Average

x-----x

You don't nearly have the trouble you do with the Dual Swords. With the length and strength of the Longsword, this seems to be where it's power peaks (with a few exceptions.) When I started my fight with the duo, I kept my attacks limited to a clean Stab (Circle) followed by a well-placed Backsweep (Triangle + Circle). As long as I kept back to it's side, I could strike at the body while gaining some space to roll aside in prep for the next attack. You want to practice something similar.

```
x-----x
| Hammer, Hunting Horn! |
o=====o
```

```
x-----x
```

```
| KUT-KU PICK! |
```

```
x-----x-----x
```

```
| Weapon Type: Hammer
```

```
| Weapon Attack: 884
```

```
| Element: Raw
```

```
| Sharpness: Green (Blue with Sharpness +1)
```

```
| Affinity: 10%
```

```
| Slots: Three
```

```
| Path:
```

```
| Bone Club --> Cyclo Hammer --> Atlas Hammer
```

```
|           Kut-Ku Jaw --> Kut-Ku Pick
```

```
|
```

```
| Method:
```

```
|
```

```
| Start with Bone Club and branch into Cylo Hammer and then Atlas Hammer.
```

```
| Gathering the materials for Kut-Ku Jaw one Giant Beak which only comes from  
| carving Yian Kut-Ku. I've had a bigger issue with finding the four Kut-Ku  
| Ears to forge Kut-Ku Pick, you'll need four of those by the way. You can buy  
| the two Monster Fluid from the Old Lady for 5000z a pop, or carve them from  
| Hornetaurs. Personally I'd just spend the cash.
```

```
|
```

```
| Once you've got your materials to forge the Jaw, it's time we went after the  
| Pick. Hopefully you frisked four Kut-Ku Ears from your questing. Under the  
| likely event that you didn't, harvest till you do. Next comes two Vibrant  
| Pelt which come from Congalala, and guess what? They're also hard to find!  
| And finally comes the tedious four Monster Bone + hunting. You can alternate  
| quests to mix things up, but it's still a drag.
```

```
|
```

```
| Is it worth it? Hell yes. Get hunting!
```

```
|
```

```
| Challenge Rating: Easy-Average
```

```
x-----x
```

A devastating weapon against either predator. First, you have an weapon which can easily be Charged. Second, you have a score of opportunities to execute said move. And lastly, you have the additional benefit of inducing KO status. Combine that with two rounds of Triple Pound (Triangle 3x) and you'll mutilate them.

```
x-----x
```

```
| KHEZU HORN +! |
```

```
x-----x-----x
```

```
| Weapon Type: Hunting Horn
```

```
| Weapon Attack: 780
```

```
| Element: Thunder 290
```

```
| Sharpness: Green
```

```
| Affinity: N/A
```

```
| Slots: One
```

```
| Notes: White, Blue, Yellow
```

```
| Path:
```

```
| Bone Club --> Cyclo Hammer --> Atlas Hammer
```

```
|           --> Khezu Horn --> Khezu Horn +
```

```
|
```

```
| Method:
```

```
| Buy a Bone Club and gather two Giant Bones (Congalala), three Brute Bones,  
| and thirteen Small Monster Bones. Improve until you get Atlas Hammer, then
```

| farm three Flabby Hide, four Pale Extract, and two Electro Sacs from Khezu  
| until you get the Khezu Horn.

| From there farm eight Flabby Hide and a Pale Bone from Khezu, and four  
| Monster Bone + to forge the Khezu Horn +.

| Noteworthy Notes:

| (Infinite Stamina [Small]) -- White --> Blue (1 Min)  
| (Elemental Attack Up) -- Yellow --> Blue --> Yellow --> White (1:30 Min)  
| (Fire Def Up [Large]) -- Yellow --> Blue --> White (1 Min)  
| (Thunder Def Up [Large]) -- Yellow --> Yellow --> Blue (1 Min)

| Challenge Rating: Average

x-----x

Trades the Infinite Stamina you could siphon from a Power Juice, which lasts for three minutes, for one that lasts a single minute (unless you combine that with Flute Expert which lasts for an additional minute, making it two minutes total.) On the plus side you have increased Fire defense. As usual, our goal is attack with an effective Superpound (Triangle + Circle) before we're struck by the duo's oncoming attack. Once we induce KO we can keep the magic up by spamming Swings (Triangle). Rinse, repeat, and done.

x-----x  
| Lance, Gunlance! |  
o=====o

x-----x

| OGRE TUSK! |

x-----x-----x

| Weapon Type: Lance  
| Weapon Attack: 414  
| Element: Raw  
| Sharpness: Green (Blue with Sharpness +1)  
| Affinity: N/A  
| Slots: N/A  
| Path:

| Longhorn --> Longhorn + --> Long Tusk  
| Barbaroi Tusk --> Ogre Tusk

| Method:

| You've been down this path with Incessant Raven. Now, you're just making a  
| detour to Ogre Tusk, a powerful Raw weapon. Ogre Tusk's path is out-gunned  
| by Raging Tempest, but because of the Affinity, it's recommended you use  
| Ogre Tusk for the time. Five Monster Bone + are required to forge this  
| weapon along with twenty Ioprey Hide and two Mega Demondrugs.

| Challenge Rating: Average-Hard

x-----x

A grandiose overwhelming weapon that's raw brutality is only matched by it's sheer length. The downside being it's back-hop which has no chance of avoiding a rapid Rush. Instead, exploit Wall-Guarding and limit your stabs. The strategy will likely result in a spacing move from the offense (Rathalo's Backbrush + Fireball or Rathain's Backbrush.) Should this occur, sheathe and reposition yourself for another attack.

x-----x

| HELLSTING! |

x-----x-----x

```

| Weapon Type: Gunlance
| Weapon Attack: 322
| Element: Ice 250
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: 10%
| Slots: One
| Shells: Spread Lv.1
| Path:
| Bone Gunlance --> Great Bone Gunlance -->
|   Wyvern Bone Gunlance --> Hellsting
|
| Method:
| The main materials here are Blango and Blangonga parts. I'd rather Forge
| then go through the Path. Blangonga Fangs (2x) aren't impossible to acquire,
| and twenty Blango Pelt, two Giant Bone, and ten Sharp Claws are quite common
| on enemies. You may need to topple a few Bulldrome for Giant Bone, but
| that's nothing compared to later material gathering.
|
| Challenge Rating: Hard
x-----x

```

Like our skirmish with Lunastra an airborne enemy can be brought down with the Upwards Shot, Turtle Stab (R + Triangle) then Shoot (Circle). Once Rathalos has reached his peak during Fly Mode however, you won't be able to touch him. A descent from Fly Mode should be saved for Wyvern Fire. As for your offensive gambit, Thrusts (tilt forward then press Triangle) is your game.

```

x-----x
| Bow, Bowgun! |
o=====o

```

```

x-----x
| DAIMYO'S WARBOW III! |
x-----x-----x
| Weapon Type: Bow
| Weapon Attack: 180
| Element: Water 120
| Affinity: N/A
| Slots: Two
| Coatings: All but Razor
|
| Charges Levels:
| Charge Lv1: Scatter Lv3
| Charge Lv2: Scatter Lv3
| Charge Lv3: Pierce Lv3
| Charge Lv4: Rapid Lv4
|
| Path:
| Daimyo's Warbow I --> Daimyo's Warbow II --> Daimyo's Warbow III
|
| Method:
| You'll need two Ceantaur Claws, three Green Plesioth Scales, and four Medium
| Monster Bones to forge Daimyo's Warbow II. Through that, gather six Black
| Pearls, four Hermituar Claws, and two Twisted Horns (Break Diablos Horn) to
| make Daimyo's Warbow III.
|
| A good weapon eventually beaten out by Dragonhead Harp in elemental attack.
| The parts necessary for forging are quite common. All except for two Twisted
| Horns, requiring you to shatter Diablos Horn. Happy Hunting!
|

```

| Challenge Rating: Average

x-----x

x-----x

| TAIL STRING +! |

x-----x-----x

Weapon Type: Light Bowgun	Load Lv: 1 2 3			
Weapon Attack: 168	Normal S: 9 9 12	Flame S : - - -		
Reload: Normal	Pierce S: 3 2 2	Water S : 3 - -		
Recoil: Moderate	Pellet S: 4 2 2	Thnd S : 3 - -		
Affinity: N/A	Crag S : - - -	Freeze S: 3 - -		
Slots: N/A	Clust S : - - -	Drgn S : - - -		
	Recov S : 3 3 -	Tranq S : 2 - -		
	Poison S: - - -	Paint S : 2 - -		
	Para S : - - -	Demon S : 1 - -		
	Sleep S : 3 1 -	Armor S : 1 - -		

| Method:

| The Jade Storm gave us Clusts and Crag along with a massive variety in ammunition. The Tail String + unlocks extra power but at the cost of the explosive ammunition we've coddled. The division between Pierce and Pellet is pretty even, favoring Pellet a bit more.

| The three Blangonga Whiskers and three Blangonga pelts can be gotten from, guess who, Blangonga. The four Giant Bone come from Bulldrome, or guess again, Blangonga. The only other item is three Killer Beetles which can be netted from Pokke Farm. This is something you can easily do in-between trips of fighting Blangonga.

| Challenge Rating: Average

x-----x

x-----x

| QUICKCASTER! |

x-----x-----x

Weapon Type: Heavy Bowgun	Load Lv: 1 2 3			
Weapon Attack: 252	Normal S: 6 6 9	Flame S : 3 - -		
Reload: Very Fast	Pierce S: 3 3 -	Water S : 3 - -		
Recoil: Moderate	Pellet S: - 4 -	Thnd S : 3 - -		
Affinity: N/A	Crag S : - 1 -	Freeze S: 3 - -		
Slots: N/A	Clust S : - 1 -	Drgn S : - - -		
	Recov S : 3 3 -	Tranq S : 2 - -		
	Poison S: 3 1 -	Paint S : 2 - -		
	Para S : 3 1 -	Demon S : 1 - -		
	Sleep S : 3 1 -	Armor S : 1 - -		

| Method:

| You'll need eight Kirin Mane, two Kirin hide, ten Dragonite Ore, and two Twisted Horn (Monoblos.)

