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Preliminary Information and Assumptions

This is a follow along guide for anyone who is new to Monster Hunter Frontier, it will show you all the steps in order to get to G Rank from HR1 while going over the many new and important things that the game introduces to help you out on your journey in the game. This guide can also be used as a place to easily reference information or to quickly find other resources, but it will not be written in that way. The Table of Contents, document organization, and General Information sections should make everything findable for everyone using this guide as a reference.

If you want a **video guide** for HR1-HR7, check mine out [here](#).
My guide video for G rank [here](#).

Monster Hunter Frontier was an MMO that lasted about 12 years so there is a lot of information to cover, but first we need to make sure your game/character is set up how it needs to be.

This guide makes a few assumptions about how you are playing Monster Hunter Frontier. Those assumptions are:

1. You are playing on the Rain server.
 - a. Your account has already been [registered/binded](#).
2. You are playing on PC. Note: many things will still apply if playing on a console.
3. You're playing with the current Rain patch.
4. You are playing as a Blademaster. Sorry Gunners.
5. Your controller has already been set up and configured. [Guide](#).

If you have any questions about anything in the guide, please ask in the [Rain Frontier Server](#) on Discord. There is no permanent server link, but it should be easily findable.

Guide Translations/Alternate Versions of the Guide

Need a translated version of this guide? See the translated versions below!
[Spanish](#)

Want to translate this guide? Feel free too, but please contact Leaps in the Rain discord so I can add the translation to this list!

Alternate Versions of the Guide:

[Armor Set Searcher Only](#). The Set Searcher Guide in a separate document.

Quick Links

Here are some links to other guides or websites that will be useful to you. Some of these will be referenced in the guide.

[Ferias](#): An english translated online database for the game. Most everything is in here, like items, skills, weapons and armors, bantos, partner information, etc...

[Mertna](#): A list of **all** skills. I truly mean all skills.

[SephVII's Youtube Channel](#): Youtuber/Streamer who has helpful guides about the game on their Youtube channel.!

[The Fist Guide](#): A guide made when the game was live. Has a lot of useful information.

[HR5 Entry Guide](#): Guide for when you get to HR5, useful for Blademaster armor sets.

[Armor Set Searcher](#): Download link, its self explanatory. Set Searcher that's good to use G rank and onwards, but can be useful in HR1-7. See sections below for a tutorial.

[Leaps Video Guide for HR1-HR7](#): My video guide for the pre G rank parts of this guide.

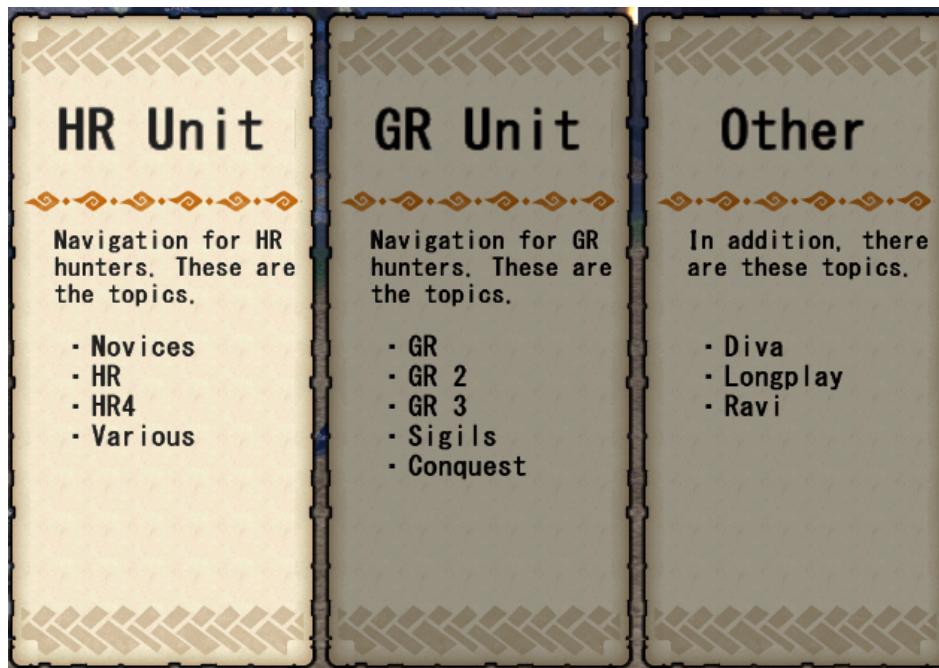
[Leaps Video Guide for G Rank](#): My video guide for the G rank parts of this guide.

Before Your First Quest

Please note, HR1-HR4 is your generic Monster Hunter Low Rank to High Rank experience, but very condensed. There are not a lot of key quests, but you can still play it like every other Monster Hunter game. This guide will assume you are trying to get through as fast as possible to get to G Rank. I recommend still reading the guide to get a sense of all the things you have access to, but by all means play the game at your own pace. Lastly, all important in-game information/dialogue has been translated, but many things still aren't translated.

When you first login to the game, and after you go through the Character Creation process, you will be at the Entrance of Mezeporta Square. The instructor will be talking to you, but none of it is important.

Hunter Navi



Check out the 'Hunter Navi'.

This is your in game guide from HR1 all the way to G Rank, with some extras. Each section of the guide has nice rewards for you to claim by doing the tasks it says; some tasks are just for reading the task, others are doing a quest, or equipping specific armors or decorations.



The Navi does an alright job of explaining everything in the game, you can follow it completely, but will still miss things that aren't in it or still have questions, so this guide is to fill in the cracks.

I recommend following along with both, and completing things in the Navi when you can for the rewards.

Welcome Pack Early Armor

After the conversation with the Instructor and checking out the Navi, talk to the Guide, who is right outside the Entrance.

Select 'Claim Items', then select 'Claim Event Items'.

There should be a 'Welcome Pack' for you to claim.



The Welcome Pack will contain LR Blademaster Rathalos Armor, but without the arms. This armor set is not necessary, but it is nice to have so why not.

Joining a Guild

Joining a guild has many benefits like Guild Food, Guild Poggles, and the Hunters Festival; These are explained later on in the Guide. You do not have to join a guild now, but I do recommend it because you can use what was just previously mentioned, and you can meet people that can help you during your quests.

The easiest way to join a guild is by using the bot command: `/guild join 'guild name'` in the Rain Discord server. Inquire about any recruiting guilds there too.

Exploration

I recommend running around and checking out what NPCs are in Mezeporta Square.

Note, there are also two Item Storage boxes in the square.

To equip your new armor, either enter your House by going to the 'My Facilities' section or by going to the Workshop.



Mezeporta Square Facilities

Next to the 'My Facilities' is the Combiner, General Store, and Grocery Store NPCs.

The Combiner will mass combine items for you.

The General Store will sell you consumables and most items for important combines, and Bento Ingredients. Speaking of which...

The Grocery Store will sell items for Bentos and is how you create Bentos.



Bentos are one version of this game's version prequest meals. These will become useful after getting some Zenny.

Your First Two Quests

We will not be touching HR1 right away, first we are going to get a good weapon, and some cash.

Gear Acquisition Quests

Talk to the General Quests NPC and get through her dialogue.

Select 'Other Quests', then select 'Gear Acquisition Quest'



Do the 'Lots of Zenny!' quest, and sell its rewards.

Do the 'Newbie Weapon Craft' quest, and create the weapon you want at the armory.

These are **ONLY** available on Newbie World 2, Normal World 2, and Great Slaying world

Fostas

While doing these quests you should have noticed you were joined by NPCs once the quest loaded, unless you changed your party size to 1P. These NPCs are known as Fostas, they are just random NPCs who join you if you have them enabled.

I recommend you keep them enabled, but you can change this under the 'NPC Settings' in the 'Options' menu.

Halks

You probably also noticed a small flying wyvern that accompanied you. That is your Halk, they join you on every quest.

Halks will attack monsters for you, and they can use helpful abilities to support you on quests like healing you, removing poison, etc...

To learn abilities, they can drop items on the ground after a quest is completed. This is not common. They also drop Halk Feathers, which do nothing.

To equip your Halk with abilities, talk to the 'Halk Instructor' by going to 'My Facilities' and selecting 'My Support'.



You can also feed them monster parts to change their Element and Status, prioritize what skills to train, check their status, and name them.

Feeding them is important so they level up faster, and it will change their appearance. Their food meter can be increased to 100 a day, then they can't be fed anymore unless you feed them Yase Yase Food. You get this from the Navi or in G Rank.

They have three levels, each level requiring you to maximize their stats to move onto the next level. Recommend leveling their Intellect, then Health, and Defence.

Just check on them once a day to feed, and every now and then for their stats.

Item Box and Bentos

Check your Item Box, there should be 99 Potions, 99 Honey and 99 Mega Potions.

Let's look at Bentos now that we have some cash.

As mentioned before, Bentos work similarly to all other prequest food buffs in mainline Monster Hunter games, but the buffs aren't random. Instead of random buffs, most Bento effects change depending on the Season, except for yellow ingredient bentos.

Talk to the 'Grocery Store' NPC, and select 'Hunter Bento'. Then select 'Bento'. This will show you every Bento that you can make, their ingredients, and their effects. Yellow ingredients come from 'Daily Quests', which will be covered later in HR5. The first 2-3 pages will have the best Bentos you can make. You will obviously want to prioritize the Bentos you can buy ingredients for, that is most white ingredients, that give you good effects. Between the General Store and Grocery store you will always be able to have a good bento for every quest you take.

Hunter Rank 1

Before doing our first Key Quest, let's buy some useful items to the box from the General Store/Grocery Store and use the Combiner.

Important Inventory Items

Buyable from the General Store:

- Powercharm/Armorcharm. Keep in inventory and increase Damage/Defense.
- Organization Books 1 and 2. These expand your item box.
- Potion. Can be used to heal or combine.
- Whetstones. Sharpen weapon and needed for combines.
- Hot Drink. Warms you up in cold areas like Snowy Mountains.
- Cool Drink. Cools you down in Hot areas like in Volcano.
- Book of Combos 1-5. Keep in the item box. Increase combination success.
- Psychoserum. Shows where the monster is on the map for a few seconds.
- Farcaster. Teleports you to camp. Use it when you're in trouble.

Items for Combines in General Store:

- Honey
- Godbug
- Wyvern Claw
- Wyvern Fang
- Sunset Herb
- Nutrients
- Dragon Toadstool

Items for Combines in Grocery Store:

- Sushifish

Items to make at Combiner NPC(You must combine 1 time yourself before you can mass combine, **EXCEPT** Perfect Whetstone which auto unlocks with Rain patch):

- Mega Potion = Potion + Honey. Better healing.

- Perfect Whetstone = Whetstone + Sushi Fish. Instant full sharpness in 1 sharpen.
- Max Potion = Nutrients + Honey + Dragon Toadstool. Instant Max health.
- Life Powder = Godbug + Wyvern Claw + Wyvern Fang. Party-wide heal.
- Energy Drink = Honey + Sunset Herb. More Stamina.

Item Sets

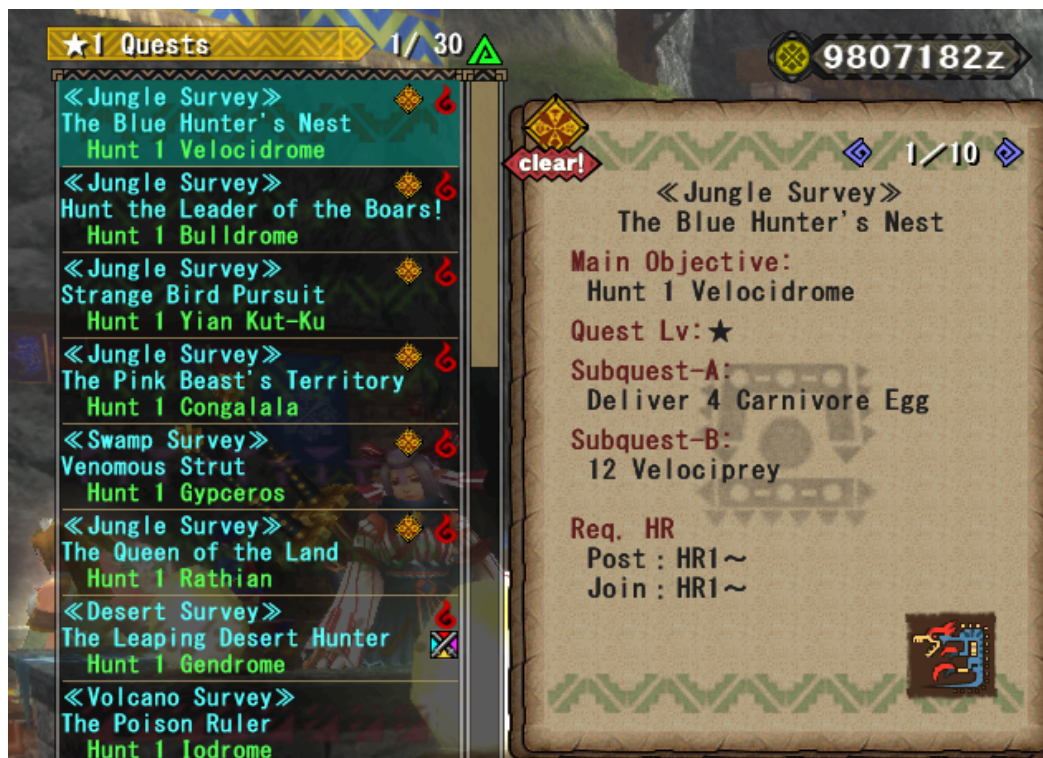
Now that you have bought/combined all these items that are in your inventory/box. Clean up your inventory to have the essentials like Potions, Perfect Whetstones, Hot/Cold Drinks, etc... and don't forget the charms. Save what you have as an Item Set so you can easily get a prepared inventory before each quest.

