

Monster Hunter Freedom 2 Akantor Hunting Guide

by snt leader

Updated on Oct 21, 2008

Killing the Calamity

Monster Hunter 2 Guide to slaying Akantor

By: Mark Lee (a.k.a. SNT Leader)

Table of Contents:

- 1) Intro
- 2) The Basics
- 3) Equipping Yourself
- 4) Fighting Akantor 1 on 1
- 5) Akantor Equipment

1)Intro

Hey all, this is SNT Leader (Leader of Sanctioned Nine Clan), and this is my first forum. Throughout this guide I'll be addressing the HR6 Akantor in the Guild Hall and will refer to the Akantor as "Kant" from now on. Just a little background info: I'm currently HR 6, I have full Dark Kant armor w the Kant Katana and my title is "Soul of Destruction". I've slayed 5 myself and 1 with my clan. And I've been hunting for appx. 800 hours. (Yay me)

2)The Basics

Well to start off the Kant is an EXTREMELY powerful monster and shouldn't be underestimated. But at the same token because it's so large it's pretty slow, unless it goes into rage mode, then it's speed basically doubles along with its Atk. When you fight the Kant you'll be fighting at the Battleground (Single area volcanic zone). The quest is for HR 6 and above and lasts 50 mins. But it'll only take 30 ? 35 if you do everything right.

3)Equipping Yourself

a. Items

Here's a list of all the items you'll need:

1. 5 Cool drink (Don't worry about using up space bringing extra material)
 2. Farcasters (Bomb Material + Exciteshroom) bring extras, I'll explain why later
 3. Health flute (Lifepowder + Flute) b/c you'll probably run out of potions pretty fast on your first few tries.
 4. Armor and Power seeds (Or something stronger if you think you'll need it)
 5. 10 Potions, materials for extra Potions and Honey
 6. Armor and Power Charms and Talons *if you don't already have them you can get them by buying charms at the shop and combining them with Lao-Shan's claws
 7. Well-done steaks b/c it's kind of a long fight.
 8. 2 Max Potions (so if you die you'll get your well needed max health back)
 9. Lifepowder (I recommend this greatly if you're hunting with friends b/c it'll heal everybody)
 10. Large Barrel bombs (+ if you want to get fancy)
 11. Ancient Potion (in case you get t-bag dragged and lose most of your health)
- *Note*- DON'T BRING TRAPS!!! Also, I'm not sure if flash bombs work on Kant but I'm sure they don't work b/c of its size.

b. Armor

Like I said before, the Kant is slow but extremely powerful so in order to have an effective chance you should have an armor with 420+. Also, you should sport armor with Fire Resistance and HGR (high grade hear protection/ 15 points +) or Element atk up. I'll also explain this in section 4. Here are my suggestions for armor sets with HGR:

Rathalos Soul U, Blango U and Hornet U

Note- You'll need to use decorations to get to 15 HGR & you'll need to upgrade substantially to get necessary armor points.

c. Weapons

Now it's time to discuss weapon choices. Of course there's never a "best" weapon? b/c every hunter has his ways, but here's some good suggestions. To start off with, the Kant's weakness is thunder and dragon element (dragon working the best). So weapons in these areas are best. For example:

- Long swords-
1. Fire Dragonsword-720 atk.-350 Dragon attb.
 2. True Devil Slicer-816 atk.-520 Thunder attb.
 3. Great Demon Halberd-912 atk.-appx. 200 Thunder attb.
- Great swords-
1. Khezu Shock Blade-960 atk.-250 Thunder attb.
 2. Kirin Thundersword-624 atk.-550 Thunder attb. (pls upgrade this)
 3. Dragonslayer-624 atk.-460 Dragon attb. (pls upgrade this)
- Sword and shield-
1. Kirin Bolt-168 atk.-230 Thunder attb.--+2 defnce (pls upgrade this)
 2. Black Sword-182 atk.-200 Dragon attb. (pls upgrade this)
 3. Rajang Club-294 atk.-100 Thunder attb. (pls upgrade this)
- Dual Blades-
1. Flaming Pair :-238 atk.-100 Dragon attb. (pls upgrade this)
 2. Prototype saw-slicer-252 atk.-100 Thunder attb. (pls upgrade this)
- Hammers and Horns-
1. Dragon Destroyer-832 atk.-170 Dragon attb. (Ditto)
 2. Sakura Recorder-884 atk.-290 Dragon attb.
- Lances and Gunlances-
1. Thunderspear-322 atk.-300 Thunder attb.