| Challenge Rating: Average-Hard

x-----x

Light Bowgun Shells: Pierce Lv2, Water S, Freeze S, Normal Lv3

Heavy Bowgun Shells: Pierce Lv2, Water S, Freeze S, Normal Lv3, Crag S/Clust S

Maintain a counterclockwise motion around the duo. This should give you adequate opportunity to recognize the attack frames and dodge appropriately.

o=====o-----o

At first glance they appear quite challenging but the surplus of openings and vulnerabilities make disposal easy. The later ranks not so much.

```

^~~~~~^
---| --- [7.7] Elder Quest --- |---
---|   ~~~ Elder ***** ~~~   |---
v~~~~~v

```

```

x-----x
| #1 A Troublesome Pair! |
x-----x-----x
| Mandatory: No           /
| Type: Hunting Quest     \
| Reward: 8400z           /
| Contract Fee: 1400z     \
| Location: Forest & Hills /
| Details: Hunt Rathalos and Rathian \
x-----x

```

A repeat of the Urgent Quest. It's a good source for parts, and if not, Zenny.

```

x-----x
| #2 Dual Plesioth! |
x-----x-----x
| Mandatory: No           /
| Type: Hunting Quest     \
| Reward: 4500z           /
| Contract Fee: 750z     \
| Location: Jungle (Day)  /
| Details: Hunt Green and regular Plesioth \
x-----x

```

A tricky fight between two enemies who alternate only two areas. Pick your target, corner it, then fight it until it's counterpart appears.

```

x-----x
| #3 Pink Dance in the Jungle! |
x-----x-----x
| Mandatory: Yes         /
| Type: Hunting Quest     \
| Reward: 4500z           /
| Contract Fee: 750z     \
| Location: Jungle (Night) /
| Details: Hunt Pink Rathian \
x-----x

```

Pink Rathian is an alternate color to green Rathian. The parts you receive from this Wyvern can be used to forge Rathian Heart armor.

```

x-----x
| #4 Four Horns! |
x-----x-----x
| Mandatory: Yes         /
| Type: Quest           \
| Reward: 9900z         /
| Contract Fee: 1650z   \
| Location: Desert (Night) /

```

| Details: Hunt Black and regular Diablos \  
x-----x

Save the Princess (see quest details)!

x-----x  
| #5 A Sun with Fangs! |  
| Or... |  
| Emperor of Flames! |  
x-----x-----x  
| Mandatory: No /  
| Type: Slaying Quest \  
| Reward: 6000z /  
| Contract Fee: 1500z \  
| Location: Desert (Day) /  
| Details: Slay Teostra \  
x-----x

The larger male version of Lunastra. Expect it's behavior to differ from that of his female companion. Use what you know about Luna to crush him.

x-----x  
| #6 The Shogun's Encampment! |  
x-----x-----x  
| Mandatory: No /  
| Type: Hunting Quest \  
| Reward: 6000z /  
| Contract Fee: 1500z \  
| Location: Volcano (Day) /  
| Details: Hunt two Shogun Ceanataurs \  
x-----x

x-----x  
| #7 Attack of the Rathalos! |  
x-----x-----x  
| Mandatory: Yes /  
| Type: Hunting Quest \  
| Reward: 4800z /  
| Contract Fee: 800z \  
| Location: Forest & Hills (Day) /  
| Details: Hunt Azure Rathalos \  
x-----x

Azure Rathalos provides the Rathalos Soul Armor, one of the best armors in Elder Rank. Acquisition is a must for future quests.

x-----x  
| #8 A State of Crisis! |  
x-----x-----x  
| Mandatory: Yes /  
| Type: Slaying Quest \  
| Reward: 9000z /  
| Contract Fee: 1500z \  
| Location: Town /  
| Details: Slay Shen Gaoren \  
x-----x





home, their armor. Imagine now, that this inhabitant had four immensely large legs and scaled the size of a five-floor building? That's Gaoren. To him, you are an inconsequential insect. A sack of flesh shelled in armor ready to be smashed along with anything that should get in it's way.

...And you're here to put a stop to him.

Most effective attacks: Feet, \*Inside Shell, Face

Most effective element: Dragon (most effective Inside Shell), Fire, Thunder

Susceptible Status Ailments: N/A

Susceptible Bombs: N/A

Susceptible Traps: N/A

Breakable Parts: Shell

Near Death When: No signs.

\*Note: You must break the Shell before being able to break inside it. Impact weapons or Ballista S can only break it.

```
o=====o-----o
| Question \ What should I know about this map? |
o=====o-----o
```

The Town is a special Map dedicated to fighting unique and dangerous enemies. Instead of the average back-and-forth between Hunter and prey there is a third party at stake. The Town itself. Of course failure doesn't mean you won't have a home to go back to...or does it? In your Quest Status you'll spy a percentage telling the current health of the Town. If this reaches zero then you failed.

If the timer runs out, Gaoren will get tired and flee, no carves and watered down rewards being your punishment. Knowing thy map is the first way to successfully taking control of this map, and Gaoren.

Camp:

Aside from the Supply Box you can find Ballista Shells and Cannonballs at the eastern end. In the collapsed canvas with the with sign, you'll find Mega Potions.

Area 3:

Where you fight Gaoren, he will approach from the north-west (upper-left) part of the map.

Ballista:

These crossbow shaped sentries take Ballista Shells to fire, which can be found at the eastern end of camp. Once accessed you'll go into first-person mode and a crosshair will appear on your screen. After you've picked your target, your missiles will launch in an arc like arrows from your Bow. Get used to this arc and your aim will improve.

Are Ballista Shells worth it? Absolutely. The damage from a single shot can dwindle the health of Gaoren immeasurably. They are Shell breakers as well, most weapons will bounce off if striking the massive carapace. The Ballista however can wear the armored husk down, so long as you already have him a low health. So the later you decide to use them, the likelier of shattering.

Cannons:

Cannonballs, or Cannon Shells, require you hold it like you would an Egg. Meaning you can only fire one at a time. You must grab them from the Campsite and bring them to an area with a Cannon. Cannons, looks like Cannons. They are easy to recognize, and all you must do to use one is press the Circle button. Beware though, Cannons have a fixed aim. Meaning you won't be able to adjust



=====/o\=====  
====2===4=====

Legend:

\/ - Gaoren

1234 - The order of Gaoren's Footpads, moving forward over one second at time.

x - Gaoren's Shell

o - Gaoren's Face

Gaoren Tread is simply, yet deceptively, it walking forward. Since your targeting the legs it's wise to follow, but beware. If you decide to go after a front-leg a hind-leg is sure to follow. So long as your standing behind the front-leg, the foot will not crush you when it pushes forward. However this also means you must be on guard for the hind-leg which follows just behind the front-leg. Falling behind will make you vulnerable to that movement.

x-----x  
| The Rotation! |  
o=====o

About halfway across the map Gaoren will do something quite odd. It'll hunker down, descending from his lofty perch and continue his gait. Upon reaching the southerly wall (place where you entered from) he'll begin to turn like a carousel. It will turn counterclockwise using moving his legs in a similar way to the diagram above. This will be it's motions for the remainder of the battle. He'll turn about and use one of two moves. Both will damage the Town, and possibly you if involved.

Diagram #23 - Gaoren Rotation

=====		=====
=====		=====
====1===3=====		====2===4=====
=====\x/\=====	Or...	====\o/\=====
=====/o\=====		====/x\=====
----2---4-----		----1---3-----
-----		-----

\/ - Gaoren

1234 - The order of Gaoren's Footpads, moving forward over one second at time.

x - Gaoren's Shell

o - Gaoren's Face

"---" - Wall

The reason I take time to mention the wall is that while turning around it's legs push past the physical boundaries of said wall and out of reach. Making it impossible to hit your targets, unless you go after the inner legs. Watch out though, the inner leg area is closed tighter then the outer, meaning it's much easier to get struck.

Rake (Face):

Gaoren will call the power of it's massive claws to rake at the side of the barricade. It's range touches the length of it's side, and under it's own shell. If you're standing there, get out of the way.

Skull Shot (Skull):

Gaoren will gather energy into it's massive Skull, after the particles are gathered, it'll fire into the Town arcing like a powered arrow.

Each attack will leech ten percent from the Town health. Remember when it

reaches zero, it's game over. To prevent this from happening, try smashing his legs and getting a flinch. This will interrupt his attack. Do it enough times and he'll stumble and fall. At this time you can either focus your mettle on his face or try cracking it's shell.

```
o=====o-----o
| Question \ What armor should I wear? |
o=====o-----o
```

```
x-----x
| BLANGO ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 180
\ Total Slots: Six
/ Elemental Strength: Ice, Water
\ Elemental Weaknesses: Fire
/ Skills:
\ Cold Resistance
/ Snow Resistance
\ Terrain Damage Inc [Low]
/
\ Armor Rating: Situational
x=====x-----x
```

Or...

```
x-----x
| BLANGO ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 108
\ Total Slots: Five
/ Elemental Strength: Ice, Water
\ Elemental Weaknesses: Fire
/ Skills:
\ Cold Resistance
/ Snow Resistance
\ Terrain Damage Inc [Low]
/
\ Armor Rating: Situational
x=====x-----x
```

Finally an excuse to use this set. Before your fight with Gaoren, this is the ONLY armor you have available with Quake Resistance. Other than a Anchor Gemmed Gravios D Mail + Torso Inc Combo, but that only gives you Guard Inc. (along with increased Hunger) which you don't need during this fight.

```
x-----x
| MONOBLOS ARMOR! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 180
\ Total Slots: Seven
/ Elemental Strength: Fire
\ Elemental Weaknesses: Thunder
/ Skills:
\ Health +20
/ Adrenaline +1
\ Attack Up [Low] (Need 2+ Gems)
```

```
/
\ Armor Rating: Fantastic with Adrenaline +2
x=====x
```

Or...

```
x-----x
| MONOBLOS ARMOR! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 90
\ Total Slots: Six
/ Elemental Strength: Fire
\ Elemental Weaknesses: N/A
/ Skills:
\ Health +20
/ Adrenaline +1
\ Attack Up [Low] (Need +2 Gems)
/
\ Armor Rating: Fantastic with Adrenaline +2
x=====x
```

An alternative to the Quake Resistant armor. For those who wish to use it, Adrenaline +2 can make the fight with Gaoren go a lot faster. It's a two-way street however as you must lower your health to a certain point in order to achieve the status. To lower your health to the minimal follow these instructions.