Resolute Weapon

If you want the strongest weapon possible(it also upgrades easily) until HR5/6 or maybe even G rank, you can do the Event quest "Show Your Determination" where you have to capture a really weak Hypnocatrice. Make sure to not accidentally kill it!

First Key Quests and Urgent

Do all the first rank 'Hunter Quests' with the Key Quest symbol next to them. Once that is completed, do the 'Urgent Quest'.



Congratulations you're Hunter Rank 2.

Hunter Rank 2

Before jumping into more quests, we have two new NPCs that can join us on quests: Partners, and Partnyas.

Partners

Partners are customizable NPCs that can accompany you on quests and can give you a lot of support. They can be given armor, weapons, abilities, and item sets to use on quests. I recommend a Sword and Shield or Dual Blades partner, this guide assumes you choose Sword and Shield.

To get a Partner, go into the 'Rasta Bar' outside the Entrance to Mezeporta Square near the Guide.

Once inside, talk to the 'Legendary Rasta Flora', and select 'Partner'. You will now decide your partner's gender and their personality



Once that is complete, go to 'My Facilities' and select 'My House'

Talk to your Partner to choose their name and clothes.

They will now accompany you on quests.

I **HIGHLY** recommend getting them a Gogomoa weapon before moving on.

Equipment works differently for them as well. Their equipment falls into tiers based on monster rank the piece comes from. So basically all armor HR1-4 will give the same defense to them, and they will also not get any skill points for the armor either.

Their weapons also work differently too. Weapon damage depends on the upgrade of the weapon, and the rank, but the weapon will keep the Status, Element, Length, and

Sharpness stats of the weapon given to the partner. Ie. if you give a weapon that has 500 raw damage, 500 Dragon, 500 Paralysis, with Green Sharpness and Long Length, only the raw damage stat will change to something like 250 raw.

The Gogomoa weapon will have good sharpness, inflict paralysis status, and have long length. This makes it very good so your partner can paralyze the monsters for free damage.

They have their own rank, Partner Rank, that goes up to 999, and they also have weapon ranks that also go up to 999. These increase by completing quests with them and by having them use HRP Tickets.

HRP Tickets

HRP Tickets can be used by either giving them to your partner or Partnya and when you complete a quest with them, they will get bonus points to their rank equal to the number on the ticket. This is true for all HRP Tickets, but only the 20k Tickets are useful. HRP Tkt (4k) has another better use, you can turn them into GCP.

GCP, HRP Tkt, Shiten Tkt, and the Powder Set

GCP is gained after completing quests, the longer you're in the quest the more points you receive; or they are more commonly gained by converting tickets into points at the General Store. The two tickets that are commonly turned into GCP are 'Shiten Tkt', which do not have any other use, and 'HRP Tkt (4k)'



DO NOT use the 'HRP Tkt (4k)' for your partner, use them for GCP.

GCP can be used to buy monster mats, consumables, and gatherables. They can also be used to buy skills or 'Item Sets' for your partner.

DO NOT use your GCP for partner skills until G Rank. It is not worth it until then.

If you have over 1000 GCP, I would immediately buy your partner the 'Powder' Item Set. To do so, talk to your partner in your house, select 'Item Settings', select 'Item Lend' and select 'Powder Set'.

The Powder will give your partner the ability to use items that heal you, and give you hot and cold resistance when needed.

Partnyas

Partnyas are just Palicos from other Monster Hunter titles.

To get a Partnya, talk to the Halk Instructor in the 'My Support' section of 'My Facilities' and select 'Hire Partnya'

You will then customize them and name them. At first you can have 1 Partnya, if you are in a guild you can hire a second. Eventually you can hire a third Partnya.

Partnyas can be given armor and weapons that are gained from Event Quests. Their armor can be given Partnya decorations, but decorations cannot be easily obtained till G Rank, but they are still useful.

Partnyas will increase monster part break rewards by 1. The most consistent way to increase them in the game. This is very good at all points of the game, and gets even better once you're in G Rank and fighting Zenith monsters.

You can check out all the details of your Partnya at the Partnya Board. This is also where you can assign them to follow you on quests.

I recommend using them when you're trying to get a specific monster material that can come from a part break reward.

Caravan Gem

You have access to one more thing once you reach HR2. The Caravan Gem. You get the Gem by talking to Boss Kiel in the Pallone Caravan.

In General the Caravan Gem is a grind you do in G Rank, but the gem is useful to get now so you can level it while you have quests to do.

Basically, when you get the gem, there will now be a colored circle next to your name. There are 7 colors to the gem. This colored circle indicates what quests will contribute level points to that color. You reach the max level of all colors in the gem, you can level up your gem.

You get access to new additional skills each time the Gem levels up.

Note there's also a rainbow color that can appear next to your name, this means any quest completed will contribute to all Gem color levels.

You can check the status of your caravan gem by going into the menu, selecting 'Status' then selecting 'Personal Status' and scrolling through the pages.

First House and Item Box Expansions

You can now expand your House, and increase how many pages your item box has. To do so, go to the General Store and buy the Storage Guides and House Expansion 1.



Rukodiora Equipment and Key Quests

Now that all of that is out of the way it is time to go back to hunting monsters.

Before doing any of the key quests, we can actually get very powerful by grinding an armor set out that will last us until HR5.

Slay Rukodiora over and over until you have enough materials to make its weapon and armor pieces. Use everything at your disposal to beat Ruko, the Dragonator, Max Potions from the quest item box, Attack Up Bentos, you will take a lot of damage at first (up to half health from max depending on the attack) but the fight is not hard or long, and gets easier the more armor pieces you get.

You can keep using the Infinity Weapon you got from the 'Gear Acquisition Quest' from before, or the Resolute Weapon. Just make sure to upgrade them.

Once you have the armor and equipment do all the HR2 Key Quests and the Urgent. Onto HR3!

Hunter Rank 3

HR 3 would be considered High Rank if this were a normal Monster Hunter Game. Not a lot of new stuff is introduced outside of the Hunter Taloncharm and Transcendence.

Hunter Taloncharm

The Hunter Taloncharm combines 2 items into 1. The Power Taloncharm, and the Armor Taloncharm. To make it you need 2 Power Charms, 2 Armor Charms, and 2 Lao Shan Claws. Buy the Claws with GCP from the General Store. Combine both charms with the Lao Shan Claws to make the Power Talon and Armor Talon. Combine the second pair of charms with their respective talon to make the Power Taloncharm and Armorcharm. Combine those two items together to make the Hunter Taloncharm. See chart below:



Transcendence

Transcend is a customisable buff that automatically appears in your item bar after talking to the Guildmaster. It is similar to Wystone in MH4U, but the buff cannot be used immediately, it is charged up over the course of the hunt and lasts for a short period of time. It starts off silver, when it is fully charged it is gold, and after using it in your item bar the buff will be applied to your character. At first the buff is only a damage increase. If you deal enough hits to monsters while the buff is active, the icon will transform into the knife icon below, and you can perform your Ultimate Burst.



The Ultimate Burst is dependent on the element of your weapon. See the table below:

Attribute	Effect
Fire	Deals fire element damage, flame bursts can force most monsters to stagger.
Water	Deals low water element damage and softens hitzones on monsters. Has a very long duration.
Ice	Freezes a monster solid, restricting all movement for a time period. Tails cannot be cut during this state and some

	monsters may be resistant to freezing even if they take ice damage.
Thunder	Deals thunder element damage and paralyzes monsters. Does not work on monsters that can't be paralysed.
Dragon	Deals dragon element and stun damage, can KO monsters.
Raw	Deals large amounts of raw damage and causes a Flash Bomb effect.

There is a lot more about Transcendence, but it won't be upgraded till G Rank. For more information about it please see [Fist's Guide for Transcendence](#).

Hunter Rank 4

HR 4 is the last rank before Elite Rank(HR5-6). HR 4 only introduces the 'My Tore' feature under 'My Facilities'.

My Tore and Tore Points

The Tore is an area for you to hire Felynes and Poogies for helping you on your journey. The Felynes, while useful, are basically irrelevant content, and you **SHOULD NOT** spend any Tore Points on them until G Rank.

Poogies are incredibly useful... in G Rank, but it's worth learning about them now.

I recommend following the 'Hunter Navi' for the Tore: This involves choosing a manager, getting a Poogie, and getting the Departure Facility for the Poogie.

This will take a few days to happen.

After talking to the Wyverian NPC, and choosing a manager it will take 24hrs for the manager to arrive. It will take another 24hrs to get a poogie after spending your points. **NOTE:** You must spend 30 points, it defaults to spending 1 point at a time!

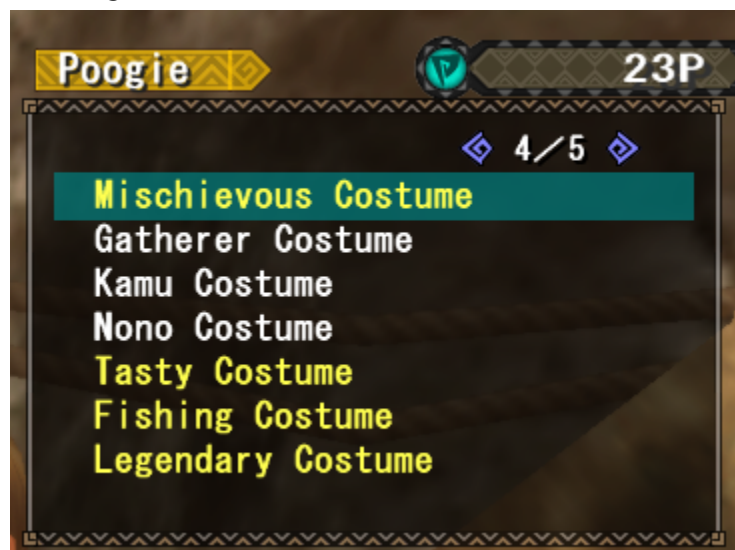
The Departure Facility also takes 24hrs to build, but you can start its construction after hiring a Poogie.

Gaining Tore Points: There are two ways to get Tore Points, exchanging 10P and 30P Tkt (Poogie Farm) with the Manager by choosing "Get Points" while the tickets are in your inventory you can also get 1 or 2 points daily by doing this as well, or repeatedly talking with the manager after reach certain Hunter Rank Milestones(HR5, 6, and G rank).

DO NOT select 'Redeem Points' at this time. It will change 30 Tore Points into 3000 GCP. You will use this in G Rank.



Once you have your Poogie, and the 'Departure Facility is built, talk to the Manager and change the Poogies clothes to a Yellow Text clothing(if you do not have any with yellow text claim them from the Guide at the Entrance to Mezeporta). These are Premium Clothes that will later in G Rank. And add your Poogie to the Departure Facility and it will join you on quests and occasionally drop items for you. Later you can add skill cuffs to the Poogie, but we will talk about that in G Rank.



Hunter Rank 5

Hunter Rank 5 is the beginning of Elite Rank. This is where the difficulty begins to spike, so before we can continue we must prepare for the new challenging monsters ahead by using the guides mentioned previously. Both are linked again below:

[HR5 Entry Guide](#). This guide mentions everything new for equipment.

The HR5 Entry Guide should mention everything new to this rank, so I will not be going over them in this guide, but I will mention more general information that can be missed or is not included, and some equipment recommendations that I have compiled. Before getting to those though, remember that MHF was made as an MMO, while it is completely possible to solo HR5 and HR6, they were never meant to be, and it can be frustrating/challenging, so ask for help in your Guild or in the Rain Discord server and see if anyone wants to help. There are always people who will help, and can gear down for the challenge.

NOTE: All HR5 and above quests can only be done from non-Newbie worlds.

Final House and Item Box Expansion

BEFORE claiming the HR5 Welcome Pack, go to the General Store and buy the House Expansion(s). This will expand your house, and give you the final item box upgrade.

