

# MONSTER HUNTER FREEDOM



BASED ON A GAME RATED BY THE ESRB  
TEEN  
T

**CAPCOM**

# MONSTER HUNTER TOC

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## INTRODUCTION

The Wyverns are the measure: the measure of strength, of life, and of freedom. They exist far beyond a mortal's reach...far beyond you or I. But we strive, so come adventurer. Let us see what you are made of...join the guild, take a job, grab your weapon, and make some friends. You will need them.

The hunt begins with you!



## QUEST CONTROLS

### L Button

**Press once:**

- Move camera to player's direction

**Hold down:**

- Open Item Selection Window
- Button or Button: Choose item

- Button or Button:

Choose Ammo(Bowgun only)

When a swordsman is not in a fighting stance, holding down the R Button and pressing the and Buttons together will perform each weapon's special attack.

### R Button

- Button while moving): Dash
- Button while in fighting stance): Each weapon's special attack.  
(See "Using All Weapon Types")

### Button

- Ready weapon in fighting stance
- Weapon Attack (When moving with any weapon other than the Bowgun equipped)  
(See "Using All Weapon Types")

### Button

- Search
- Climb stairs
- Decide

### Button

- Crouch
- Evasive action (when moving while holding down )
- Cancel

### D-Pad

- Camera Angle
- Menu Selection

### Analog Pad

- Move player

### Select Button

- Kick

### Start Button

- Menu Screen

### Button

- Use Item
- Put weapon away (when holding weapon)



## BLADE

The Blade is a weapon with massive destructive power, made to allow its wielder to take on flying dragons. Swinging it sideways can deal damage to a number of monsters simultaneously, but its movements are slow and due to its size and weight. It also leaves its wielder wide open to attack if not properly used, so considerable practice is required for anyone looking to use it skillfully.

### USING A BLADE

#### Button

- Guard

#### Button

- Vertical Slash

#### Button

- Side Swipe

#### Button + Button

- Upwards Slash

#### Select Button

- Kick

\*\*\*Different attacks can be chained together by pressing attack buttons repeatedly.

\*\*\*Pressing the Button will activate Evasive Action

## BLADE AND SHIELD

This equipment is made for beginners, with its great-for-defending attack style and refreshing mobility.

### USING A SWORD AND SHIELD

#### Button

- Guard

#### Button

- Downslash

\*\*\*Press repeatedly for combo attack

#### Button

- Spin Slash

#### Button + Button

- Jump Attack

Button while defending Simultaneous guard and attack

Button after jumping or evading Uplush Attack

\*\*\*It is possible to evade or use Spin Attack after each attack

## TWIN BLADE

A derivation of the Blade and Shield, with two small swords held in each hand that specialize in quick attacks. Although you cannot defend in this style, you can activate its true, fiendish power for a short time in exchange for your Stamina.

### **R** Button

- Fiend Power

### **△** Button

- Downslash

\*\*\*Press repeatedly for combo attack

## HAMMER

The extreme heavyweight, the Hammer boasts the single highest amount of destructive power among close-range weapons. However, its attack range is limited, and it cannot be used to defend. Without a doubt, it is the weapon with the largest amount of risk. If you are of the opinion that offense is the best defense, then you will be sure to find a way to add this weapon to your fighting style.

### USING A HAMMER

#### **□** Button

- Charge

## LANCE

The Lance is a spear-like weapon specializing in thrust attacks with great reach and piercing power made for advanced fighters. It is particularly renowned for its high defensive capabilities, which allow it to absorb most monster attacks. Furthermore, it is possible to move and attack while defending simultaneously.

### USING A LANCE

#### **□** Button

- Guard

\*\*\*Possible to move while guarding.

### **△** Button

- Mid Thrust

\*\*\*3 hit combo attack possible

## BOWGUN

Characters that equip either the Light Bowgun or Heavy Bowgun become Gunners. Although the risk in using one is lower than with close-range weapons, they leave their wielder vulnerable to attack during reloads. Also, ammunition is limited, and must be kept a close eye on so as not to run out prematurely.