- Raise your health to the maximum through Nutrients or Mega Nutrients or Felyne Kitchen or Gemming your Health +20 to Health +30.
- Lower your health continually through Bitterbugs.
- Once health is decreased around fifty percent, detonate Small Barrel Bombs.
- Constantly check your Status and watch the difference between your current attack and your increased attack. Once the effects have taken place congratulate yourself.
- Fight Gaoren and don't die.

```
o=====o-----o
| Question \ What weapons should I bring? |
o=====o-----o
```

Your attack plan is to decapitate all four legs. Each one has three shades, normal, dark red, and light red. You'll be aware of the change through a flinch and the obvious color change. Your goal is to get each leg bleeding light red. Once done you'll cause Gaoren to stumble and fall, interrupting his attack for several seconds allowing you to deal loads of damage. During your attacks however, there will be multiple occasions where you'll cause a lengthy stumble. These aren't nearly as long, granted, but it's an excuse to tear into Gaoren all the same.

```
x-----x
| Sword and Shield, Dual Swords! |
o=====o
```

```
x-----x
| BLAZING FALCHION! |
```

x-----x-----x

| Weapon Type: Sword and Shield  
| Weapon Attack: 238  
| Element: Fire 380  
| Sharpness: Green  
| Affinity: N/A  
| Slots: Two  
| Path:  
|       Bone Kris --> Bone Kris +  
| Red Saber --> Djinn --> Blazing Falchion

| Method:  
| Start from Bone Kris and improve to Bone Kris +. From there you'll need to farm for fifteen Rathalos Shells, ten Rathalos Webbing, three Rathalos Scales, two FireWyvern Fluid, and one FireWyvern Marrow. Then go after Yian Kut-Ku for two Medium Monster Bones, and one Flame Sac. Then pursue Lunastra for six Fire Dragon Scales.

| The Blazing Falchion's line ends here. However it's the strongest Fire weapon available to us, and it can be useful later on. Decide if you want to forge it or stick with Kirin Bolt Indora.

| Challenge Rating: Average-Hard

x-----x

x-----x

| VELOCIPREY CLAWS+! |

x-----x-----x

| Weapon Type: Dual Swords  
| Weapon Attack: 252  
| Element: Raw  
| Sharpness: Green  
| Affinity: N/A  
| Slots: One  
| Path:  
| Hunter's Dagger --> Giaprey Claws -->  
| Giaprey Claws + --> Velociprey Claws --> Velociprey Claws+

| Method:  
| To make Giaprey Claws +, buy or make a Hunter's Dagger. Then go after Giadrome, yes, you're going to need Giaprey parts, but you get those in the reward section for facing off with Giadrome anyway. Plus there are plenty of Giaprey to go after during the quest. This will make collecting materials easier, if not a bit tedious, in the long run. If you already have Giaprey Claws +, you can skip this section entirely.

| In order to upgrade, you'll need six Velocidrome Claws, one Velocidrome Head, and two Pale Extract (Khezu.) If you already possess Velociprey Claws, then what you need to gather are four Tigrex Claws, six Velocidrome Hide, and two Pale Bone (a rare drop from Khezu.) This means a lot of Velocidrome hunting, however if you're adamant on using Dual Swords, this is by far the best you can obtain for Chameleos.

| Challenge Rating: Hard (Dulls easier)

x-----x

Pick a leg and follow it. Go Full Combo (Triangle 3x, Circle) for this match. The timing of your move should leave you enough time to evade the leg behind you. Once you've brought Gaoren down tear his face (or shell if broken) until he rises. Repeat the process until the match is over. If you neglect to use

Ballista or Dragonator you can still get away with a belated victory so long as you keep slicing.

```
x-----x
| Greatsword, Longsword! |
o=====o
```

```
x-----x
```

```
| RATHALOS FIRESWORD! |
```

```
x-----x-----x
```

```
| Weapon Type: Greatsword
```

```
| Weapon Attack: 768
```

```
| Element: Fire 420
```

```
| Sharpness: Green
```

```
| Affinity: N/A
```

```
| Slots: One
```

```
| Path:
```

```
| Bone Blade --> Bone Blade + --> Bone Slasher
```

```
| Red Wing --> Rathalos Firesword
```

```
|
```

```
| Method:
```

```
| Upgrade from Bone Blade to Bone Slasher. Once you have that acquire four  
| Large Monster Bones, and two Flame Sacs. You'll also need to hunt Rathalos  
| for five Fire Wyvern Claws (break claws during fight to obtain), three Fire  
| Wyvern Marrow, three Fire Wyvern Fluid, and two Rathalos Wings.
```

```
|
```

```
| A tier up from Crimson Goat, but the line shares the same dead-end fate. I'm  
| on the ropes whether or not this weapon is worth your investment. While, it  
| is the strongest fire Greatsword available in Elder, I wonder if Goat can't  
| get the same job done. It's up to you to decide.
```

```
|
```

```
| Challenge Rating: Hard
```

```
x-----x
```

The difficulty of the weapon is the decision between the Infinite Combo (Circle, Circle + Triangle) and Charging. During my tryout with Gaoren I found my inability to keep a constant Level 3 Charge detrimental. Halfway through the match itself I decided to keep switch to an Infinite Combo. It was too later however, and I lost the match. What may prove advantageous is Charging only when Gaoren is standing still, but only pursue this is you're absolutely sure you can get two full Level 3 Charges.

The hardship associated with this weapon type is the sluggishness when hounding for your mark. You'll be in constant struggle to nip your mark, along with the Lance, Gunlance, and Heavy Bowgun. The difference between these however is that the Greatsword requires more time to execute it's moves. Logic sides with a constant barrage of precise sword swings. And hopefully that's what you'll give him.

```
x-----x
```

```
| DEVIL SLICER! |
```

```
x-----x-----x
```

```
| Weapon Type: Longsword
```

```
| Weapon Attack: 720
```

```
| Element: Thunder 450
```

```
| Sharpness: Green Sharpness (Blue with Sharpness +1)
```

```
| Affinity: N/A
```

```
| Slots: One
```

```
| Path:
```

```
| Iron Katana --> Iron Katana "Grace" -->
```



| Iron Katana "Gospel" --> Eager Cleaver --> Devil Slicer

|  
| Method:  
| If you've been following this guide then you already possess Eager Cleaver.  
| If you then all you'll need is five Dragonite Ore, twenty Machalite, and  
| four Thunderbug Juice.  
|  
| Challenge: Average-Hard

x-----x

Not nearly as restrictive as it's heavier counterpart. The Longsword allows us neat, quick swings, and an easy recovery time. The Spirit Combo however forces us to prone for too lengthy a time. I'd side with simple Overhead Swings and avoid the belated Backsweep (Triangle + Circle) unless well placed. Otherwise you might loose time or get crushed. Like the Sword and Shield, pick and leg and stick with it.

x-----x  
| Hammer, Hunting Horn! |  
o=====o

x-----x

| KUT-KU PICK! |

x-----x-----x

| Weapon Type: Hammer  
| Weapon Attack: 884  
| Element: Raw  
| Sharpness: Green (Blue with Sharpness +1)  
| Affinity: 10%  
| Slots: Three  
| Path:  
| Bone Club --> Cyclo Hammer --> Atlas Hammer  
|       Kut-Ku Jaw --> Kut-Ku Pick

| Method:

| Start with Bone Club and branch into Cylo Hammer and then Atlas Hammer.  
| Gathering the materials for Kut-Ku Jaw one Giant Beak which only comes from  
| carving Yian Kut-Ku. I've had a bigger issue with finding the four Kut-Ku  
| Ears to forge Kut-Ku Pick, you'll need four of those by the way. You can buy  
| the two Monster Fluid from the Old Lady for 5000z a pop, or carve them from  
| Hornetaurs. Personally I'd justspend the cash.

| Once you've got your materials to forge the Jaw, it's time we went after the  
| Pick. Hopefully you frisked four Kut-Ku Ears from your questing. Under the  
| likely event that you didn't, harvest till you do. Next comes two Vibrant  
| Pelt which come from Congalala, and guess what? They're also hard to find!  
| And finally comes the tedious four Monster Bone + hunting. You can alternate  
| quests to mix things up, but it's still a drag.

| Is it worth it? Hell yes. Get hunting!

| Challenge Rating: Average-Hard

x-----x

It can be easy or it can be hard. Carrying the Hammer is like carrying a basket of picnic food compared to heavy Greatsword and burnout Hunting Horn. While Gaoren's mobile you'll be stuck cramming Charges. Make sure they're as close together as possible to keep the rate of damage. Falling behind only lengthens the fight. For a happy ending Triple Pound (Triangle 3x) the legs while it's

stationary. Hopefully get a flinch, and cause him to tumble down. Once accomplished take the mallet to the face and the juice fly.

```
x-----x
| KHEZU HORN +! |
x-----x-----x
| Weapon Type: Hunting Horn
| Weapon Attack: 780
| Element: Thunder 290
| Sharpness: Green
| Affinity: N/A
| Slots: One
| Notes: White, Blue, Yellow
| Path:
| Bone Club --> Cyclo Hammer --> Atlas Hammer
|   --> Khezu Horn --> Khezu Horn +
|
| Method:
| Buy a Bone Club and gather two Giant Bones (Congalala), three Brute Bones,
| and thirteen Small Monster Bones. Improve until you get Atlas Hammer, then
| farm three Flabby Hide, four Pale Extract, and two Electro Sacs from Khezu
| until you get the Khezu Horn.
|
| From there farm eight Flabby Hide and a Pale Bone from Khezu, and four
| Monster Bone + to forge the Khezu Horn +.
|
| Noteworthy Notes:
| (Infinite Stamina [Small]) -- White --> Blue (1 Min)
| (Elemental Attack Up) -- Yellow --> Blue --> Yellow --> White (1:30 Min)
| (Fire Def Up [Large]) -- Yellow --> Blue --> White (1 Min)
| (Thunder Def Up [Large]) -- Yellow --> Yellow --> Blue (1 Min)
|
| Challenge Rating: Hard
x-----x
```