HR5 Welcome Pack

Talk to the Guide to receive some monster materials for a good weapon and a beginner armor set, Coordy, for HR5. This armor set is not great but is better than anything else you have and will help in getting your first armor set. You can make any weapon using the monster materials under the Gou tab in the Smithy. The weapon the materials make is very good, and can be used all the way to HR6 if you upgrade it and want to.

Heaven and Storm Style

Heaven and Storm Style are new weapon movesets that you can equip after talking to the Guild Master. I recommend trying them out in your House, through the feature at your Bed and watching some videos on Youtube, but they will generally be stronger movesets over the Earth Style you have been locked into until now.

For most movesets, Storm Style has the new parts of Heaven Style incorporated into it. You can equip the new styles at the Boix in your House or the Workshop by selecting 'Change Equipment', 'SR Settings', clicking on a weapon type and choosing 'Style'.



Daily Quests and Best Bento

At HR5 you unlock the ability to do Daily Quests. You can **ONLY** do **TWO** quests a day after getting the 'Daily Special' from the General Store NPC.

There are two important daily quests to do at this point of the game up until GR999:



The Rukodiora quest is useful for its **GUARANTEED** Elder Dragon Gem.

The Gendrome quest gives you the ingredients for the best Bento in the game: Sticky Pasta. It also gives other useful ingredients, but only if you don't have anymore ingredients for Sticky Pasta.

I **HIGHLY** recommend doing at least the Gendrom quest everyday, until GR999 when you can buy the ingredients.

Guild Food and Poogie Buffs

Guild Cooking is available at guild rank 15, it is a mini-game performed by up to four people. Guild food can activate skills separate from armor skills. The skill effect gained by cooking lasts for 90 minutes. However, if a new skill is obtained by cooking, the effect is overwritten. Up to 6 dishes can be "left over". The leftover dishes will be stored for 1 hour.

To cook, select both yellow ingredients, which are "base ingredients", and pink ingredients, which are "Auxiliary". These allow you to create dishes via the menu. Cook in the mini-game by repeatedly pressing the confirm button, the cursor on the gauge will move to the right.

By hovering the cursor over the green "Success Area" or blue "Great Success Area," a stamp will accumulate directly below the food meter. When the color of the stamp turns

green, the dish is a success, and when it turns blue, it is a great success. The more people that participate, the higher the chance the dish will be a great success.

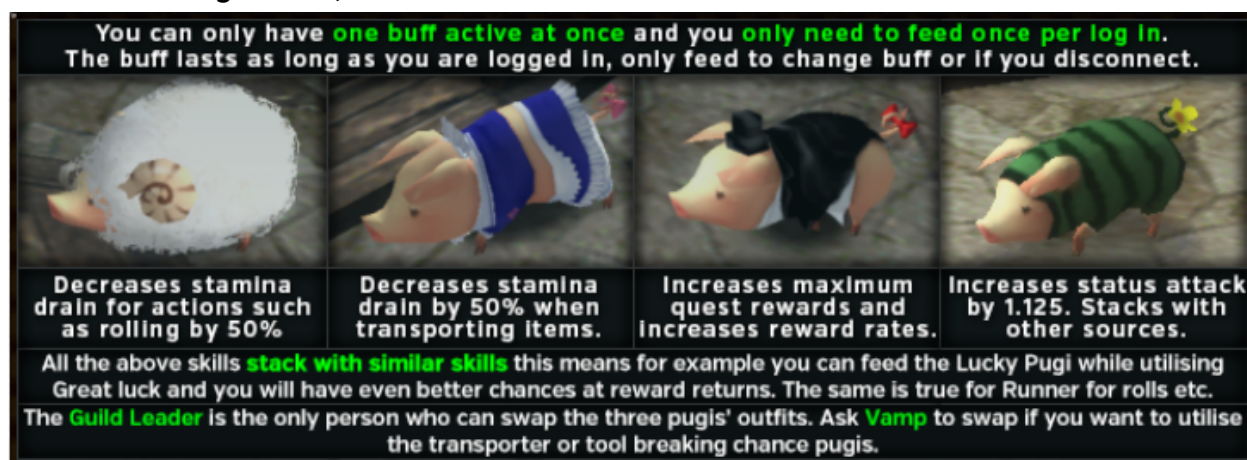
You can check the recipes in Ferias.

See a video guide for cooking [here](#).

TIPS: Check the item you need in Guild Cat Buy & Grocery Store first. For better aim, during the mini-game, use Guild Tkt and cook with Chef's Wisdom.

Like Guild Food, Guild Poogie Buffs can activate skills separate from armor skills.

For Guild Poogie buffs, you need to feed the Poogies crackers you can get from the Guild Shop. Feed them continuously until you get the effect. See the image below for what each Poogie does, and other information.



Exotic Monsters and their Gear

Exotic Monsters are very strong, but their gear is also very strong. Weapons and armor made from Exotic monsters always give a maxed Skill. As an example, if you kill Nargacuga and make any one piece of its armor, it will give Evasion+2. The guides I linked above will go into this more, but I will leave this table for reference:

All Weapons	Speed Eating
Brachydios	Bomber
Deviljho	Starving Wolf +2
Barioth	Ice Attack (Large)
Uragaan (Blademaster)	Guard +2
Uragaan (Gunner)	Ammo Combiner
Zinogre	Thunder Attack (Large)
Stygian Zinogre	Dragon Attack (Large)
Nargacuga	Evasion +2
Seregios	Critical Eye +5
Gore Magala	Focus +2
Shagaru Magala	Status Immunity (Myriad)
Amatsu	Water Attack (Large)

HR5 Gear Recommendations

Recommended Decos:



Recommended Sets:

Charlotte 03/16/2023 10:16 AM

i rec the gougarf armor with evasive blade G decos. gives 5 sharpening, 5 fencing, 5 evasion. so evasion +2, and a 20% damage boost on top of whatever gougarf gives

Evasive Blade G
Slots Req : 1
RARE-7 Owned x 0 (0) Info

[Required Mats]

- Mosaic Jewel : 0 (17) / 15個
- Toa Ice Scale : 0 (4) / 5個
- Toa Shl : 0 (14) / 5個

buy mosaic jewels from the gcp exchange at the general store
you can buy toa mats with n points

Equipment	Decos	Skills
1 Slot Weapon	Fencing G	Evasion+2 Super High Grade Earplugs Sharp Sword 2 Fencing 2 Attack Up (L) Expert +4 Sharpness +1
エミット Helm	Fencing G	
Nargacuga Mail	Attack 3 Deco	
Odiva Arms	Attack 3 Deco	
Stroma Faulds	Sharp Expert G	
Odiva Greaves	Attack 3 Deco	

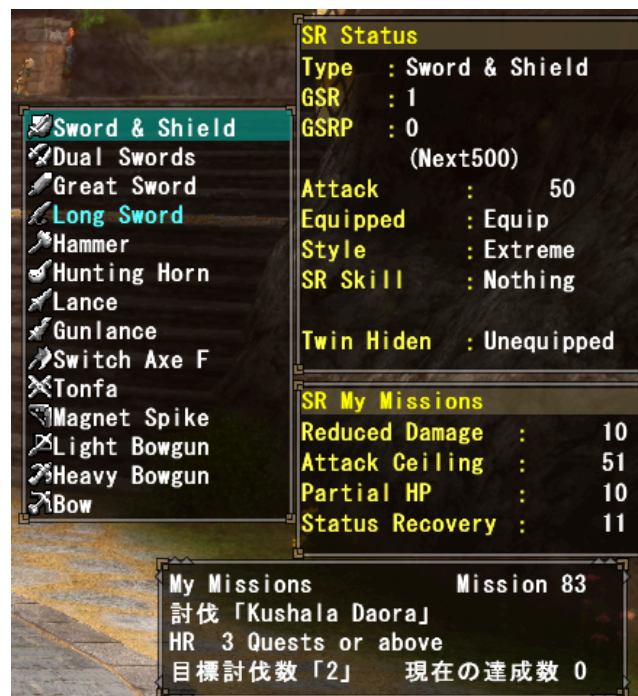
The Helm is Doragyurosu, the Faulds are Baruragaru, Odiva is Odibatorasu.

Hunter Rank 6

The only things introduced in HR6 are My Missions, some new Exotic monsters, and Supremacy monsters. Keep on improving your equipment to slay them!

My Missions and Tickets

My Missions are very important for endgame, they are a series of quests(250!) that buff your Hunter's stats. To check these stats you can find them under 'Status', 'SR Status'.



Right now as you are HR6 you should have about 10 or 20 My Mission Tickets, use these by talking to the Guild Master. The stats under "SR My Missions" will increase after. These tickets will be used to skip actually doing Quests, but multiple get used per quests instead of a 1 to 1 ratio. Takes about 1200-1400 tickets to max.

To do a My Mission quest, talk to General Quests NPC and choose 'My Mission Quest'. I **HIGHLY** recommend getting to 30 or 50 My Missions completed right now, these will help when facing the tougher monsters of these ranks.

DO NOT do the 'My Missions' quests located under 'My Facilities' these are not the same and are completely irrelevant.

Supremacy Monsters

Supremacy Monsters are just guaranteed Hardcore monster fights of powerful monsters. They are incredibly powerful, and take a lot of patience and knowledge to beat. Make sure your gear is upgraded well and deco'd out when taking them on. Don't forget about your Partner's gear either!

HR6 Gear Recommendations

I recommend looking at the [HR5 Entry Guide](#) and copying the sets there, or using the sets in the HR Mixset channel in the Rain Discord.

GS Set:

MHSX2G equipped clip Blademaster(Male)

0 Slot Weapon

Gore Helm	(透)	Lv7	147	●●●	Evasive Blade G, Evasive Blade G, Attack 3 Deco
Odiva Mail	(剛)	Lv7	132	●●	Attack 3 Deco, Attack 3 Deco
Nargacuga Arms	(透)	Lv7	149	●●●	Attack 3 Deco, Attack 3 Deco, Sharp Expert G
Odiva Faulds	(剛)	Lv7	127	●●	Survivability G, Survivability G
Seregios Greaves	(透)	Lv7	150	●●●	Survivability G, Attack G, Attack G
Pugi No Clothes					

Defense:705 Slot:●13○0 Fire:-8 Water:24 Thunder:-37 Ice:9 Dragon:3

Passive Skills

Expert +5,Evasion +2,Focus +2

Active Skills(After Skill Up)

True Guts,Status Immunity (Myriad),Fencing +2,Recovery Speed +2,Sharp Sword +2
Sharpness +1,(Expert +2),Sharpening Artisan,Attack Up (XXL),Super High Grade Earplugs
(Evasion +2),(Runner +2)

TIPS: For Supremacy Teostra, recommend Fire Resist Decos. For Garuba Daora, use Crystal Res Decos.

Too Difficult?

Remember what I said for HR5: "Remember that MHF was made as an MMO, while it is completely possible to solo HR5 and HR6, they were never meant to be." Find some Friends/Guildies/ask for help in Rain Discord, and ask for them to gear down. That should help with the challenge. If you have spare GCP, move to the Diva Worlds, and

talk to the Diva Defence NPC and you can buy the skill “True Guts” from her for up to 10 quests. This skill makes it so you survive at 1 health if you have more than a certain amount of health and stamina.

Still Too Difficult?

If things are still too challenging, there are 2 other ways that the challenge can be alleviated, there is also no shame in asking for a carry or using Halk Pots and Legendary Rastas, but do try them without at first to truly see the difficulty.

1. **Legendary Rasta:** These are the same NPC Companions you used to get a partner. Contract them at the Rasta Bar, and have ‘Legendary Rasta Tickets’ in your inventory when you start a Quest and they will join. Long story short is they can solo basically every monster, but they can die and come back, they are OP.
2. **Halk Pots:** Halk Pots reduce the damage you take in quests by 70%, and they last even if you cart. They are OP.

Hunter Rank 7

Hunter Rank 7 is just a single quest. Repel Shantien. You should have everything you need, there is nothing new, just beat Shantien and you will be in G Rank.

In the next section, I will be taking a detour to show the Armor Set Searcher, give people the guides for it, and show recommended filters depending on different gear points in the game. I recommend at least downloading the set searcher and giving it a try. It is not necessary for beginner G rank, but once you get to Zenith Monsters and Korinyi, ZY/ZX gear will still be a lot better than it and knowing how to use it to make the set you want will be incredibly useful and save a lot of headache of trying to do it manually.

Detour: Armor Set Searcher

The Armor Set Searcher is a useful tool for any Hunter looking to create the sets they want to make, but it can take a little bit of help to use efficiently. This section will be dedicated to just the set searcher, getting used to it, and making it work how you want it to work since it can take some tinkering with.

You can find where to install the Armor Set Searcher [here](#). You can find another guide for the armor set searcher [here](#). You can find a quick video guide [here](#). Images to explain the buttons/menus in the set searcher [here](#).