2. Vermillion Rim-368 atk.-150 Dragon attb.
3. Silver Rook :) -414 atk.-250 Dragon attb.-long type-Shelling

Lv3

- Bows-
1. Dragon Bow Halo-192 atk.-140 Thunder attb.
 2. Dragon Bow Earth-192 atk.-120 Dragon attb.
 3. Tigrex whisker-312 atk. (b/c it's powerful)

Note-DO NOT USE A BOWGUN!!! Unless you're a beast or somethin.

4) Fighting Akantor 1 on 1

Now it's time for the nitty gritty. Now I know that anyone who's using this guide is probably HR6 or about to be and therefore ?know what there doing? so I'll give you a heads up now; THIS IS A BREAK DOWN, a step-by-step guide on every aspect, every move and every pattern of behavior I know when it comes to the Kant. So feel free to skip this section if you want to be ?surprised? by the Kant. In other words this is a hunting spoiler.

Anyway let's get started (I'll be explaining this as if you've never actually fought a Kant):

a. The Beginning

As soon as the opening scene ends you'll be in the zone with the Kant (no exits) and he'll be all the way on the other side, which makes it a perfect time to pop a cool drink. But don't go to him b/c he'll either 1)charge directly at you or 2)bury underground and charge directly at you. So if he does #1 you're gonna get t-bag dragged right off the bat if you don't have a blocking weapon b/c the Kant's charge atk homes in on you. This is where the farcaster comes in, which will give you a chance to fill up on seeds and stuff. If he does #2 then simply run to either the left or the right and you'll be fine. But beware, when he's underground he'll send lava to shoot up randomly. The good thing is that when he does this atk you can assume that wherever you're standing when it's launched is where he'll come up at. Also if you have psychic vision or use a paintball you can track him underground.

b. Where to Strike

Ok, now the Kant is basically like a Tigrex on steroids so here's a breakdown on his breakable parts

1) The Face: The Kant has two large tusks that can be broken. Some find this part a little more difficult b/c it requires you to be at a large risk to charge and bite atks but there are several things you can do here. First, only atk his face DIRECTLY after he does an atk, this will give you the best opportunity. Of course the weapon you're using will determine how large your window is for attacking. Also, remember that, just like most monsters, the Kant takes two turning steps between each atk. Next, always take advantage of his pauses, in which he'll stand there growl and chomp his teeth like a Tigrex. But the first time he rears his head up in pain he'll still have his tusks. The second time, he'll lose one tusk. The third time he'll still have a tusk and the fourth time he'll lose his second tusk. This of course doesn't account for blowing his face up with bombs, which might yield different results.

2) The Four Claws: Also Like a Tigrex, you can break all four of the Kant's claws. However, the first time you damage one of his claws he'll only rear up in pain. The second time though, he'll actually fall on his side leaving him vulnerable. So you can basically make him fall on his side for each claw. Also, after a claw is broken, if you continue to atk the claw it'll become easier to make him fall over again.

3) The Tail: The tail is the most difficult to cut off b/c of the Kant's constant movement. So I suggest that you just atk the tail either when he pauses, falls down, or is in the middle of an atk. But please DO NOT atk the tail while he's in the middle of a charge atk because you'll end up getting dragged. Also, if the Kant pauses, at the beginning of the pause he'll lift his tail up and drop it to the ground. If you're hit you'll be knocked directly underneath him.