Hold in breath Hunters, now exhale. The Hunting Horn's issue with mobility can be fixed with the usual White --> White. This translates into every few minutes of stopping what your doing, booking it out of leg-crushing range, and spending vital moments reactivating your songs. It can be argued that this is a worthy pursuit, but I don't buy it. If you plan to pursue him then you'll want to limit yourself to Superpound (Triangle + Circle) while Gaoren is mobile, and Swing Spamming (Triangle) when stationary.

```
x-----x
| Lance, Gunlance! |
o=====o
```

```
x-----x
| OGRE TUSK! |
x-----x-----x
| Weapon Type: Lance
| Weapon Attack: 414
| Element: Raw
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: N/A
| Slots: N/A
| Path:
| Longhorn --> Longhorn + --> Long Tusk
|   Barbaroi Tusk --> Ogre Tusk
|
```

| Method:  
| You've been down this path with Incessant Raven. Now, you're just making a  
| detour to Ogre Tusk, a powerful Raw weapon. Ogre Tusk's path is out-gunned  
| by Raging Tempest, but because of the Affinity, it's recommended you use  
| Ogre Tusk for the time. Five Monster Bone + are required to forge this  
| weapon along with twenty Ioprey Hide and two Mega Demondrugs.

| Challenge Rating: Average-Hard

x-----x

Or...

x-----x

| BLACK LANCE! |

x-----x-----x

| Weapon Type: Lance  
| Weapon Attack: 322  
| Element: Dragon 290  
| Sharpness: Green (Low)  
| Affinity: N/A  
| Slots: N/A  
| Path: Black Lance

| Method:

| You'll need one Dark Piece, and four Dark Stone from Pokke Farm. Sword Cave  
| will need to be unlocked (available after defeating Tigrex) and you'll need  
| Elder Dragon Bone to harvest the stones. One Pokke Ticket is also necessary  
| for forging, which can be purchased for 5000 Points from the renovations  
| man. If you're impatient and have no plans for Chameleos materials, then  
| switch to Ogre Tusk, because Dark Stone is difficult to find.

| Challenge Rating: Average-Hard

x-----x

x-----x

| IMPERIAL GUNLANCE! |

x-----x-----x

| Weapon Type: Gunlance  
| Weapon Attack: 391  
| Element: Raw  
| Sharpness: Green (Blue with Sharpness +1)  
| Affinity: N/A  
| Slots: Two  
| Path:  
|           Iron Gunlance --> Iron Gunlance +  
| Steel Gunlance --> Special Ops Gunlance --> Imperial Gunlance

| Method:

| You'll need thirty Machalite Ore total, eight Earth Crystals, ten Disk  
| Stones, five Gunpowder (Old Lady), three Flame Sac (Capture Yian Kut-Ku),  
| two Lightcrystal (Break Gypceros Headpiece), nine Fire Stone (Volcano  
| Gathering), five Dragonite Ore, and of course three Monster Bone +.

| Challenge Rating: Hard

x-----x

Your shield anchors you down when hounding Gaoren. Each time it shambles it's massive legs you must sheathe your weapon to pursue. The job relies solely on how many Thrusts (Triangle) you can deliver before you have to reposition yourself again, and nothing else for Lancers. With Gunlancers you have the

Extended Combo (Triangle 3x, Shoot, repeat) and Wyvern Fire (Guard, Triangle + Circle) but it should only be used when Gaoren is stationary for an attack. To guarantee a disruption in his attack, lay down some Large Barrel Bombs (or the Supply Barrel Bombs.)

x-----x  
| Bow, Bowgun! |  
o=====o

x-----x

| KUT-KU STAVE III! |

x-----x-----x

| Weapon Type: Bow

| Weapon Attack: 180

| Element: Fire 120

| Affinity: N/A

| Slots: Two

| Coatings: All but Razor

| Charges Levels:

| Charge Lv1: Scatter Lv3

| Charge Lv2: Rapid Lv2

| Charge Lv3: Scatter Lv4

| Charge Lv4: Pierce Lv3

|

| Path:

| Kut-Ku Stave I --> Kut-Ku Stave II --> Kut-Ku Stave III

|

| Method:

| Remember that old Kut-Ku Stave I we used to slay Congalala? Dust it off and gather four Flame Sacs, six Blue Kut-Ku Scales, three Kut-Ku Ears, three Gravios Shells, twenty Carpenterbugs, and two FireWyvern Fluid. The FireWyvern Fluid can be obtained by sending Trenya to the Forest & Hills for 300 Points, or by slaying Rathalos.

|

| Challenge Rating: Hard

x-----x

x-----x

| AZURE SAKURA! |

x-----x-----x

| Weapon Type: Light Bowgun

Load Lv: 1 2 3

| Weapon Attack: 180

Normal S: 6 3 9 Flame S : 3 - -

| Reload: Fast

Pierce S: 3 4 4 Water S : 3 - -

| Recoil: Moderate

Pellet S: 2 - - Thnd S : 3 - -

| Affinity: N/A

Crag S : 1 1 - Freeze S: - - -

| Slots: N/A

Clust S : - - - Drgn S : - - -

| Rapid Fire: Normal Lv2

Recov S : 3 3 - Tranq S : 2 - -

| Pierce Lv1

Poison S: 3 1 - Paint S : 2 - -

|

Para S : 3 1 - Demon S : 1 - -

|

Sleep S : 3 1 - Armor S : 1 - -

|

| Method:

| Only chosen because Spartacus Soul Rapid Fires Flame Shells and that messes us up. To forge gather five Azure Rathalos Shells, five Pink Rathian Scales, two Lightcrystals (Gypceros), and two Fire Wyvern Marrow (Rathalos).

| Challenge Rating: Average-Hard

x-----x

x-----x



Jurassic Park, a film by Steven Spielberg, pitted man against the ancient beast when the electrified gates that were supposed to keep the two separate was shattered. What better symbol to signify the sheer might of such creatures, then to have their footsteps fall with such impact that far away cup-sized bodies of water trembled. That is what Lao-Shan Lung is, a massive, water rippling beast capable to crushing you far more effectively then Gaoren could. He is a walking, breathing, mountain. Can you 'fight' a mountain? Let's find out!

Most effective attacks: Stomach (Both), \*Weak-point

Most effective element: Fire, Dragon

Susceptible Status Ailments: N/A

Susceptible Bombs: N/A

Susceptible Traps: N/A

Breakable Parts: \*\*Horn, \*\*Head, \*\*\*Left Shoulder, \*\*\*Right Shoulder, \*\*\*\*Back

Near Death When: N/A

\*Note: "Lao's ranged weak-point is the flat area between his first large back scale and his second large back scale." ~noilleberreven.

Meaning this spot is only touchable through ranged weapons.

\*\*Note: To break the Horn, you must make Lao stagger after attacking the head. To break the Head, you must make Lao stagger a second time after attacking the head. Do NOT focus on the Head for damage. You will run out of time, guaranteed.

\*\*\*Note: To break the shoulders you must make then flinch twice. Do not confuse these parts with the claws

\*\*\*\*Note: One of the ways to break the back is to climb up onto the high spot in Area 4, plant an Anti-Dragon Bomb (see below) and set it off. However this won't break them completely, you'll still need a ranged weapon to reach these parts.

```
o=====o-----o
| Question \ What should I know about this map? |
o=====o-----o
```

Unlike the Town, the Fortress is more of an Area-to-Area fight. Lao will appear in Area 1, move onto Area 2, and then Area 3, and so on until he arrives in Area 5, the final area. At the start of the quest you'll be given thirty-five minutes to dispatch him. Unlike the Town, Lao will only come within range of the Wall in the last ten minutes. Until then, it's your task to pursue and leech away his health.

You're camp is the central hub to all Areas, making traveling to the needed place quite simple. As you attack Lao-Shan Lung you'll need to return to the campsite once he's left the region.

Area 1:

Accessible only through the balcony. This place is more for shock-an-awe then it is for anything else. To give newbies a chance to witness the size and sheer length of your prey. It's possible to ranged weapons to reach his weak-point, but it's hardly worth your ammo.

Area 2:

The south-western area of the Fortress. There is the ladder a third of way down. Climbing it will put you on a small ledge which can protect you from Lao's passing Tail, and allow you to retreat without taking damage. Parallel to this will another ladder which leads to higher elevation. Those looking to use the Anti-Dragon Bomb and get some carves out of Lao's back will be obliged to use

this place. This will, however, detract from your dicing against the stomach. Most consider this not worth the venture unless in multi-player.

Area 3:

The middle length of the map, and over half-way across the map we'll find ladders leading to some tall ledges. At the end of this map is a barricade which Lao will Shoulder-Tackle until broken.

Area 4:

Much like Area 2 with it's path bending northwards towards Area 5. There is a ledge a third of the way through that allows you to mount Lao's weak-point.