With all of these guides you should be able to get started, but I will show screenshots of what Filters should be used to obtain specific results, starting with everything you need to get beginner G rank gear and working upwards. I recommend reading the guide and watching the video guide before getting started, then using the filters I show below at whatever rank you are to get used to it, then come back and reference it when you need an upgrade. Eventually you will get the hang of it!

Note: The filters provided below may not be exactly what you 100% need for your set so I have included notes on what to include or exclude depending on what you might have access to at that time. If I say “Include” or “Exclude” that means the literal “Inclusion/Exclusion” list in the Armor Set Searcher.

Important: Don't set the 'CPU Threads' to more than 8. It will be unstable.

Beginner G Rank Gear; Not Navi, Lars or Donru?

Equipment:

EquipmentDecorations

☐ Paid and Premium

☐ Package
 ☐ Premium Kit
 ☐ Gachapon
 ☐ Net Cafe
 ☐ Subscription Period
 ☐ Promotional
 ☐ Taiwanese Premium

☒ Guild

☒ Festival

☐ (祭) : Festival
 ☐ (祭FX) : FX Festival
 ☐ (祭RX) : RX Festival
 ☐ (祭LX) : LX Festival
 ☐ (祭HC) : HC Festival
 ☐ (祭HS) : HS Festival
 ☒ (祭G) : G Festival
 ☒ (祭GX) : GX Festival
 ☐ (祭他) : Winner and Loser Crowns Etc

☐ Diva Defense

☐ (獵) : Guild Membership Required
 ☐ (獵HS) : HS Guild Membership Required
 ☐ (獵G) : G Guild Membership Required
 ☐ (獵GX) : GX Guild Membership Required

☐ Tower and Event Cycle
 ☐ Caravan and Diva Defense
 ☐ Hunter's Road

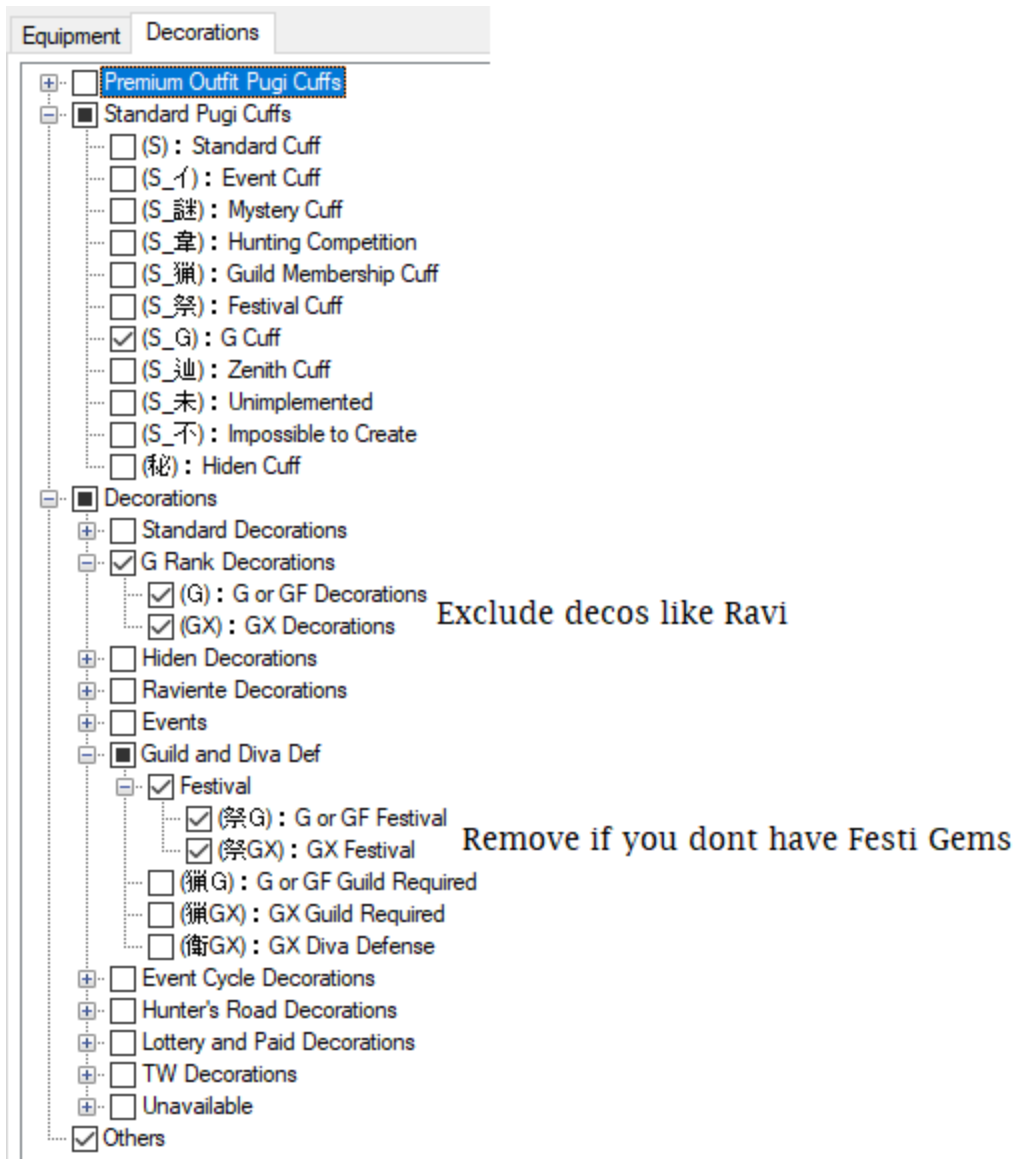
☒ G Rank Armour

☒ (G) : G Armour (G and GF)
 ☐ (GX) : G Armour (GX)
 ☒ (G霸) : G Supremacy Armour
 ☒ (烈) : G Burst Species Armour
 ☐ (G秘) : G Hiden Armour
 ☒ (始) : Origin
 ☒ (選) : Exotic
 ☐ (選GX) : GX Exotic

☐ Zenith Armour
 ☐ Hardcore Quests
 ☐ HR100~
 ☐ Event Armour
 ☐ Standard Armour
 ☐ Unavailable
 ☒ Others

Remove if you don't have Festi Gems

Decorations:



Post Navi/Donru GX Gear. Mainly Bounty Gear

Equipment:

Equipment

Decorations

☐ Paid and Premium

- ☐ Package
- ☐ Premium Kit
- ☐ Gachapon
- ☐ Net Cafe
- ☐ Subscription Period
- ☐ Promotional
- ☐ Taiwanese Premium

☒ Guild☒ Festival

- ☐ (祭) : Festival
- ☐ (祭FX) : FX Festival
- ☐ (祭RX) : RX Festival
- ☐ (祭LX) : LX Festival
- ☐ (祭HC) : HC Festival
- ☐ (祭HS) : HS Festival
- ☐ (祭G) : G Festival
- ☒ (祭GX) : GX Festival
- ☐ (祭他) : Winner and Loser Crowns Etc

Remove if you cannot get Festi Gems

☐ Diva Defense

- ☐ (獵) : Guild Membership Required
- ☐ (獵HS) : HS Guild Membership Required
- ☐ (獵G) : G Guild Membership Required
- ☐ (獵GX) : GX Guild Membership Required

☐ Tower and Event Cycle☐ Caravan and Diva Defense☐ Hunter's Road☒ G Rank Armour

- ☐ (G) : G Armour (G and GF)
- ☒ (GX) : G Armour (GX)
- ☐ (G覇) : G Supremacy Armour
- ☐ (烈) : G Burst Species Armour
- ☐ (G秘) : G Hidden Armour
- ☐ (始) : Origin
- ☐ (選) : Exotic
- ☒ (選GX) : GX Exotic

☐ Zenith Armour☐ Hardcore Quests☐ HR100~☒ Event Armour

- ☐ (イ) : Event Armour
- ☒ (イGX) : Event GX
- ☐ (イ迪) : Event Zenith
- ☐ (イ迪ZY) : Event Zenith ZY
- ☐ (イ迪ZX) : Event Zenith ZX
- ☐ (謎) : Mystery Quest Armour
- ☐ (韋) : Hunting Tournament Reward
- ☐ (韋HC) : HC Hunting Tournament Reward
- ☐ (韋HS) : HS Hunting Tournament Reward
- ☐ (韋G) : G or GF Hunting Tournament Reward
- ☐ (韋GX) : GX Hunting Tournament Reward
- ☐ (韋GP) : GP Hunting Tournament Reward
- ☐ (韋ZP) : ZP Hunting Tournament Reward

Remove if you cannot get Musou Event Materials

☐ Standard Armour☐ Unavailable☐ Others

Decorations:

Equipment

Decorations

Premium Outfit Pugi Cuffs

☐

(キ) : Premium Kit

☐

(P) : P Cuff I

☐

(P_II) : P Cuff II

☐

(P_ネ) : P NetCafe Cuff

☐

(P_イ) : P Event Cuff

☐

(P_特) : P Promo Cuff

☒

(P_G) : G P Cuff

☐

(P_迪) : Zenith P Cuff

☐

(P_未) : Unimplemented

☐

(P_不) : Impossible to Create

Standard Pugi Cuffs

☐

(S) : Standard Cuff

☐

(S_イ) : Event Cuff

☐

(S_謎) : Mystery Cuff

☐

(S_章) : Hunting Competition

☐

(S_獵) : Guild Membership Cuff

☐

(S_祭) : Festival Cuff

☒

(S_G) : G Cuff

☐

(S_迪) : Zenith Cuff

☐

(S_未) : Unimplemented

☐

(S_不) : Impossible to Create

☐

(秘) : Hidden Cuff

Decorations

☐

Standard Decorations

☒

G Rank Decorations

☒

(G) : G or GF Decorations

☒

(GX) : GX Decorations

☐

Hidden Decorations

☐

Raviente Decorations

☒

Events

☒

(イ) : Event Decorations

☒

(イ G) : G Event Decorations

☒

(イ GX) : GX Event Decorations

☐

Guild and Diva Def

☒

Festival

☒

(祭 G) : G or GF Festival

☒

(祭 GX) : GX Festival

☐

(獵 G) : G or GF Guild Required

☐

(獵 GX) : GX Guild Required

☒

(衛 GX) : GX Diva Defense

☒

Event Cycle Decorations

☒

(塔 GX) : GX Event Cycle Decorations

☒

Hunter's Road Decorations

☒

(道)

☒

(道 GX)

☐

Lottery and Paid Decorations

☐

TW Decorations

☐

Unavailable

☒

Others

Remove if you cannot get the tickets from 24hr Market

Make sure to add exclusions for decorations you cannot get like Ravi

Remove if you cannot Musou Event Materials

Remove if you have not done Hunter's Road

Equipment:

Equipment Decorations

- ☐ Paid and Premium
- ☐ Guild
- ☐ Tower and Event Cycle
- ☐ Caravan and Diva Defense
- ☐ Hunter's Road
- ☐ G Rank Armour
- ☒ **Zenith Armour**
 - ☒ (♂) : Zenith
 - ☐ (♂ZY) : ZY Zenith
 - ☐ (♂ZX) : ZX Zenith
- ☐ Hardcore Quests
- ☐ HR100~
- ☐ Event Armour
- ☐ Standard Armour
- ☐ Unavailable
- ☐ Others

Decorations:

Equipment Decorations

☐ Premium Outfit Pugi Cuffs

☒ Standard Pugi Cuffs

- ☐ (S) : Standard Cuff
- ☐ (S_イ) : Event Cuff
- ☐ (S_謎) : Mystery Cuff
- ☐ (S_章) : Hunting Competition
- ☐ (S_獵) : Guild Membership Cuff
- ☐ (S_祭) : Festival Cuff
- ☒ (S_G) : G Cuff
- ☒ (S_迪) : Zenith Cuff
- ☐ (S_未) : Unimplemented
- ☐ (S_不) : Impossible to Create
- ☐ (秘) : Hidden Cuff

Tick one or the other depending on if you want more skill points or a Z Skill

☒ Decorations

☐ Standard Decorations

☒ G Rank Decorations

- ☒ (G) : G or GF Decorations
- ☒ (GX) : GX Decorations

Remember to exclude Decos you might not have access to like Ravi

☐ Hidden Decorations

☐ Raviente Decorations

☒ Events

- ☒ (イ) : Event Decorations
- ☒ (イG) : G Event Decorations
- ☒ (イGX) : GX Event Decorations

Remove if you cannot get Musou Event Materials

☒ Guild and Diva Def

☒ Festival

- ☒ (祭G) : G or GF Festival
- ☒ (祭GX) : GX Festival

Remove if you do not have Festi Gems

- ☐ (獵G) : G or GF Guild Required
- ☐ (獵GX) : GX Guild Required
- ☐ (衛GX) : GX Diva Defense