Note-I've heard you can break the shell on the Kant's back by attacking it when you knock him on his side (like a rath) so if anyone accomplishes this pls email me so I can add it to this guide. Thanks a lot.

c. The Attacks

Next, I guess I'll tell you about all his attacks. Like I said before, I've slayed 6 Kant, so all the moves I include should be all the Kants moves. Also, pls consider the fact that when I slayed the Kant I was using full Death S armor with 443 defense. At the beginning of every atk description I'll put a number between 1 and 4 for the max amount of damage an atk will do, 1 being appx 25% of damage and 4 being instant death. (this is with max 150 health)

1) The charge atk(2): The Kant has two charge atks. One is the regular charge atk that has 100% homing. This can only be avoided by blocking, using a farcaster, or already being off to the side of his atk. The other is a fake charge atk which is substantially slower and won't damage you at all.

2) The bite atk(2): This atk is a regular bite atk in which he'll step forward with his right foot right before attacking. Use this to avoid being it and you'll receive minimal damage from the foot.

3) The upward tusk thrust atk(2): This atk is like the bite atk as far as the Kant's footing. However, with this atk, the Kant digs his front jaw into the ground then thrusts up like a Diablos, causing rocks to fly up from the ground (as well as you if your hit by it). So if you decide to try and block this atk, block with your body turned sideways so you'll block both the tusk thrust and the rocks. Oh, and sometimes your defense will be lowered. Solve this by using an item that increases defense.

4) The tail swing(2): This atk has a full 180 degree range in which he sweeps his tail from behind him to the left side of his face(clockwise). Note that if you're underneath him you'll still get hit if you're directly under his tail/butt. Also, if you chop off his tail you can still get hit but the stub.

5) The gynomous howling whirlwind(4): This is his most powerful atk. He basically shoots a giant tornado from his mouth. You'll know he's about to do

this atk b/c for a split second he makes a high pitch screeching sound. When he does this atk make sure you're not in front of him, b/c even if you block it'll take a chunk of your health. Also, this atk lasts for about 3-4 seconds so take advantage.

6) The body slam(Unknown): Fortunately I've never been hit by this atk so I cant tell you the damage. When he does this atk, he'll stand up on his hind legs, extend his body and crash down to the ground like a congalalalala?.la. This is very avoidable but if you're close to him you'll be shaken unless you have quake resistance.

7) The dig: This atk has several parts. 1) When the Kant digs a lava pit will open under him doing about 1 damage. 2)His legs will claw behind him doing 2 damage. 3)If he comes out of the ground and hits you 2-3 damage plus your defense will decrease. 4) If he summons lava to shoot out the ground randomly 1-2 damage. When the Kant digs he'll either follow you or go to his favorite spot(appx 15 feet in front of where you start off at the edge of the lava).

8) Rage mode Roar(1-2): This is just like a Tigrex's rage mode roar. When he goes into rage his veins turn red, he rears up on his hind legs and roars. I haven't determined the exact range but I do know that if you get too close you'll be damaged if you don't block. You need HGR to withstand his roar.

9) Getting stepped on(0-1): This is soooooo annoying b/c in addition to getting damaged you'll be knocked down.

Note-I've always wondered this: If you have hear protection 20+ will you still be damaged by the rage roar? If anyone finds out the answer pls email me.

I believe that's all you need to know to fight him 1 on 1. If you have anything to add or any additional questions pls email me at markymark117@yahoo.com. I check my email once a day so I'll reply asap.

5)Akantor Equipment

Finally you kill a Kant, but is it worth it? Well here's what you can look forward too:

a. Full Dark Akantor Armor sets ? not fully upgraded

(Blademaster)
350 Defense (70 D per part)
6 slots
Reckless Abandon +2
Earplug
Sharpness +1

(Gunner)
160 Defense (32 D per part)
Reckless Abandon +2
Earplug
Speed Fire

b. Akantor Weapon sets ? not fully upgraded

Long Sword- Akantor Katana- 1200 atk. ? green sharpness

Dual Swords- Akantor Blades- 350 atk ? green sharpness

Hunting Horn- Akantor Horn- 1300 atk ? green sharpness (purple, green and blue notes)

Gunlance- Akantor Gunlance- 575 atk ? green sharpness (Normal shelling lvl 1)

Bow- Akantor Bow- 300 atk ? 200 Dragon atk?Lvl 1:sctr lv 3
2:prce lv 3
3:Rapd lv 4
(Power and poison coating)

Well that's all I can think of for now, and I hope this guide has helped, so if you have any comments or questions please email me at my above address.