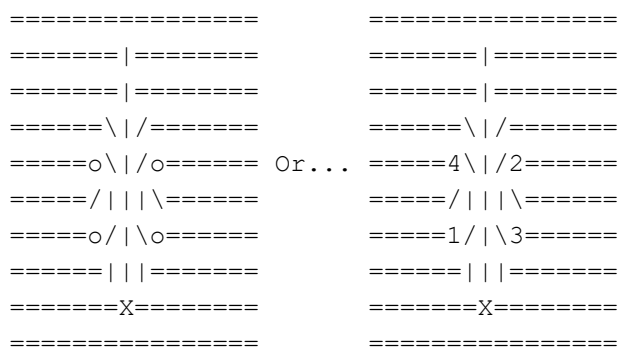
Area 5:

The final area, in this place you'll find items similar to what we found in the Town. A Ballista, a Cannon, and a Dragonator. I recommend you put the Dragonator to use when Lao is on the verge of Shoulder-Tackling the Fortress. Plan in advance however, because you have to climb two sets of ladders in order to reach it.

```
o=====o-----o
| Question \ What attacks does it have? |
o=====o-----o
```

Lao-Shan Lung Tread:

Diagram #24 - Lao-Shan Lung Tread



Legend:

- X - Lao's Head
- o - Lao's Feet
- \/ - Lao's Body
- 1234 - Pattern of Lao's steps

To give you a general idea of Lao's shape, he looks somewhat like this. No, he's not a turtle. Think of him as a four-legged Giga Bowser from Melee, minus the terribly powerful attacks. Lao will tread throughout Areas 1 through 4, moving each leg with synchronized diligence. As you know, you're not supposed to attack the head, but the stomach. Which means you must be under Lao, which means you have two important things to keep track of.

These are how fast Lao is moving, and how close are you to his legs. Think of him as a walking, breathing, mountain on a rampage and you're the guy trying to crack the foundation. Once shattered, the behemoth will crumble. As such you have to move with the beast, match his pace, while dealing as much damage as humanly possible. The legs are tricky because the Wind effect repels you, makes you vulnerable, and may even get you trampled. Worse yet, when leaving an Area you have to run against our foe, and his tail isn't just going let you go. It will lash back-and-forth, and just like a wave crashing on a beach you have to reach dry land before the tide reaches you.

To sum up:

- When Lao enters the Area, bomb the head with Large Barrel Bombs +.
- When Lao's stomach is in range, abandon the head.
- For the remainder of the round, match Lao's speed and avoid his feet.
- When Lao is moving onto the next Area follow him, make sure to avoid the Tail.
- Arrive in the next area and repeat the steps above.

#### Shoulder-Tackle:

Lao commits to this attack only when there is an obstacle in his path. The barricade in Area 3 is a prime example. However this is the grounded version of the move. There are in fact two modes to this attacks.

In the final Area Lao will approach the Fortress and cycle a set of moves. The first will be High Roar, next he'll either rise on his hind-legs or advance on his four-legs. Either way a Shoulder-Tackle is the ultimate outcome. When he advances all fours you can continue the punishment, so long as you have High-Grade Earplug. When he rises however your weapon may not reach the belly. This is often the case with the Sword and Shield and the Dual Swords. Dual Swords have the option of breaking out Demon Mode and Demon Dancing their sharpness away. Sword and Shield users however have to deal with bouncing, and could cost the match. I don't have a solution for this, just swinging once (Triangle) can often hit, but the follow up combo bounces. For this you wish to consider ESP through Death Stench.

When Lao is closest with Shoulder-Tackle (on hind-legs) it's then you can execute the Dragonator.

#### High Roar:

Lao will cycle this move after every assault on the Fortress. It's vital that this is negated else risk only repelling rather than slaying.

#### Rage Mode:

If he takes enough damage, Lao will speed-up his Tread. This makes it difficult for Greatsword users to deal out Lv3 Charges. While under Lao this can also make it easier to fall behind and be trampled by one of his legs, or worse, lashed by the tail. The best solution would be to compensate for his speed, and continue your assault.

```
o=====o-----o
| Question \ What armor should I wear? |
o=====o-----o
```

```
x-----x
| EQUIP THIS! |
x=====x-----x
/ Weapon: Any
\-----|
/ Head : Garuga Mask
\-----|
/ Torso : Garuga Mail
\-----|
/ Arms : Garuga Vambraces
\-----|
/ Waist : Garuga Tasset
\-----|
/ Legs : Garuga Greaves
\-----|
/ Gems : +1 Expert Gem (Head), +1 Expert Gem (Torso)
```



```
\      | +1 Expert Gem (Arms), +1 Expert Gem (Greaves)
/      | +1 Celebrity Gem (Waist)
x=====x
```

Results in...

```
x-----x
| ARMOR C-C-COMBO! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 180
\ Total Slots: Six
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: N/A
/ Skills:
\ Reckless Abandon +2
/ Sharp Sword
\ Earplug
/
\ Armor Rating: Useful
x=====x
```

Armor combination pulled from the old Skies of Crimson armor list. The Reckless Abandon +2 skill will give you the extra power you need while facing Lao. Sharp Sword makes it harder for our weapons to rust, but Earplug can't protect it's High Roar during the final round. Meaning bits of your attacking opportunities slip away.

```
x-----x
| EQUIP THIS! |
x=====x-----x
/ Weapon: Any
\-----|
/ Head : Garuga Mask
\-----|
/ Torso : Garuga Mail
\-----|
/ Arms : Garuga Vambraces
\-----|
/ Waist : Garuga Tasset
\-----|
/ Legs : Garuga Greaves
\-----|
/ Gems : +1 Expert Gem (Head), +1 Expert Gem (Torso)
\      | +1 Earplug Gem (Arms), +1 Earplug Gem (Greaves)
/      | +1 Earplug Gem (Waist)
x=====x
```

Results in...

```
x-----x
| ARMOR C-C-COMBO! |
x=====x-----x
\ User Type: Blademaster
/ Total Defense: 180
\ Total Slots: Six
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: N/A
/ Skills:
\ Reckless Abandon +1
```

```
/ Sharp Sword
\ High Grade Earplug
/
\ Armor Rating: Useful
x=====x
```

Armor combination pulled from the old Skies of Crimson armor list. This set is far more balanced than one above, by trading Reckless Abandon +2 for extra Earplug Gems we acquire High-Grade Earplugs. We sacrifice a chunk of power for this, but it just might be overkill to use Reckless Abandon +2 anyway.

For Gunners...

```
x-----x
| EQUIP THIS! |
x=====x-----x
/ Weapon: Any
\-----|
/ Head : Garuga Mask
\-----|
/ Torso : Garuga Vest
\-----|
/ Arms : Garuga Guards
\-----|
/ Waist : Garuga Coat
\-----|
/ Legs : Garuga Leggings
\-----|
/ Gems : +1 Earplug Gem (Head), +1 Earplug Gem (Torso)
\      | +1 Expert Gem (Arms), +1 Expert (Greaves)
x=====x
```

```
x-----x
| ARMOR C-C-COMBO! |
x=====x-----x
\ User Type: Gunner
/ Total Defense: 92
\ Total Slots: Six
/ Elemental Strength: Fire, Thunder
\ Elemental Weaknesses: N/A
/ Skills:
\ Reckless Abandon +1
/ High Grade Earplug
\ Pierce S Add
/
\ Armor Rating: Useful
x=====x
```

Reckless Abandon gives your Bowgun a boost, combined with the protection of High-Grade Earplugs and you're solid. And as bonus, Pierce S Adds an extra shell to our Pierce ammunition.

```
o=====o-----o
| Question \ What weapons should I bring? |
o=====o-----o
```

Upon Lao entering any Area, it's recommended you plant you Large Barrel Bombs (or Large Barrel Bombs +) down to deal some extra damage. Count five or six paces from either side of wall to get a good estimate on where the bombs should be laid.

x-----x  
| Sword and Shield, Dual Swords! |  
o=====o

x-----x  
| BLAZING FALCHION! |

x-----x-----x

| Weapon Type: Sword and Shield  
| Weapon Attack: 238  
| Element: Fire 380  
| Sharpness: Green  
| Affinity: N/A  
| Slots: Two  
| Path:  
|       Bone Kris --> Bone Kris +  
| Red Saber --> Djinn --> Blazing Falchion

| Method:  
| Start from Bone Kris and improve to Bone Kris +. From there you'll need to  
| farm for fifteen Rathalos Shells, ten Rathalos Webbing, three Rathalos  
| Scales, two FireWyvern Fluid, and one FireWyvern Marrow. Then go after Yian  
| Kut-Ku for two Medium Monster Bones, and one Flame Sac. Then pursue Lunastra  
| for six Fire Dragon Scales.

| The Blazing Falchion's line ends here. However it's the strongest Fire  
| weapon available to us, and it can be useful later on. Decide if you want to  
| forge it or stick with Kirin Bolt Indora.

| Challenge Rating: Hard

x-----x

x-----x  
| VELOCIPREY CLAWS+! |

x-----x-----x

| Weapon Type: Dual Swords  
| Weapon Attack: 252  
| Element: Raw  
| Sharpness: Green  
| Affinity: N/A  
| Slots: One  
| Path:  
| Hunter's Dagger --> Giaprey Claws -->  
| Giaprey Claws + --> Velociprey Claws --> Velociprey Claws+

| Method:  
| To make Giaprey Claws +, buy or make a Hunter's Dagger. Then go after  
| Giadrome, yes, you're going to need Giaprey parts, but you get those in the  
| reward section for facing off with Giadrome anyway. Plus there are plenty of  
| Giaprey to go after during the quest. This will make collecting materials  
| easier, if not a bit tedious, in the long run. If you already have Giaprey  
| Claws +, you can skip this section entirely.

| In order to upgrade, you'll need six Velocidrome Claws, one Velocidrome  
| Head, and two Pale Extract (Khezu.) If you already possess Velociprey Claws,  
| then what you need to gather are four Tigrex Claws, six Velocidrome Hide,  
| and two Pale Bone (a rare drop from Khezu.)

| Challenge Rating: Hard

x-----x

You'll find the weapon of balance troublesome. The Triple Combo (Triangle 3x) isn't always the best method of execution, especially when trying to keep up with Lao's pace. For Dual Sword users, get Power Juice and/or Mega Juice, and keep throwing out those Double-Roundhouses. It's vital that you avoid contact with anything that short-circuits Demon Mode.