☒ Event Cycle Decorations

- ☒ (塔GX) : GX Event Cycle Decorations

☒ Hunter's Road Decorations

- ☒ (道)
- ☒ (道GX)

Remove if you have not done Hunter's Road or dont have the RdP

☐ Lottery and Paid Decorations

☐ TW Decorations

☐ Unavailable

☒ Others

ZX Gear, Hiden, ZP Cuffs, Ravi and Musou Decos, Road

Equipment:

Equipment	Decorations
<input type="checkbox"/> Paid and Premium	
<input type="checkbox"/> Guild	
<input type="checkbox"/> Tower and Event Cycle	
<input type="checkbox"/> Caravan and Diva Defense	
<input checked="" type="checkbox"/> Hunter's Road	
<input type="checkbox"/> (道) : Road Point Exchange Etc	
<input type="checkbox"/> (道HS) : Road Point Exchange Etc	
<input type="checkbox"/> (道G) : Road Point Exchange Etc	
<input type="checkbox"/> (道GX) : Road Point Exchange Etc	
<input type="checkbox"/> (道迪) : Road Point Exchange Etc	
<input type="checkbox"/> (道迪ZY) : Road Point Exchange Etc	
<input checked="" type="checkbox"/> (道迪ZX) : Road Point Exchange Etc	
<input type="checkbox"/> G Rank Armour	
<input checked="" type="checkbox"/> Zenith Armour	
<input type="checkbox"/> (业) : Zenith	
<input type="checkbox"/> (业ZY) : ZY Zenith	
<input checked="" type="checkbox"/> (业ZX) : ZX Zenith	
<input type="checkbox"/> Hardcore Quests	
<input type="checkbox"/> HR100~	
<input checked="" type="checkbox"/> Event Armour	
<input type="checkbox"/> (イ) : Event Armour	
<input type="checkbox"/> (イGX) : Event GX	
<input type="checkbox"/> (イ迪) : Event Zenith	
<input type="checkbox"/> (イ迪ZY) : Event Zenith ZY	
<input checked="" type="checkbox"/> (イ迪ZX) : Event Zenith ZX	
<input type="checkbox"/> (谜) : Mystery Quest Armour	
<input type="checkbox"/> (章) : Hunting Tournament Reward	
<input type="checkbox"/> (章HC) : HC Hunting Tournament Reward	
<input type="checkbox"/> (章HS) : HS Hunting Tournament Reward	
<input type="checkbox"/> (章G) : G or GF Hunting Tournament Reward	
<input type="checkbox"/> (章GX) : GX Hunting Tournament Reward	
<input type="checkbox"/> (章GP) : GP Hunting Tournament Reward	
<input type="checkbox"/> (章ZP) : ZP Hunting Tournament Reward	
<input type="checkbox"/> Standard Armour	
<input type="checkbox"/> Unavailable	
<input type="checkbox"/> Others	

Decorations:

Equipment

Decorations

- ☒ Premium Outfit Pugi Cuffs
 - ☐ (キ) : Premium Kit
 - ☐ (P) : P Cuff I
 - ☐ (P_II) : P Cuff II
 - ☐ (P_ネ) : P NetCafe Cuff
 - ☐ (P_イ) : P Event Cuff
 - ☐ (P_特) : P Promo Cuff
 - ☐ (P_G) : G P Cuff
 - ☒ (P_迪) : Zenith P Cuff
 - ☐ (P_未) : Unimplemented
 - ☐ (P_不) : Impossible to Create
- ☒ Standard Pugi Cuffs
 - ☐ (S) : Standard Cuff
 - ☐ (S_イ) : Event Cuff
 - ☐ (S_謎) : Mystery Cuff
 - ☐ (S_章) : Hunting Competition
 - ☐ (S_獵) : Guild Membership Cuff
 - ☐ (S_祭) : Festival Cuff
 - ☐ (S_G) : G Cuff
 - ☐ (S_迪) : Zenith Cuff
 - ☐ (S_未) : Unimplemented
 - ☐ (S_不) : Impossible to Create
 - ☒ (秘) : Hidden Cuff
- ☒ Decorations
 - ☐ Standard Decorations
 - ☒ G Rank Decorations
 - ☒ (G) : G or GF Decorations
 - ☒ (GX) : GX Decorations
 - ☒ Hidden Decorations
 - ☒ Raviente Decorations
 - ☒ Events
 - ☒ (イ) : Event Decorations
 - ☒ (イG) : G Event Decorations
 - ☒ (イGX) : GX Event Decorations
 - ☒ Guild and Diva Def
 - ☒ Festival
 - ☒ (祭G) : G or GF Festival
 - ☒ (祭GX) : GX Festival
 - ☐ (獵G) : G or GF Guild Required
 - ☐ (獵GX) : GX Guild Required
 - ☒ (衛GX) : GX Diva Defense
 - ☒ Event Cycle Decorations
 - ☒ (塔GX) : GX Event Cycle Decorations
 - ☒ Hunter's Road Decorations
 - ☒ (道)
 - ☒ (道GX)
 - ☐ Lottery and Paid Decorations
 - ☐ TW Decorations
 - ☐ Unavailable
 - ☒ Others

Dependent on amount of road completed

Remember Decos like ravi are dependent on their accessibility to you and your amount of road done.

Musou Event Materials and their accessibility are dependent on your amount of road completed

Endgame with Zenith Premium, No Limitations

Equipment:

Equipment	Decorations
<div><input checked="" type="checkbox"/> Paid and Premium<ul style="list-style-type: none"><input checked="" type="checkbox"/> Package<ul style="list-style-type: none"><input checked="" type="checkbox"/> Premium Kit<input checked="" type="checkbox"/> Gachapon<input checked="" type="checkbox"/> Net Cafe<input type="checkbox"/> Subscription Period<input checked="" type="checkbox"/> Promotional<input type="checkbox"/> Taiwanese Premium<input checked="" type="checkbox"/> Guild<ul style="list-style-type: none"><input type="checkbox"/> Festival<input checked="" type="checkbox"/> Diva Defense<ul style="list-style-type: none"><input type="checkbox"/> (衛) : Diva Defense Item Exchange Etc<input type="checkbox"/> (衛GX) : Diva Defense Item Exchange Etc<input type="checkbox"/> (衛迪) : Diva Defense Item Exchange Etc<input type="checkbox"/> (衛迪ZY) : Diva Defense Item Exchange Etc<input checked="" type="checkbox"/> (衛迪ZX) : Diva Defense Item Exchange Etc<input type="checkbox"/> (獵) : Guild Membership Required<input type="checkbox"/> (獵HS) : HS Guild Membership Required<input type="checkbox"/> (獵G) : G Guild Membership Required<input type="checkbox"/> (獵GX) : GX Guild Membership Required<input type="checkbox"/> Tower and Event Cycle<input type="checkbox"/> Caravan and Diva Defense<input checked="" type="checkbox"/> Hunter's Road<ul style="list-style-type: none"><input type="checkbox"/> (道) : Road Point Exchange Etc<input type="checkbox"/> (道HS) : Road Point Exchange Etc<input type="checkbox"/> (道G) : Road Point Exchange Etc<input type="checkbox"/> (道GX) : Road Point Exchange Etc<input type="checkbox"/> (道迪) : Road Point Exchange Etc<input type="checkbox"/> (道迪ZY) : Road Point Exchange Etc<input checked="" type="checkbox"/> (道迪ZX) : Road Point Exchange Etc<input type="checkbox"/> G Rank Armour<input checked="" type="checkbox"/> Zenith Armour<ul style="list-style-type: none"><input type="checkbox"/> (迪) : Zenith<input type="checkbox"/> (迪ZY) : ZY Zenith<input checked="" type="checkbox"/> (迪ZX) : ZX Zenith<input type="checkbox"/> Hardcore Quests<input type="checkbox"/> HR100~<input checked="" type="checkbox"/> Event Armour<ul style="list-style-type: none"><input type="checkbox"/> (イ) : Event Armour<input type="checkbox"/> (イGX) : Event GX<input type="checkbox"/> (イ迪) : Event Zenith<input type="checkbox"/> (イ迪ZY) : Event Zenith ZY<input checked="" type="checkbox"/> (イ迪ZX) : Event Zenith ZX<input type="checkbox"/> (謎) : Mystery Quest Armour<input type="checkbox"/> (章) : Hunting Tournament Reward<input type="checkbox"/> (章HC) : HC Hunting Tournament Reward<input type="checkbox"/> (章HS) : HS Hunting Tournament Reward<input type="checkbox"/> (章G) : G or GF Hunting Tournament Reward</div>	<div><input checked="" type="checkbox"/> Paid and Premium<ul style="list-style-type: none"><input checked="" type="checkbox"/> Package<ul style="list-style-type: none"><input type="checkbox"/> (ウ) : Package<input type="checkbox"/> (ウHC) : HC Package<input type="checkbox"/> (ウHS) : HS Package<input type="checkbox"/> (ウGS) : GS Package<input type="checkbox"/> (ウGP) : GP Package<input checked="" type="checkbox"/> (ウZP) : ZP Package<input checked="" type="checkbox"/> Premium Kit<ul style="list-style-type: none"><input type="checkbox"/> (キ) : Premium Kit<input type="checkbox"/> (キHC) : HC Premium Kit<input type="checkbox"/> (キHS) : HS Premium Kit<input type="checkbox"/> (キGS) : GS Premium Kit<input type="checkbox"/> (キGP) : GP Premium Kit<input checked="" type="checkbox"/> (キZP) : ZP Premium Kit<input checked="" type="checkbox"/> Gachapon<ul style="list-style-type: none"><input type="checkbox"/> (ガ) : Lottery<input type="checkbox"/> (ガHC) : HC Lottery<input type="checkbox"/> (ガHS) : HS Lottery<input type="checkbox"/> (ガGS) : GS Lottery<input type="checkbox"/> (ガGP) : GP Lottery<input type="checkbox"/> (ガ秘) : SR Lottery<input type="checkbox"/> (ガG秘) : GSR Lottery<input type="checkbox"/> (ガ選) : Exotic Lottery<input type="checkbox"/> (ガ選GX) : GX Exotic Lottery<input checked="" type="checkbox"/> (ガZP) : ZP Lottery<input checked="" type="checkbox"/> Net Cafe<ul style="list-style-type: none"><input type="checkbox"/> (ネ) : Net Cafe<input type="checkbox"/> (ネHC) : HC Net Cafe<input type="checkbox"/> (ネHS) : HS Net Cafe<input type="checkbox"/> (ネGS) : GS Net Cafe<input type="checkbox"/> (ネGP) : GP Net Cafe<input checked="" type="checkbox"/> (ネZP) : ZP Net Cafe<input type="checkbox"/> Subscription Period<input checked="" type="checkbox"/> Promotional<ul style="list-style-type: none"><input type="checkbox"/> (特) : Promo<input type="checkbox"/> (特HC) : HC Promo<input type="checkbox"/> (特HS) : HS Promo<input type="checkbox"/> (特GS) : GS Promo<input type="checkbox"/> (特GP) : GP Promo<input checked="" type="checkbox"/> (特ZP) : ZP Promo</div>

Decorations:

Search Target Classification

Equipment Decorations

- ☒ Premium Outfit Pugi Cuffs
 - ☐ (ギ) : Premium Kit
 - ☐ (P) : P Cuff I
 - ☐ (P_II) : P Cuff II
 - ☐ (P_ネ) : P NetCafe Cuff
 - ☐ (P_イ) : P Event Cuff
 - ☐ (P_特) : P Promo Cuff
 - ☐ (P_G) : G P Cuff
 - ☒ (P_迪) : Zenith P Cuff
 - ☐ (P_未) : Unimplemented
 - ☐ (P_不) : Impossible to Create
- ☒ Standard Pugi Cuffs
 - ☐ (S) : Standard Cuff
 - ☐ (S_イ) : Event Cuff
 - ☐ (S_謎) : Mystery Cuff
 - ☐ (S_章) : Hunting Competition
 - ☐ (S_獵) : Guild Membership Cuff
 - ☐ (S_祭) : Festival Cuff
 - ☐ (S_G) : G Cuff
 - ☐ (S_迪) : Zenith Cuff
 - ☐ (S_未) : Unimplemented
 - ☐ (S_不) : Impossible to Create
 - ☒ (秘) : Hidden Cuff
- ☒ Decorations
 - ☐ Standard Decorations
 - ☒ G Rank Decorations
 - ☒ (G) : G or GF Decorations
 - ☒ (GX) : GX Decorations
 - ☒ Hidden Decorations
 - ☒ (G秘) : Hidden Decorations
 - ☒ (真G秘) : True Hidden Decorations
 - ☒ Raviente Decorations
 - ☒ (蛇GX) : Raviente Decorations
 - ☒ (極蛇GX) : Extreme Raviente Decorations
 - ☒ Events
 - ☒ (イ) : Event Decorations
 - ☒ (イG) : G Event Decorations
 - ☒ (イGX) : GX Event Decorations
 - ☒ Guild and Diva Def
 - ☒ Festival
 - ☐ (獵G) : G or GF Guild Required
 - ☐ (獵GX) : GX Guild Required
 - ☒ (衛GX) : GX Diva Defense
 - ☒ Event Cycle Decorations
 - ☒ (塔GX) : GX Event Cycle Decorations
 - ☒ Hunter's Road Decorations
 - ☐ (道)
 - ☒ (道GX)
 - ☐ Lottery and Paid Decorations
 - ☐ TW Decorations
 - ☐ Unavailable
 - ☒ Others

Random Tips for Decreasing Search Time

1. If you know your set will use any extra skills(like exotic/Z skills) make sure to include them in “Other Criteria.”
2. Preset equipment when you can. After setting your skills the set searcher will even show what equipment it thinks is the best given your entered skills.
3. Preset your weapon, you can choose one with a Z skill or zero to three open deco slots.
4. Preset Decos/cuff if possible, you can even set slots to blank for when your weapon needs its three sigil slots.