As discussed above your Sword and Shield bounces when in the thralls of a full-combo when attacking the stomach in Hind-Leg Mode. If you're having difficulty, you might want to try with ESP, or even better Ceanataur armor with Sharpness + 1. For Dual Sword users Demon Dance can pierce as long as your willing to sacrifice Sharpness. Overall, these weapons wouldn't be my first choice when attempting Lao for the first time.

```
x-----x
| Greatsword, Longsword! |
o=====o
```

```
x-----x
| RATHALOS FIRESWORD! |
```

```
x-----x-----x
```

```
| Weapon Type: Greatsword
| Weapon Attack: 768
| Element: Fire 420
| Sharpness: Green
| Affinity: N/A
| Slots: One
| Path:
| Bone Blade --> Bone Blade + --> Bone Slasher
|   Red Wing --> Rathalos Firesword
```

```
| Method:
| Upgrade from Bone Blade to Bone Slasher. Once you have that acquire four
| Large Monster Bones, and two Flame Sacs. You'll also need to hunt Rathalos
| for five Fire Wyvern Claws (break claws during fight to obtain), three Fire
| Wyvern Marrow, three Fire Wyvern Fluid, and two Rathalos Wings.
```

```
| A tier up from Crimson Goat, but the line shares the same dead-end fate. I'm
| on the ropes whether or not this weapon is worth your investment. While, it
| is the strongest fire Greatsword available in Elder, I wonder if Goat can't
| get the same job done. It's up to you to decide.
```

```
| Challenge Rating: Harder
```

```
x-----x
```

You'll find yourself adjusting too often with this weapon. The Greatsword prides itself on Full Charges, however there are pitfalls surrounding this weapon. The first is Accuracy [3.4], one of the Basics you've (hopefully) been putting to practice since you've began your journey. Overhead Swings have low accuracy, and horizontal swings rarely land.

Missing attacks, especially Full Charges, can suffocate your damage over time. Mobility plays a part, as you must unsheathe to reposition for the next attack. A slip-up or miss isn't the end of the world, but enough of them can prove catastrophic. Overall, the Greatsword is a great weapon, just not in this situation.

```
x-----x
| DEVIL SLICER! |
```

```
x-----x-----x
```

```
| Weapon Type: Longsword
```

| Weapon Attack: 720  
| Element: Thunder 450  
| Sharpness: Green Sharpness (Blue with Sharpness +1)  
| Affinity: N/A  
| Slots: One  
| Path:  
|       Iron Katana --> Iron Katana "Grace" -->  
| Iron Katana "Gospel" --> Eager Cleaver --> Devil Slicer  
|

| Method:  
| If you've been following this guide then you already possess Eager Cleaver.  
| If you then all you'll need is five Dragonite Ore, twenty Machalite, and  
| four Thunderbug Juice.

| Challenge: Average-Hard

x-----x

The Longsword possesses Back-Sweep allowing you to deal damage, while keeping up with Lao. With this I'd recommend a Normal Combo (Triangle 2x, Circle, Triangle) then a Back-Sweep (Triangle + Circle). Or cut the attack halfway (Triangle 2x, Triangle + Circle) if you feel that time isn't your ally. With the Longsword, you can dish overhead swings. Reserve your Spirit Combos for Hind-Leg Mode, when Lao advances on two legs towards the Fortress.

x-----x  
| Hammer, Hunting Horn! |  
o=====o

x-----x

| KUT-KU PICK! |

x-----x-----x

| Weapon Type: Hammer  
| Weapon Attack: 884  
| Element: Raw  
| Sharpness: Green (Blue with Sharpness +1)  
| Affinity: 10%  
| Slots: Three  
| Path:  
| Bone Club --> Cyclo Hammer --> Atlas Hammer  
|       Kut-Ku Jaw --> Kut-Ku Pick  
|

| Method:

| Start with Bone Club and branch into Cylo Hammer and then Atlas Hammer.  
| Gathering the materials for Kut-Ku Jaw one Giant Beak which only comes from  
| carving Yian Kut-Ku. I've had a bigger issue with finding the four Kut-Ku  
| Ears to forge Kut-Ku Pick, you'll need four of those by the way. You can buy  
| the two Monster Fluid from the Old Lady for 5000z a pop, or carve them from  
| Hornetaurs. Personally I'd just spend the cash.

| Once you've got your materials to forge the Jaw, it's time we went after the  
| Pick. Hopefully you frisked four Kut-Ku Ears from your questing. Under the  
| likely event that you didn't, harvest till you do. Next comes two Vibrant  
| Pelt which come from Congalala, and guess what? They're also hard to find!  
| And finally comes the tedious four Monster Bone + hunting. You can alternate  
| quests to mix things up, but it's still a drag.

| Is it worth it? Hell yes. Get hunting!

| Challenge Rating: Average-Hard

x-----x

Come on, Reckless Abandon +1 (or +2 depending on which set you've chosen) can annihilate Lao in good time. What you must accomplish with this weapon is a perfectly accurate Triple Pound (Triangle 3x) to the stomach. This means every blow must land, not just the Golf Swing at the end. If you feel you can't accomplish this, switch to Hammer Charges. With that, you only have two blows you need to keep track of.

x-----x

| KHEZU HORN +! |

x-----x-----x

| Weapon Type: Hunting Horn

| Weapon Attack: 780

| Element: Thunder 290

| Sharpness: Green

| Affinity: N/A

| Slots: One

| Notes: White, Blue, Yellow

| Path:

| Bone Club --> Cyclo Hammer --> Atlas Hammer

| --> Khezu Horn --> Khezu Horn +

| Method:

| Buy a Bone Club and gather two Giant Bones (Congalala), three Brute Bones, and thirteen Small Monster Bones. Improve until you get Atlas Hammer, then farm three Flabby Hide, four Pale Extract, and two Electro Sacs from Khezu until you get the Khezu Horn.

| From there farm eight Flabby Hide and a Pale Bone from Khezu, and four Monster Bone + to forge the Khezu Horn +.

| Noteworthy Notes:

| (Infinite Stamina [Small]) -- White --> Blue (1 Min)

| (Elemental Attack Up) -- Yellow --> Blue --> Yellow --> White (1:30 Min)

| (Fire Def Up [Large]) -- Yellow --> Blue --> White (1 Min)

| (Thunder Def Up [Large]) -- Yellow --> Yellow --> Blue (1 Min)

| Challenge Rating: Hard

x-----x

Not been tested, but I think the chances of a kill even with Swing, or Superpound spamming are slim. That's just an opinion mind you. The fact that makes a difference in attacking is the loss of Mobility whenever White --> White goes away. It's risky entering Recital Mode, plus it distracts you from your target. Elemental Attack Up does add a pinch of strength, but this weapon should exist solely to backup other players with more compatible weaponry.

x-----x

| Lance, Gunlance! |

o=====o

x-----x

| OGRE TUSK! |

x-----x-----x

| Weapon Type: Lance

| Weapon Attack: 414

| Element: Raw

| Sharpness: Green (Blue with Sharpness +1)

| Affinity: N/A

| Slots: N/A  
| Path:  
| Longhorn --> Longhorn + --> Long Tusk  
|     Barbaroi Tusk --> Ogre Tusk  
|

| Method:  
| You've been down this path with Incessant Raven. Now, you're just making a  
| detour to Ogre Tusk, a powerful Raw weapon. Ogre Tusk's path is out-gunned  
| by Raging Tempest, but because of the Affinity, it's recommended you use  
| Ogre Tusk for the time. Five Monster Bone + are required to forge this  
| weapon along with twenty Ioprey Hide and two Mega Demondrugs.

| I made a choice between Crimson War Pike, which required a Monoblos Heart,  
| and Black Lance, which had poor Sharpness. If you'd like to make the  
| investment the Crimson War Pike is great for Lao farming.

| Challenge Rating: Average-Hard

x-----x

Triple Upwards-Stab the stomach then Back-hop (Circle 3x, X). You'll need to  
repeat this throughout the match, adjusting to Lao's movements and upped speed  
during Rage Mode. With a skilled Back-Hop we can easily reposition ourselves for  
the next attack.

x-----x

| IMPERIAL GUNLANCE! |

x-----x-----x

| Weapon Type: Gunlance  
| Weapon Attack: 391  
| Element: Raw  
| Sharpness: Green (Blue with Sharpness +1)  
| Affinity: N/A  
| Slots: Two  
| Path:  
|     Iron Gunlance --> Iron Gunlance +  
| Steel Gunlance --> Special Ops Gunlance --> Imperial Gunlance

| Method:  
| You'll need thirty Machalite Ore total, eight Earth Crystals, ten Disk  
| Stones, five Gunpowder (Old Lady), three Flame Sac (Capture Yian Kut-Ku),  
| two Lightcrystal (Break Gypceros Headpiece), nine Fire Stone (Volcano  
| Gathering), five Dragonite Ore, and of course three Monster Bone +.

| Challenge Rating: Hard

x-----x

The Gunlance is plagued with poor mobility. Being we lack the Triple Back-Hop,  
we must sheathe and reposition ourselves to meet Lao's stomach at a ninety  
degree angle. To Upwards-Stab we need to Guard, then stab. You'll take longer to  
deal damage, and in said stationary position it will be impossible to keep up  
with him. You'll lack the opportunity to execute Extended Combos, and Wyvern  
Fire should be executed while Lao is clear of Rage Mode.

x-----x

| Bow, Bowgun! |

o=====o

x-----x

| TEOSTRA'S ARTILLERY! |

x-----x-----x

Weapon Type: Heavy Bowgun	Load Lv: 1 2 3
Weapon Attack: 276	Normal S: 6 6 9 Flame S : 6 - -
Reload: Normal	Pierce S: - 3 3 Water S : - - -
Recoil: Moderate	Pellet S: - - 4 Thnd S : - - -
Affinity: 15%	Crag S : 3 3 3 Freeze S: - - -
Slots: N/A	Clust S : 2 2 2 Drgn S : - - -
	Recov S : 3 3 - Tranq S : 2 - -
	Poison S: 3 1 - Paint S : 2 - -
	Para S : - - - Demon S : 1 - -
	Sleep S : - - - Armor S : - - -
Method:	
Fetch four Teostra Shells, six Fire Dragon Scales, two Teostra Manes, and	
two Firestones (Volcano Gathering.)	
Challenge Rating: Average-Hard	

x-----x

Heavy Bowgun: Normal Lv3, Pierce Lv2/Lv3, Flame S, Clust/Crag Lv1/Lv2

Forgive me for my lack of faith in the Light Bowgun. However, Teostra's Artillery gives us power and Affinity that can be combined with Gunner's set above. For attacking, you can angle yourself onto the platforms listed in the Map section and fire at the weak-point. To do this, keep a visual of your surroundings glancing occasionally at your map. For the rest of the time, bombard the belly with Flaming Shells, Pierce Shells, and you run out of those the Normal Shells. Consider taking materials to make more, as it's a thirty-five minute battle.