Welcome to G Rank!

My video guide for G rank [here](#).

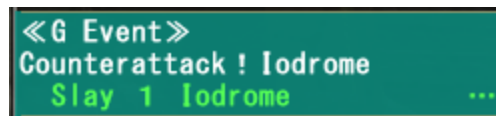
The beginning of G Rank will feel like a breeze compared to HR5/6. And the Hunter Navi is actually really good for this point of the game. The guide will not be as thorough from this point forward, but I will still mention anything easily missed or important to notice.

G Zenny aka Gz

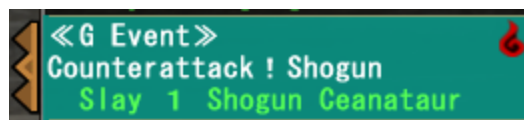
There is a new currency at G Rank. G Zenny(Gz). You should get some tickets to sell for a good amount of Gz from the Navi. If you run out of tickets there are some quests you can do at various GR that will give you many more.

From GR1-GR18 you have the Counter Attack quests under the Event Quests section:

GR1:



GR9:



GR18:

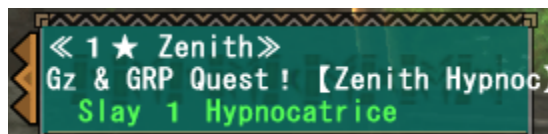


These are your best options until GR600 when you can do this Event quest:



This quest gives 1.1mil Gz after selling the rewards.

At GR999, the best quest to do for Gz is this Zenith Hypnoc quest:

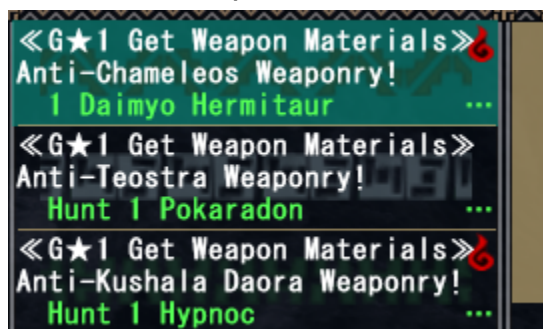


Extreme Style

Like unlocking Storm and Heaven Styles from HR5, you have now unlocked Extreme Style. Talk to the Guildmaster, and equip the style just like you have before. Most weapons do use Extreme Style, but some weapons have trade offs with other styles.

New Navi and Orb Weapons

I HIGHLY recommend following the Navi through the GR 2 section. It will explain many things and get you good armor to use while you're rising through the ranks. The GR 3 Navi does not need to be finished and is usually a waste of time and monster mats. To help you get through the Navi do the Orb Quests under Gear Acquisition. The quests give out 2 Colored Orb items as a reward, and 10 are needed to make really good weapons that will last until Zeniths. The quests and rewards are listed below:



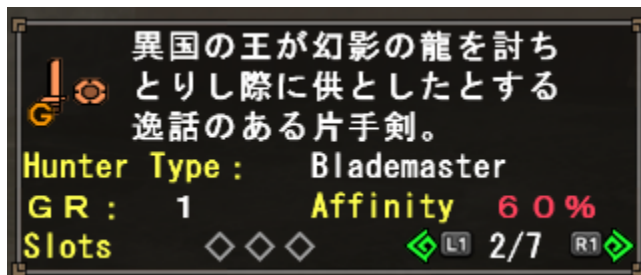
- Anti-Chameleos Weaponry, Hermitaur (Black orb) : Sns, GL, Bow, Tonfa, Swaxe
- Anti-Teostra Weaponry, Pokaradon (Blue Orb) : Hammer, Lance, Long Sword, HBG, Swaxe
- Anti-Kushala Weaponry, Hypnoc (Yellow Orb) : GS, HH, LBG, DS, Swaxe

NOTE: If you want to use a Swaxe, the best one is the Yellow Orb one.

Before moving on look through some of the other Gear Acquisition quests, there are some that give good decorations as a reward, I recommend doing them.

Sigils

Sigils are generally stat buffs for your weapon that use the sigil slot. The sigil slot is the diamond slots in the Orb Weapon below, some weapons have the ability for both decos and sigils, but sigils are most often better.



Sigils can be used to affect weapon Length, Attack, Element, Affinity, etc... There are many different buffs that can be weapon specific, but we will just focus on the most basic ones you have access to right now.

You make Sigils at the Master Felyne in the Workshop. Premium sigils will only have 1 stat, but they only roll 1-10, so a max of 30, where the other sigils can roll 1-15 with a max of 45 per slot. Premium Sigils are alright to start with, but the better generic sigils from 'Sigil Production' are the Adv. Shiten [Disu] and Adv. Shiten [Unknown] sigils that give Attack, and Element/Affinity.



You can craft up to 10 at a time, after you craft you will be able to see what you got, and decide to send them to the Sigil Box(holds 300 sigils) or sell individual sigils. You will go through a lot of sigils since the variability is so high.

To attach a sigil to a weapon, select 'Brand Sigil' from the 'Change Equipment' menu of the box in the Workshop or your House.

By the way, a perfect sigil with three 15 stats, has a 1/17k chance of rolling. Good luck!

Switch Axe F and Tonfas

The only thing to do for Switch Axe and Tonfa is to make one of both, and talk to the Guildmaster with them equipped to unlock the ability to use other styles with them.

NOTE: Tonfas do not have to be unlocked by doing Diva, you can use them now.

Where is the Magnet Spike?

You have to do a quest line to unlock the Magnet Spike. You will do three quests with only you and the Legendary Rasta Graham. The last quest is very difficult and we recommend you wait till Lars armor to try it, or even Zenith armor. I cannot find a good link to the Fist guide for this so I will post the image below for the quest.

approach and now it's being released. NO NEW EXOTICS WERE ADDED FOR 2.2.

Magnet Spikes

Basics

Magnet Spikes are a weapon with two modes that can be morphed between; these are respectively cutting and impact modes which deal the exact type of damage they are named for and use those hitboxes.

Unlocking Magnet Spike


There's a very short storyline involved with unlocking magnet spike, you will need to go on a number of **solo only** quests the culminate in unlocking magnet spikes and getting the materials for a Prototype MS for both yourself and your partner. These quests aren't terribly hard but as they are G Rank you will probably want at least the first GR set you get for free to finish them in a timely manner. A

A brief guide to the unlocking process is below:

- Talk to the smithy and blatantly ignore what he's saying.
- Head into the legendary bar and talk to the new NPC, Graham.
- Head out and to the entrance and talk to the cat you've ignored 800 times.
- Go back in and talk to Graham and do the G Rank Gougarfs in the top section.
- Go talk to Graham and then the combiner in the town square.
- Go and hunt the G Rank Rebidora in the same section as the Gougarfs.
- After the hunt head back and talk to Graham, the Smith, Graham again and then the Road NPC.
- Post the new G Rukodiora in the topmost section and murder it to death.
- Talk to Graham after returning and then the Smith.
- You've now unlocked Magnet Spikes and have the materials for a free Prototype.

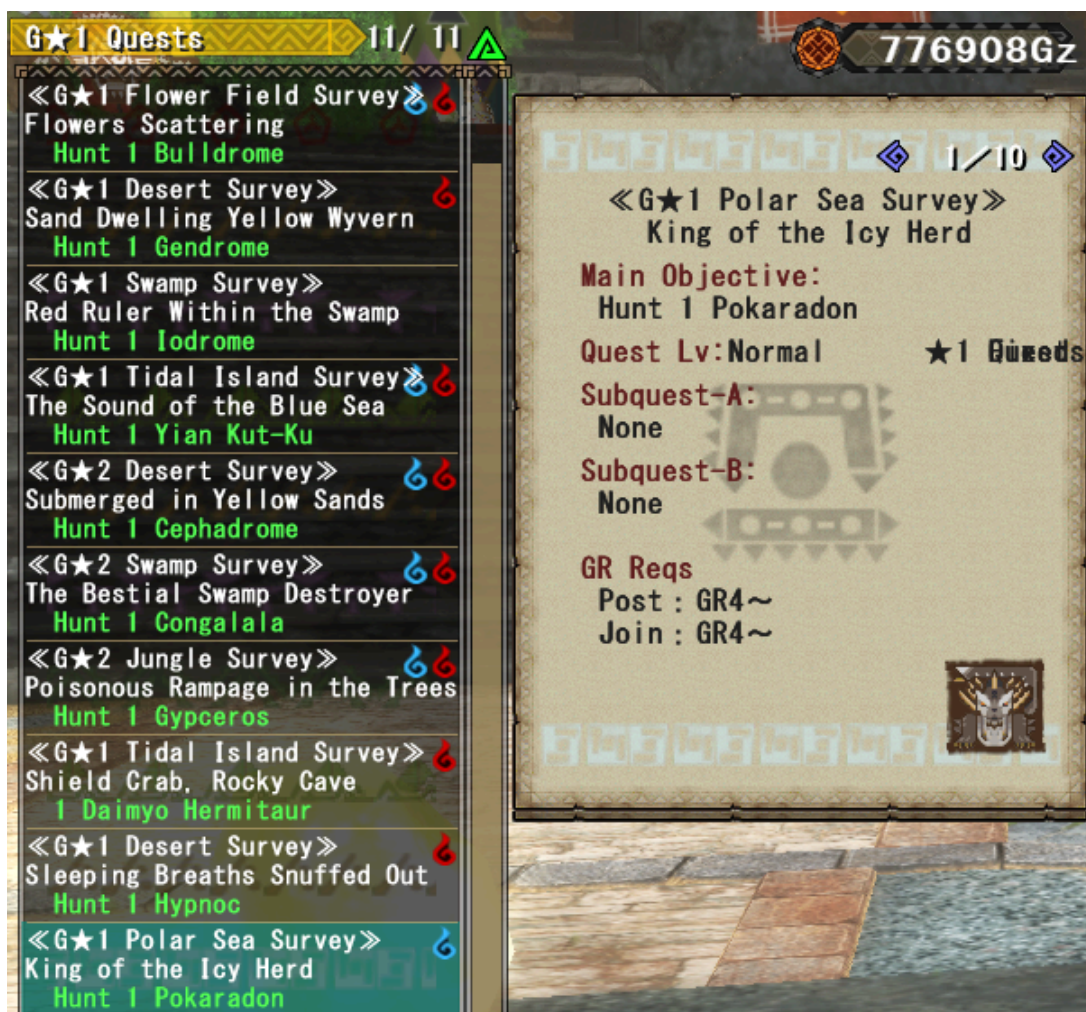
Magnet Spike Stats

Magnet Spikes have absolutely no non-standard elements compared to standard weapons; **they do not have phials nor do they have length**. Their **attack multiplier** is **5.4**, meaning you divide by 5.4 and round up to get actual true raw.



G Rank Permits

To fight higher tiered monsters you must be at the GR level and have the required permit to do so. You can get permits from fighting the last quest listed under the different G Rank tabs from the quest counter. So for you to fight monsters that need G2 permits, you need this GR and to do this quest, which is the last quest in the list:



NOTE: If the quests aren't giving the permits, you can also get them from the Road Shop. Hunting Road is explained below.

GR50? Donru Armor and Free Decorations!

At GR50 you can do an event quest where all you have to do is kill a Silver Rathalos. This quest is very easy and gives you the items you need to make the Donru armor set. The set is very good out of the box, but a little hard to add decorations into. I recommend using it until Lars armor, heck you could probably use it till Korinyi. You can also claim some free decorations from the Guide under the "Event" tab.

Lars Set Deco Recommendations

I recommend these decos:

Guren BM GF x 5, from the Navi

G Rage Attack x 5, from Deco Gear Acquisition Quest

G Protect Exploit x 5, from Deco Gear Acquisition Quest

GR150? Expand the Tore! GCP Farming!