o=====o-----o  
 | Question \ Final thoughts? |  
 o=====o-----o

Many consider this moment to be a players passage into Hunterhood. Utterly false. While Lao can provide a singular challenge, he's unlike any Wyvern you've encountered before. You can't measure yourself by the kill of a single Wyvern, but by mastery of your skills against all.

```

      ^~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~^
---| --- [7.7.3] Elder Quest --- |---
---|   ~~~ Hypnocatrice ~~~   |---
      v~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~v
  
```

"ZzzZzzZzz..."  
 ~VioletKIRA

o=====o-----o  
 | Question \ What is Hypnocatrice? |  
 o=====o-----o

An exotic plumed Bird Wyvern that places it's prey into a deep sleep. A slumber that the unlucky never wake from again. That aside, Hypnoc is a Yian Kut-Ku clone with improved aim, and a nasty Kick attack that can leave the reckless Hunter sprawling.

Most effective attacks: \*Legs --> Head  
 Most effective element: Fire  
 Susceptible Status Ailments: Stun, Poison, Sleep  
 Susceptible Bombs: Flash  
 Susceptible Traps: Stun Trap, Pitfall



Breakable Parts: Beak

Near Death When: Feathers droop, limping.

\*Note: Like his cousin's Yian Kut-Ku and Garuga, all you must do to topple him is trip the feet. It's the target that is open for damage and rarely protected. However once you cause a Stagger, the limit for it raises slightly.

o=====o-----o  
| Question \ What attacks does it have? |  
o=====o-----o

Peck Attack:

A shared Bird Wyvern trait that can avoided so long as you keep moving.

Kick:

Like a crazy chicken, your foe will take aim and kick towards you. With Double-Kick he'll take aim, leap across a good chunk of the map, and try to claw your heart out. These attacks are tricky to avoid, as he'll turn to face you

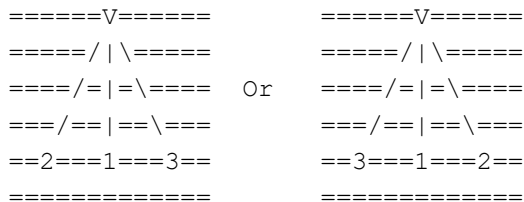
Sleep Glob (Sleep):

An attack unique to Hypnoc, he'll launch an amorphous glob guaranteed to induce Sleep status to anyone who nears it. This is an aimed attack, which means it can touch close-to-further range. It's terribly effective because he can launch a glob at it's feet, putting careless Hunters to sleep.

Triple-Glob (Sleep):

To paint you an example of the three-pronged barrage attack, I'll cleverly copy&pasta the Triple-Fireball Diagram.

Diagram #25 - Triple-Sleep Glob



Legend:

V - Hypnocatrice

1,2,3 - Direction of first, second, and third fireball.

Hardly an issue since, like all Triple-Fireball type attacks, this has poor accuracy. Leaving your foe open to assault.

Tail Whip:

Your standard ninety-degree angled Tail Whip. Certified to slam Hunter's of immediate proximity. Gunner's won't find the attack nearly as daunting as they can stand outside from it. And as always, Hammer and Greatsword users can prepare a Charge.

Backward-Brush plus (or minus) Sleep Gas:

Like many Wyverns, Hypnoc will attempt to control the spacing by leaping Backwards using his wings to aide his short descent. Occasionally, he'll breath out a string of Sleep Gas during the attack. The range of this attack however is poor.

Rage Mode:

Hypnocatrice's transition to Rage Mode is quick. He'll spread his wings, cry, and a faint puff of sleep gas will leak from his jaw.

o=====o-----o  
| Question \ What should I know about this map? |  
o=====o-----o

The Great Forest is a new territory, fortunate for you a Map is available in the Blue Supply Box for confiscation. The place is pretty, and most areas are wide enough to move around comfortably during a skirmish. The trouble here is the apparent increase in Wildlife. It is vital that you come into the fight prepared to gut any potential annoyances that cross you. Or else you're left open to your enemies attacks.

And while Hypnocatrice may appear like just another Bird Wyvern, he hits on a whole new level.

o=====o-----o  
| Question \ What weapons should I bring? |  
o=====o-----o

Nothing has changed weapon-wise since our fight with Lao. Go with the flow.

x-----x  
| Sword and Shield, Dual Swords! |  
o=====o

x-----x  
| BLAZING FALCHION! |  
x-----x-----x  
| Weapon Type: Sword and Shield  
| Weapon Attack: 238  
| Element: Fire 380  
| Sharpness: Green  
| Affinity: N/A  
| Slots: Two  
| Path:  
| Bone Kris --> Bone Kris +  
| Red Saber --> Djinn --> Blazing Falchion  
|  
| Method:  
| Start from Bone Kris and improve to Bone Kris +. From there you'll need to  
| farm for fifteen Rathalos Shells, ten Rathalos Webbing, three Rathalos  
| Scales, two FireWyvern Fluid, and one FireWyvern Marrow. Then go after Yian  
| Kut-Ku for two Medium Monster Bones, and one Flame Sac. Then pursue Lunastra  
| for six Fire Dragon Scales.  
|  
| Challenge Rating: Average-Hard  
x-----x

Work on your range game. The trickiest part of this fight is tagging Hypnoc with consistent strikes. While our target should be the head, slicing the legs will cause our foe to stagger. Allowing us a perfect full combo (Triangle 3x, Circle) to break the beak. The aiming with Sleep Glob compared to that of Garuga's Fireball has greatly improved. Meaning we can't stay near his front for long, so I advise you to move in a clockwise circle to avoid meeting a Tail Whip.

As always, Wind and Peck Attack can drain stamina. If you need it however, a shield can be Guard against a Sleep Glob, but can barely withstand a Kick. Keep aware of the strong recoil and you should find yourself successful.

x-----x

| VELOCIPREY CLAWS+! |

x-----x-----x

| Weapon Type: Dual Swords

| Weapon Attack: 252

| Element: Raw

| Sharpness: Green

| Affinity: N/A

| Slots: One

| Path:

| Hunter's Dagger --> Giaprey Claws -->

| Giaprey Claws + --> Velociprey Claws --> Velociprey Claws+

| Method:

| To make Giaprey Claws +, buy or make a Hunter's Dagger. Then go after Giadrome, yes, you're going to need Giaprey parts, but you get those in the reward section for facing off with Giadrome anyway. Plus there are plenty of Giaprey to go after during the quest. This will make collecting materials easier, if not a bit tedious, in the long run. If you already have Giaprey Claws +, you can skip this section entirely.

| In order to upgrade, you'll need six Velocidrome Claws, one Velocidrome Head, and two Pale Extract (Khezu.) If you already possess Velociprey Claws, then what you need to gather are four Tigrex Claws, six Velocidrome Hide, and two Pale Bone (a rare drop from Khezu.)

| Challenge Rating: Average-Hard

x-----x

Without the squelching Roar or High Roar to deal with, the Dual Sword users chances of success are on par with it's counterpart. Our mission is to spam the Roundhouse (Circle) on the legs until he trips. Pick your moments, Sleep Glob spamming allows for a fast strike with a quick getaway. If you're observant, you can spot the moments when you can strike during a Tail Whip. After each swing of his Tail, his head will stop for a moment. It's possible to place yourself approximately where his head will be next and strike.

x-----x

| Greatsword, Longsword! |

o=====o

x-----x

| RATHALOS FIRESWORD! |

x-----x-----x

| Weapon Type: Greatsword

| Weapon Attack: 768

| Element: Fire 420

| Sharpness: Green

| Affinity: N/A

| Slots: One

| Path:

| Bone Blade --> Bone Blade + --> Bone Slasher

| Red Wing --> Rathalos Firesword

| Method:

| Upgrade from Bone Blade to Bone Slasher. Once you have that acquire four Large Monster Bones, and two Flame Sacs. You'll also need to hunt Rathalos for five Fire Wyvern Claws (break claws during fight to obtain), three Fire Wyvern Marrow, three Fire Wyvern Fluid, and two Rathalos Wings.

| A tier up from Crimson Goat, but the line shares the same dead-end fate. I'm

| on the ropes whether or not this weapon is worth your investment. While, it  
| is the strongest fire Greatsword available in Elder, I wonder if Goat can't  
| get the same job done. It's up to you to decide.

| Challenge Rating: Hard

x-----x

Because of Hypnoc's agility, I recommend starting with Unsheathe Attacks (R  
Trigger, tilt forward, Triangle) and Infinite Combo (Circle, Triangle + Circle).  
This will allow you to look for the openings needed to complete a Level 3  
Charge. As with all Bird Wyverns, you can take advantage of the Charging Method.  
Tail Whip has limited range, and with practice you can place yourself outside  
the attack's reach while Charging. Sleep Globes pose a constant threat as they  
not only interrupt our Charging but induce Sleep status as well. Avoid it like  
the plague!

x-----x

| DEVIL SLICER! |

x-----x-----x

| Weapon Type: Longsword

| Weapon Attack: 720

| Element: Thunder 450

| Sharpness: Green Sharpness (Blue with Sharpness +1)

| Affinity: N/A

| Slots: One

| Path:

| Iron Katana --> Iron Katana "Grace" -->

| Iron Katana "Gospel" --> Eager Cleaver --> Devil Slicer

| Method:

| If you've been following this guide then you already possess Eager Cleaver.