At GR 150, there is a quest under the G Rank Events tab where you have to kill 2 Bulldromes, and the rewards can give out 10P and 30P Tore Tickets. This is the only way to get these tickets, and is also the fastest way to gain GCP. Do this whenever you need either, and I recommend maxing out your Tore!

GR200? Zeniths and Korinyi!

You can now fight Zenith Monsters. Zenith Monsters are super strong monsters, where one of the parts of the monster has been enhanced and is incredibly hard to break. Many have instant kills or one shot combos at the higher tiers of Zeniths. The monsters also can have Zenith blights and elements which are usually incredibly harmful to your Hunter and you need to be wary of them. Of course they also have Zenith Roars, Quakes, and Wind Pressure! I have added what all the Zenith Blights and Elements are below:

Zenith Status	Effect
Poison	Acts identically to other forms of poison but can only be cured by picking up purple shinies off the ground that are dropped while fighting Zenith Espinas. Drops up to 10 health/s at GR800. Using a Zenith skill on Poison Resistance can reduce the effect of this poison, but there is no super poison immunity. Caused by Zenith Espinas, and Gasurabazura.
Sleep	Acts identically to other forms of sleep but can only be cured by being hit by other players. This lasts a very long time and when players are in this state Zenith Hypnoc will perform a Nightmare Song which will cause your health to rapidly deplete, guaranteeing a one shot if solo. Using the Zenith skill on Sleep Resistance reduces the effect of this to that of normal Sleep, allowing you to use an Energy Drink to recover. Caused by Zenith Hypnoc, and Inagami
Crystal Paralysis	A combination of both Paralysis and Crystallization. You are paralyzed while also being inflicted with the Crystal status. Naturally this stops you from recovering as easily from the crystals and completely immobilizes you. The Paralysis that is caused by this is the Lingering Paralysis below. Crystal Immunity stops the effects of the Crystal effect but not the Paralysis. Caused by Zenith Akura Vashimu.
Lingering Paralysis	Initially acts identically to traditional paralysis but has lingering effects that cause you to flinch as if you have been hit by a small monsters occasionally, interrupting other actions and generally being

	<p>annoying. Can only be countered by using the Zenith skill on Paralysis Resistance which grants full immunity.</p> <p>Caused by Zenith Akura Vashimu</p>
Bleeding	<p>Causes damage over time and during all actions. Can be cured by using Bleed Cures after a certain amount of time. Is not dispelled by crouching or by eating meat as with mainline bleeding.</p> <p>Caused by Zenith Tigrex and Hyujikiki.</p>
Lightning Rod Needle	<p>A spike is impaled in the hunter causing lightning to explicitly target it periodically. Destroyed when struck.</p> <p>Caused by Zenith Hyujikiki.</p>
Zenith Blight	Effect
Fire	<p>Causes you to lose both your normal health and reduces the length of the health bar over time. Rolling cancels this effect.</p> <p>Caused by Zenith Rathalos, Gravios and Midogaron.</p>
Thunder	<p>While under the blight taking any amount of thunder damage will cause you to go into cardiac arrest and require a hit to be revived. Mostly results in guaranteed carts. Naturally expires with time and the cardiac arrest can be canceled by a revival from another player. Naturally expires with time and rolling cancels the effect.</p> <p>Caused by Zenith Khezu, Taikun Zamuza, and Toridless</p>
Water	<p>Your stamina recovery becomes incredibly slow and infinite stamina effects are instantly removed. Naturally expires with time and rolling cancels the effect.</p> <p>Caused by Zenith Daimyo and Plesioth</p>
Ice	<p>Actively causes you to lose stamina and upon stamina being reduced to zero, freezes you in place. The freezing cannot be canceled by Freeze Res but being hit after freezing will instantly free you. Can be mashed out of both before and after freeze takes place.</p> <p>Caused by Zenith Blangonga, Anorupatsu and Giaorugu.</p>
Dragon	<p>Disables use of all recovery items causing them to give a negative reaction that reduces health instead also disables natural healing and negates other sources such as vampirism or a transcend activation. Naturally expires with time or can be negated with 13 rolls but only with weapon sheathed.</p> <p>Caused by Zenith Rukodiora, and Doragyurosu.</p>

NOTE: If you have 55 resistance in an element you will negate the Zenith element.

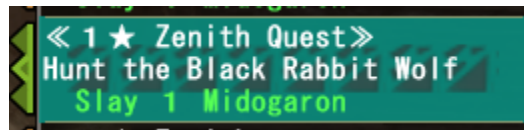
You can fight the Zenith Monsters under the Zenith tab in the G rank Quests. Zenith Monsters have 4 tiers, obviously start off with Z1s so you can make a zenith weapon, to make hunting zeniths easier.

Zenith materials do not make all weapon types. The table below shows what Zenith monsters make what weapons:(**table needs reworked some are wrong/missing**)

Zenith Monster	Weapon Types	Element
Khezu	DS, LS, Tonfa, HBG, LBG, Bow	Thunder
Daimyo Hermitaur	DS, HH, Swaxe, HBG, LBG, Bow	Water
Hypnoc	SnS, GS, Hammer, HH, GL, Swaxe	Sleep
Espinas	SnS, DS, LS, Lance, GL	Poison
Rathalos	DS, Hammer, GL, HBG, LBG, Bow	Fire
Blangonga	GS, Tonfa, Swaxe, HBG, LBG, Bow	Ice
Akura Vashimu	SnS, LS, Swaxe, Lance, GL, HH	Para
Tigrex	SnS, GS, Hammer, LS, Lance, Tonfa	Raw
Hyujikiki	DS, GS, Hammer, Swaxe, HBG, Bow	Raw
Giaorugu	SnS, DS, Hammer, GL, Lance, Tonfa	Ice
Midogaron	GS, Lance, LS, HH, Tonfa, LBG, MS	Fire
Rukodiora	DS, HH, Swaxe, Tonfa, HBG, Bow	Dragon, Para
Plesioth	SnS, GS, LS, Hammer, Lance, GL	Water
Inagami	SnS, LS, Lance, Tonfa, HBG, LBG	Sleep
Toridless	SnS, GS, Lance, GL, HH, Bow	Thunder
Doragyurosu	SnS, LS, Hammer, GL, Swaxe, LBG	Sleep
Gasurabazura	GS, Swaxe, Hammer, HBG, Tonfa, Bow	Poison
Anorupatisu	Tonfa, DS, HH, GL, LS, Lance	Ice
Bogabadorumu	DS, HH, Lance, GL, Tonfa, Bow	Blast
Gravios	SnS, LS, Lance, GL, DS, Swaxe	Fire, Blast
Baruragaru	GS, Hammer, Tonfa, Swaxe, LBG, HBG	Water
Taikun Zamuza	LS, Tonfa, Hammer, Swaxe, MS, HBG, Bow	Thunder
Harudomerugu	SnS, DS, GS, HH, Lance, GL, MS	Raw

Zenith equipment also has Zenith Skills on them. There are many Zenith skills, look on [Mertna](#) or [Ferias](#) to see them all!

After you have your first Zenith weapon you can get the Korinyi armor. This armor is very good, and will help you against all Zeniths. To get this armor you must defeat a Zenith Midogaron with a Zenith Weapon in this quest:



I **HIGHLY** recommend getting a second Korinyi set for your partner and also a Zenith Akura Vashimu SnS for them as well.

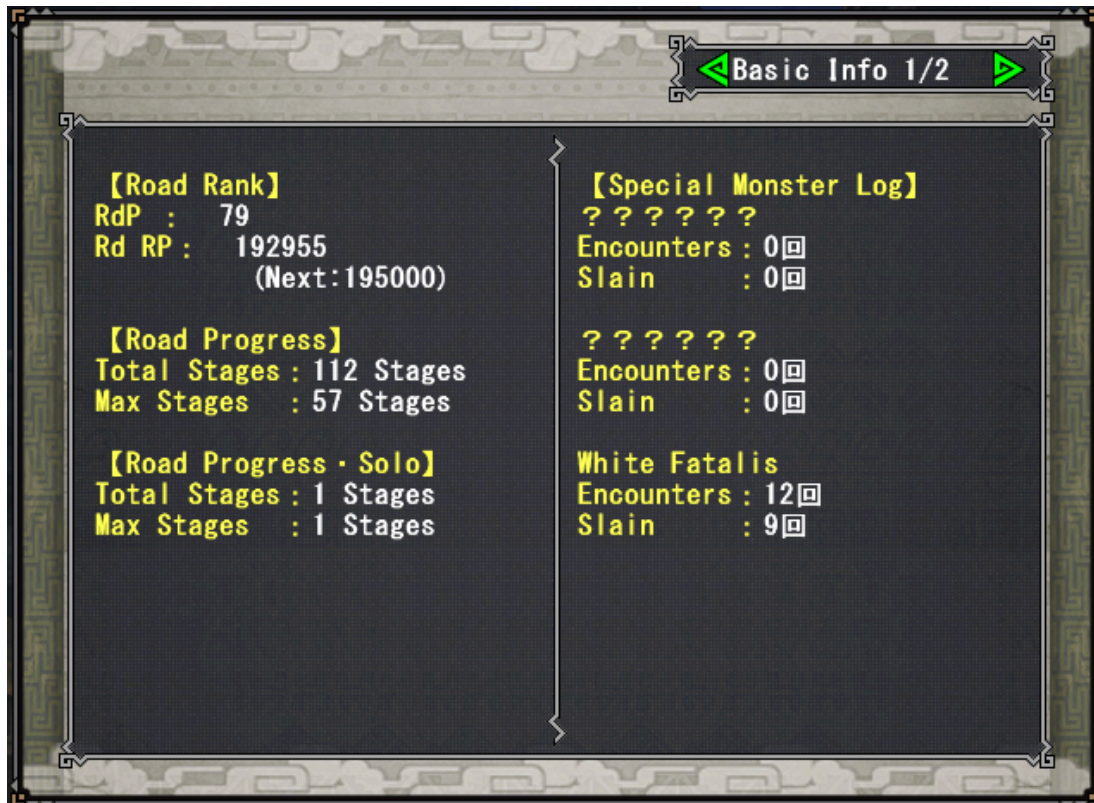
NOTE: Most Magnet Spikes come from Zenith Monsters.

The Hunter's Road

Road is a special quest where you fight continuous floors of single monsters that increase in difficulty over time. Every 10th floor you will fight a White Fatalis. By defeating monsters you get Road Points which you can use at the Road Shop. The best monster materials, decorations, consumables, and other items come from the Road Shop(located right next to the Workshop on the right, this is also where you take the quest). These items can have many different requirements like GR999, having reached a specific floor, or slain a certain amount of White Fatalis. You will be spending a lot of time in Road as everyone does it to make their sets they need to progress further into the end game.

IMPORTANT: The White Fatalis fight changes depending on DPS. Best of the best DPS will skip phase 2 completely(through MS pin and para). High DPS will loop the scripted parts of the fight over and over until he is dead by sticking close to him at **ALL** times **EXCEPT** when he flies away and summons lightning(this causes him to always laser himself instead of one shotting hunters with it). Low DPS will require actually fighting him as you will not be able to loop or skip. Here is a [video](#) of the fight done solo so you can see what it's like beforehand.

You will gain Road Rank(RdP) as you do Road, which is a requirement for Road skills.



You have unlockable skills for Road found under 'Status', 'Road Status'. All the Road skills need a specific Road Rank, and RSP gained while roading or from SP Books bought from the road shop, some also require other skills to be bought beforehand.



Select 'RSP Conversion' with 5 SP Books in your inventory to get 1 RSP. They are very cheap, like 10 RDP per, so I recommend doing this to get your skills.

You can increase the amount of COST you have for Road Skills by buying Cost Books from the Road Shop, and selecting 'Cost Increase'. You can only have a max of 130 COST so you only need 30 Cost Books. Do this ASAP since they also cost 10 Rdp.

DO NOT do the solo road at first(unless you need permits), it gives half as much Rdp, and the floor progression does not count, but White Fatalis slays do count.

I **HIGHLY** recommend trying to find a group to get you past at least floor 11 on your first Road, and buying 5x G Break Blade decos or the set below if you can.