| If you then all you'll need is five Dragonite Ore, twenty Machalite, and

| four Thunderbug Juice.

| Challenge: Average-Hard

x-----x

Your swings may be limited with dancing with Hypnoc. If you find you're not  
getting away in time, it may be time to apply the Back-Sweep (Triangle +  
Circle). Using Back-Sweep builds your Spirit Gauge, and it'll be up to you to  
decide when to use it.

x-----x

| Hammer, Hunting Horn! |

o=====o

x-----x

| KUT-KU PICK! |

x-----x-----x

| Weapon Type: Hammer

| Weapon Attack: 884

| Element: Raw

| Sharpness: Green (Blue with Sharpness +1)

| Affinity: 10%

| Slots: Three

| Path:

| Bone Club --> Cyclo Hammer --> Atlas Hammer

| Kut-Ku Jaw --> Kut-Ku Pick

| Method:

| Start with Bone Club and branch into Cylo Hammer and then Atlas Hammer.  
| Gathering the materials for Kut-Ku Jaw one Giant Beak which only comes from  
| carving Yian Kut-Ku. I've had a bigger issue with finding the four Kut-Ku  
| Ears to forge Kut-Ku Pick, you'll need four of those by the way. You can buy  
| the two Monster Fluid from the Old Lady for 5000z a pop, or carve them from  
| Hornetaurs. Personally I'd just spend the cash.

| Once you've got your materials to forge the Jaw, it's time we went after the  
| Pick. Hopefully you frisked four Kut-Ku Ears from your questing. Under the  
| likely event that you didn't, harvest till you do. Next comes two Vibrant  
| Pelt which come from Congalala, and guess what? They're also hard to find!  
| And finally comes the tedious four Monster Bone + hunting. You can alternate  
| quests to mix things up, but it's still a drag.

| Is it worth it? Hell yes. Get hunting!

| Challenge Rating: Average-Hard

x-----x

There exist a myriad of possibilities when it comes to hammering. You want to  
nail the leg with as many Charged attacks as possible. During Taunt, Sleep Glob,  
and at the end of every Kick Attack is an opening to strike.

x-----x

| KHEZU HORN +! |

x-----x-----x

| Weapon Type: Hunting Horn  
| Weapon Attack: 780  
| Element: Thunder 290  
| Sharpness: Green  
| Affinity: N/A  
| Slots: One  
| Notes: White, Blue, Yellow  
| Path:  
| Bone Club --> Cyclo Hammer --> Atlas Hammer  
| --> Khezu Horn --> Khezu Horn +

| Method:

| Buy a Bone Club and gather two Giant Bones (Congalala), three Brute Bones,  
| and thirteen Small Monster Bones. Improve until you get Atlas Hammer, then  
| farm three Flabby Hide, four Pale Extract, and two Electro Sacs from Khezu  
| until you get the Khezu Horn.

| From there farm eight Flabby Hide and a Pale Bone from Khezu, and four  
| Monster Bone + to forge the Khezu Horn +.

| Noteworthy Notes:

| (Infinite Stamina [Small]) -- White --> Blue (1 Min)  
| (Elemental Attack Up) -- Yellow --> Blue --> Yellow --> White (1:30 Min)  
| (Fire Def Up [Large]) -- Yellow --> Blue --> White (1 Min)  
| (Thunder Def Up [Large]) -- Yellow --> Yellow --> Blue (1 Min)

| Challenge Rating: Hard

x-----x

Just replace the Hammer Charge with a Superpound and you got it. Because of the  
radius of the weapon it's quite possible to avoid close range attacks like Tail  
Whip. The lack of strength, loss of mobility (White --> White), and KOing  
potential ups the challenge.

```
x-----x
| Lance, Gunlance! |
o=====o
```

```
x-----x
| OGRE TUSK! |
x-----x-----x
| Weapon Type: Lance
| Weapon Attack: 414
| Element: Raw
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: N/A
| Slots: N/A
| Path:
| Longhorn --> Longhorn + --> Long Tusk
|   Barbaroi Tusk --> Ogre Tusk
|
| Method:
| You've been down this path with Incessant Raven. Now, you're just making a
| detour to Ogre Tusk, a powerful Raw weapon. Ogre Tusk's path is out-gunned
| by Raging Tempest, but because of the Affinity, it's recommended you use
| Ogre Tusk for the time. Five Monster Bone + are required to forge this
| weapon along with twenty Ioprey Hide and two Mega Demondrugs.
|
| Challenge Rating: Average-Hard
x-----x
```

Stab (Triangle), Stab (Triangle), Turn (Tilt Left or Right), Back-Hop (X) then reposition yourself to do it again. Because we have to sheathe before we can move to intercept we're left open to potential attacks. Make sure you're out of Hypnoc's attack range before committing.

```
x-----x
| IMPERIAL GUNLANCE! |
x-----x-----x
| Weapon Type: Gunlance
| Weapon Attack: 391
| Element: Raw
| Sharpness: Green (Blue with Sharpness +1)
| Affinity: N/A
| Slots: Two
| Path:
|   Iron Gunlance --> Iron Gunlance +
| Steel Gunlance --> Special Ops Gunlance --> Imperial Gunlance
|
| Method:
| You'll need thirty Machalite Ore total, eight Earth Crystals, ten Disk
| Stones, five Gunpowder (Old Lady), three Flame Sac (Capture Yian Kut-Ku),
| two Lightcrystal (Break Gypceros Headpiece), nine Fire Stone (Volcano
| Gathering), five Dragonite Ore, and of course three Monster Bone +.
|
| Challenge Rating: Hard
x-----x
```

Uppercuts (Triangle + Circle) can cut into our foe's beak. Making it an excellent weapon should you desire to break it. With the Gunlance the apparent lack of mobility can leave us open to the dreadful Double Kick or Peck attacks. Shoot Wyvern Fire (Guard, Triangle + Circle) during a Taunt or if you can catch him in a turn. Accuracy during a Tail Whip is quite unnecessary.

x-----x  
| Bow, Bowgun! |  
o=====o

x-----x  
| KUT-KU STAVE III! |

x-----x-----x

| Weapon Type: Bow  
| Weapon Attack: 180  
| Element: Fire 120  
| Affinity: N/A  
| Slots: Two  
| Coatings: All but Razor  
| Charges Levels:  
| Charge Lv1: Scatter Lv3  
| Charge Lv2: Rapid Lv2  
| Charge Lv3: Scatter Lv4  
| Charge Lv4: Pierce Lv3  
|  
| Path:  
| Kut-Ku Stave I --> Kut-Ku Stave II --> Kut-Ku Stave III  
|  
| Method:  
| Remember that old Kut-Ku Stave I we used to slay Congalala? Dust it off and  
| gather four Flame Sacs, six Blue Kut-Ku Scales, three Kut-Ku Ears, three  
| Gravios Shells, twenty Carpenterbugs, and two FireWyvern Fluid. The  
| FireWyvern Fluid can be obtained by sending Trenya to the Forest & Hills for  
| 300 Points, or by slaying Rathalos.  
|  
| Challenge Rating: Hard

x-----x

x-----x  
| AZURE SAKURA! |

x-----x-----x

Weapon Type: Light Bowgun	Load Lv: 1 2 3
Weapon Attack: 180	Normal S: 6 3 9 Flame S : 3 - -
Reload: Fast	Pierce S: 3 4 4 Water S : 3 - -
Recoil: Moderate	Pellet S: 2 - - Thnd S : 3 - -
Affinity: N/A	Crag S : 1 1 - Freeze S: - - -
Slots: N/A	Clust S : - - - Drgn S : - - -
Rapid Fire: Normal Lv2	Recov S : 3 3 - Tranq S : 2 - -
Pierce Lv1	Poison S: 3 1 - Paint S : 2 - -
	Para S : 3 1 - Demon S : 1 - -
	Sleep S : 3 1 - Armor S : 1 - -

| Method:  
| Only chosen because Spartacus Soul Rapid Fires Flame Shells and that messes  
| us up. To forge gather five Azure Rathalos Shells, five Pink Rathian Scales,  
| two Lightcrystals (Gypceros), and two Fire Wyvern Marrow (Rathalos).  
|  
| Challenge Rating: Average-Hard

x-----x

x-----x  
| TEOSTRA'S ARTILLERY! |

x-----x-----x

Weapon Type: Heavy Bowgun	Load Lv: 1 2 3
Weapon Attack: 276	Normal S: 6 6 9 Flame S : 6 - -

```

| Reload: Normal           Pierce S: - 3 3 Water S : - - -
| Recoil: Moderate        Pellet S: - - 4 Thnd S : - - -
| Affinity: 15%          Crag S : 3 3 3 Freeze S: - - -
| Slots: N/A             Clust S : 2 2 2 Drgn S : - - -
|                         Recov S : 3 3 - Tranq S : 2 - -
|                         Poison S: 3 1 - Paint S : 2 - -
|                         Para S : - - - Demon S : 1 - -
|                         Sleep S : - - - Armor S : - - -
|
| Method:
| Fetch four Teostra Shells, six Fire Dragon Scales, two Teostra Manes, and
| two Firestones (Volcano Gathering.)
|
| Challenge Rating: Average-Hard
x-----x

```

Light Bowgun: Normal Lv3, Pierce Lv2/Lv3, Flame S, Thunder S  
Heavy Bowgun: Normal Lv3, Pierce Lv2/Lv3, Flame S, Clust/Crag Lv1/Lv2

Find your pattern, target the head, and be accurate.

```

o=====o-----o
| Question \ Final thoughts? |
o=====o-----o

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A juiced up Bird Wyvern that doesn't break new territory with it's move-set.  
Still, a decent introduction into Elder High Rank.

```

/\  /\      |_|
/  \/  \onster | |unter=====x
-----x-----|                To Be Continued!                \
                x=====x

```

Sadly, you have reached the end of this guide. Is this really the end? Will the guide-maker burnout and stop writing? Or will he find the courage to slay the boredom monster and make it one more day? When will he update next? Will he cover more monsters? And will his dream of a custom PC become a reality? Find out this and more next update! Until then, this section will remain.