Korinyi Set Deco Recommendations

I only have an Abnormality set to recommend if you are using a **Poison** Weapon:

ABI BM GX5 x2 - 4k rdp/400NP each = 8k rdp/800NP

ZENA GN GX4 x1 - 4k rdp/400NP each

ELZELION GN GX5 x4 - 4k rdp/400NP each = 16k rdp / 1600NP

ELZELION BM GX5 x1 - 4k rdp/400NP each

G BREAK BLADE x1 - 0.8k rdp

G ABNORM BOOST x4 - 1000rdp = 4k rdp

G ABNORM CLAD x1 - 1000rdp

G ISSEN VIGOR x1 - 750rdp + 750rdp Stygian Zinogre mats (Blacksmith craft G grade deco. 5 S. Zin Heavy Hide, 5 S. Zin Top Claw, 1 GR1 Gem) Either Slay or buy for Rdp

TOTAL COST - 39.3k rdp or 6.3k rdp + 3.2k NP



Abi BM GX5 x2
Zena GN GX4 x1(Can use Zena GN GF)
Elzelion GN GX5 x4
Elzelion BM GX5 x1
G Break Blade x1
G Abnorm Boost x4
G Abnorm Clad x1
G Issen Vigor x1

If you cannot get that yet, build a Korinyi set with the G Break Blade decos, or if you don't have Korinyi yet, build a Lars set with the G Break Blade decos.

BEFORE GR Farming and doing more Road, aim to make a ZY/ZX mixset. You will get a lot of GR along the way and get good armor for the Hunter's Road.

Zenith Mixset

At this point in the game you should aim to make a zenith mixset, either with the set above or with your own set. Use the set searcher to help facilitate this process. Doing sets by hand at this point will take a long time, more than learning the set searcher since you will also be juggling Z skills. A good mixset and knowledge of Z1-Z4 zeniths will help get you further in road and towards getting an endgame set.



G Rank License and Skill Cuffs

To equip a G Rank or higher cuff to your Poogie, you will need to buy a G Rank License from your Tore Manager **at GR50**, it will cost 60 Tore Points. You can make a cuff by talking to the Master Blacksmith in the Workshop, like any other piece of equipment, this is also where you equip your Poogie with the cuff. There are many useful cuffs so take a look in Ferias or the Workshop to see what they can be used for in your set!

GR Farming

Do you have a Zenith set and are you done fighting Zeniths, or need a break, or just want to get to GR999?. If you are not GR200, do one Amatsu quest and one Shagaru Magala quest.

~~At GR600, you can do the Repel Musou Guan quest. It is the fastest way to gain GR, weapon rank, and partner weapon too.~~ **Removed for no good reason IMO**

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LOOKING TO INCREASE GR FAST?

| Note that this applies to GSR farming as well.

1. At GR38+ you can do HC Gold Rathian, or HC Silver Rathalos at GR50+.
2. Around GR100, you unlock exotics. Choose between Shagaru or Amatsu.
3. At GR200+, you unlock zeniths. Farm the zenith of choice, but easier matchups like Z Rathalos and Z Boga may be a good start.

*Don't forget to put GRP4k Tkt **or** GRP20k Tkt (acquired from Hunter Navi) in item pouch before departing for quests. One ticket gets consumed after the quest to give you additional GR points, but the game only recognizes the higher-valued ticket so bringing both types is useless.

Miscellaneous Information

N Points/N Course

N Points are normally gained by being logged in for up to 12 hours a week, but this **does not work**, so it only sometimes works if you are logged in for that amount of time in a single day. You can get your N Points by going to the General Store and selecting 'NetCafe Benefits', then 'Repeat Login Benefits', and 'Claim Accrued Rewards'. This only works if you see you are getting rewards from quests in the NetCafe tab, see below.



The N Points are given at specific time intervals, seen below, and you can tell how long you have been logged in by messages in the chat box. You will get all rewards for each interval if you played for 12 hours, **and** are getting the bonus rewards from quests above. **Remember** you can only get the rewards for one time interval once a week.

Usage Info Accrued Rewards				
Accrued Time	報酬内容	Points	Clear Stat. Status	
0:30:00	Nポイント	150	Not Met	Not Claim
1:00:00	Nポイント	300	Not Met	Not Claim
2:00:00	Nポイント	650	Not Met	Not Claim
3:00:00	Nポイント	1200	Not Met	Not Claim
5:00:00	Nポイント	2000	Not Met	Not Claim
8:00:00	Nポイント	3000	Not Met	Not Claim
12:00:00	Nポイント	5000	Not Met	Not Claim

The two menus in 'Accrued Status', shown below and the image above, do not work and will only tell you the day when the hour rewards for N Points reset.



Weapon Feature

The Weapon Feature is a unique mechanic to Frontier. Everyday, three weapons will be featured, except on special occasions, and those weapons will have bonuses for that day. You can see which weapons by looking at the top of your screen where it says 'Weapon Feature' and look at the colored symbols of each weapon.



These bonuses can be seen below:

Weapon	Feature Bonus
Sword and Shield	Status and Elemental attack increased 1.2x. This is internal only and does not change the value on your weapon status
Dual Swords	Stamina and HP Consumption lowered (0.5x) in any relevant demon mode.
Great Sword	Unsheathe and Parry attacks gain +100% affinity with the additional attack function of Critical Conversion.
Long Sword	Full spirit bar buff effect increased (+10 atk > +40 atk).
Hammer	Stun damage increased 1.5x, stacks with Sigil or Caravan Skills.
Hunting Horn	Song duration 2.0x, stacks with flute expert.

Lance	Guard Skill goes up by 1 level. Activates Reflect +3.
Gun Lance	Wyvern Fire and Shelling Damage increased 1.5x
Tonfas	All Ryuuki finisher (explosion) effects are buffed. (Head) KO damage duration: 20s 30s. (Tail) Bleeding: 1.5x Damage. (Body) Sharpness return: 15 > 20, Gunner Attack Up: 25 > 50.
Switch Axe F	Increases phial meter recovery by primary recovery mechanic. (Reloading or Guarding)
Magnet Spike	The damage of "Magnetic Binding" finisher increased by 1.25x. Cut mode increased by 1.1x. Strike mode stun value increased by 1.3x.
Light Bowgun	Damage increased at critical distance (+0.1x), status damage 1.2x.
Heavy Bowgun	Damage increased at critical distance (+0.1x).
Bow	Short Charge effect which stacks with Auto-Reload (0.85x).

Weapon Length and Combo Elements

The only difference between weapon stats in Frontier and mainline Monster Hunter is Weapon Length and Combo Elements.

Weapon Length is exactly how it sounds, a weapon can be any length from Very Short to Very Long which affects how close you have to be to hit with the weapon. Medium length and up weapons are usually preferred.

Combo Elements are elements that have two elemental damage bonuses in one. See the table below:

Combo Elements
Light (70% Fire, 70% Thunder)
Blaze (70% Fire, 70% Dragon)
Tenshou (30% Fire, 100% Water, 70% Thunder)
Lightning Rod (70% Thunder, 70% Dragon)
Okiko (80% Fire, 80% Ice, 40% Dragon)
Black Flame (50% Fire, 150% Dragon)
Crimson Demon (50% Dragon, 150% Fire)
Dark (80% Ice, 80% Dragon)
Music (100% Water, 100% Ice)
Sound (100% Water, 100% Dragon)
Wind (80% Thunder, 80% Ice)
Burning Zero (125% Ice, 125% Fire)
Emperor's Roar (150% Thunder, 50% Dragon)

Combo elements work by dealing each element as damage to the monster equal to the percent shown above, then modified by the monster's weaknesses/immunities. Ie. If a weapon with 100 Light is used against a monster weak to Fire, but the monster is immune to Thunder, the weapon will deal 70 Fire elemental damage modified by the weakness modifier of the monster, and no Thunder damage will be dealt to the monster.

The Diva

The Diva is basically the story of Frontier, but it's basically irrelevant outside of beating the third book. It has all been translated, but I will link a [guide](#) for it. It is useful to do because you will unlock the Diva Song that can be helpful in any quest.

After finishing the third book, you need to feed the Diva cakes or tea. I recommend cake because you can buy it for GCP. You need about 87 cakes to be fed to max out her bond which makes the Diva Song last longer.

NOTE: For the Yama Tsukami and Lao Shan Lung quests, do the HR5 versions because you can defeat them before the final area, saving a lot of time.

The Hunters Festival

The Hunters Festival works on a 3 weeks off, 3 weeks on cycle. The first week of the festival is the sign up week where the guild leader must sign the guild up to participate in the festival. The second week is the soul collecting week, where after finishing any monster slaying quest, you will automatically collect and hand in souls(basically points), at the Festival NPC. At the start of the second week, talk to the NPC to get Soul Gems, keep these in your inventory since they boost how many souls a monster gives at the end of a quest. The NPC will give you other items, but they can be put in your box. The third week is the reward week. Talk to the same npc to claim the rewards for the guild and your personal rewards. You will get a lot of Festi Gems and tickets, and Festi Points. You can spend the points on monster materials or more Festi Gems. Festi gems are very useful because they are used for Festi Decorations, which are very powerful and are used in most endgame sets. To get the materials for the decorations, there are specific Festi Quests. See the Table below to see what materials come from the Festi Quests:

Monster and Rank	Festi Material
Gogomoa G Rank	393B 383B Drop Soul Stone Ink Soul Stone Wet Soul Stone
Blangonga G Rank	BC30 BD30 Land Soul Stone End Soul Grass Magic Soul Stone
Kut Ku G Rank	A3E20 3F20 Sea Soul Stone Cliff Soul Stone Earth Soul Stone
Kushala G Rank	A83D 5A3C

Low/High Rank Red Khezu	D023 Cliff soul Grass Peak Soul Grass River Soul Stone Tree Soul Stone 142A Hill Soul Grass BC2B Valley Soul Grass Lake Soul Grass
Low/High Rank Kirin	682C Forest Soul Grass Foggy Soul Grass Cloudy Soul Grass Tidal Soul Grass Ravine Soul Grass BE30 Bubble Soul Grass Snow Soul Grass Pool Soul Grass
Low/High Rank Pink Rathian	Sunflower Rain Soul Grass Spring Soul Grass Rainbow Soul Grass
Low/High Rank Daora	Cosmic Soul Grass

Rain Exclusive: Bounties

Bounties are exclusive quests with extra benefits in the Rain Discord server. Once every 20 hours, or 40 hours if doing the same bounty quest, you can submit a bounty in the Discord for Bounty Currency, Gacha tickets, ravi materials, and other useful items like Divine Power Gems. Bounty Currency can be spent in the Rain Discord markets for in game items, armors, and weapons. There are four types of bounties. Free, Event, Progression, and the special Ravi Bounty. Free can be done by anyone at any time as long as they aren't on cooldown. Events are usually made for specific events and can only be done in a specific time period, like say holidays or Rain server milestones. Progression bounties have three tiers, Bronze, Silver, and Gold, and you must progress through the lower tiers through the higher tiers in quest order. Completing each individual tier will give bonuses in the market, and completing them all gives a bigger bonus. For the Ravi bounty, see its dedicated section below.

The Great Slaying: Raviente

There are two ways Ravi is done in Rain. You can get your own group and do any Ravi fight, even solo if you want, or in the Rain Discord every two weeks on the weekend the Ravi Raid event happens. Here is a [guide](#) to doing your own Raviente.

Doing Ravi outside of the event is not worth it because Rain gives out bonus rewards for the Ravi Raid Event, where you fight either Berserk or Extreme Raviente.

The event is every two weeks. On the weekend, and acts as a special bounty that you can do even if you're on bounty cooldown, it also resets your bounty cooldown.

The Ravi event should really only be attempted once you have Korinyi armor. If you do not, you will die a lot and fail the event.

To participate in the event, the discord will ping times the Ravi raid will begin, when it is that time, go to the Pallone Caravan in that specific world/land, and wait to be told that the event has started by a Discord staff member. They will say so in game. Talk to Boss Kiel, and select 'Join Great Slaying'. After this, go to the quest board, join a quest party as normal, and fight Raviente. Raviente has 5 phases, after each phase you will go back to the Caravan area and have to join a quest party again. After the 5th phase, there will be the carving phase where you have 3 minutes to carve as much as you can from Ravi. See screenshot below for the carving zones.



NOTE: You cannot carve everything from Ravi, there is not enough time.

IMPORTANT: On Phase 4 or 5 take a screenshot to submit in the dedicated Ravi channels, to get your Ravi rewards. If you do not submit you do not get rewards, unless someone else took a screenshot with you in the party list!

TIPS: Eat negate para guild food(skewer dumpling) before Ravi starts. Bring G2 potions(available in roadshop) and max potion combinations and/or +50 health charm from combiner. Use superman dive a lot, bring lucky charm as they work for Ravi rewards, use LR hope set for the carve quest.

Rain Exclusive: Discord Lottery

I will briefly mention the Discord lottery. For completing bounties, and for special events where the server gives them out, you will get Gacha Tickets. 1000 of these tickets are used once a month in a lottery where up to 100 people will win prizes. This can vary from Perfect sigils, Premium gear, to a bounty coin reward.

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Thanks for reading through this guide. I hope it has been of great help to you. If you have any questions or concerns, please let me know.

You can find more from me at:

Twitter: <https://x.com/Leaps29>

Youtube: <https://www.youtube.com/@LeapsGaming>

Twitch: <https://www.twitch.tv/LeapsGaming>