### USING A BOWGUN

#### **R** Button

- Scope Screen

#### **D-Pad + L** Button

- Move the Sight

\*\*\*Changing the Camera Type setting in the Options menu allows you to choose whether or not the camera will pivot behind the player's back or not.

### **△** Button

- Reload

### **○** Button

- Shoot

### **△** Button + **○** Button

- Close-Range Attack

### **○** Button

- Right Spin Slash

\*\*\*To perform a Left Spin Slash, slide the Analog Pad left and right during a combo attack, then press the **○** Button.

\*\*\*Spins twice when using Fiend Power.

### **△** Button + **○** Button

- Side Swipe

\*\*\*Becomes Vengeful Dance when using Fiend Power

**△** Button after evading or Side Swipe      Uplash Attack

\*\*\*It is possible to evade, use Fiend Power, or perform a Spin Attack after each attack.

### **△** Button

- Vertical Swing

\*\*\*3 hit combo attack possible

### **○** Button

- Horizontal Swing

Chains

\*\*\*Charging up power uses Stamina

\*\*\*Pressing the **×** Button after attacking activates Evasion

\*\*\*Charge Attacks vary depending on time spent Charging.

### **○** Button

- High Thrust

\*\*\*3 hit combo attack possible

### **△** Button + **○** Button

- Rush Attack    Can be cancelled with **○** Button

**△**+**○** Buttons while defending - Rush Attack - Cancel with **○** Button

**△** Button during Rush Attack - Finish Technique

**○** or **△** Button while defending - Simultaneous Forward Thrust + Guard

\*\*\*Possible to put together consecutive attacks using the **△** and **○** Buttons.

\*\*\*Pressing the **×** Button after attacking activates Evasion

\*\*\*Pressing the **△** or **○** Buttons immediately after evading lets you continue to attack.

## AMMO CHANGE

Holding down the **L** Button will open up the Item Window, and pressing the **△** or **×** Buttons changes the type of ammunition being used.

## SCOPE SCREEN CONTROLS

Pressing the **R** Button while using the Bowgun will take you to the Scope Screen. You cannot move while using the Scope Screen, instead using the Analog Pad to aim the Sight. Pressing Left or Right on the D-Pad while using a scope with adjustable magnification lets you change the magnification. Pressing the **□** Button again will return you to the normal screen.

## ANALOG PAD: MOVE SIGHT D-Pad (Left, Right)

Magnification Change

### **□** Button

- Return to normal screen.

### **△** Button

- Reload

### **○** Button

- Shoot

# APTONOTH



A medium sized monster that inhabits forests, hills, jungles and marsh lands. The Aptonoth typically forms groups of 4 or 5 and feeds primarily on plants and grains. It is extremely timid by nature and upon sensing danger to its friends or spotting a sky dragon, will flee at full speed. Occasionally it tries to fight back, but it is not strong enough to make a serious threat.

STAMINA	
Training School	S: 40 / L: 55
Treasure	S: 64 / L: 88
Village Chief Quest	S: 64-80 / L: 88-110
Gathering Hall Quest	S: 80-96 / L: 110-132
SIZE	
Big Size	-
King Size	-
ABILITIES	
Atk. / Def. / Agl.	E / D / E
Characteristic	Escape
ATTACKS	
Tail Spin (10/10/1)	
Charge (15/11/1)	
CONDITION RESISTANCE	
Poison	50(180dmg)
Paralysis	50 (15 sec.)
Sleep	50 (40 sec.)
EFFECTS	
Flash Bomb	Effective-30 sec.
Sonic Bomb	Immune

The Aptonoth can be defeated easily even with the simplest of weapons, and is considered by hunters to be the best prey for learning the basics of the hunt. Furthermore, its flesh is easy to strip from its bones, making it a prime food source. Since it dwells in safe areas, there is little threat of being disturbed by other monsters, even if you cook it on the spot.

CARVE UP TIMES	
2 x	
CARVE UP VILLAGE CHIEF / NORMAL	
Raw Meat	75%
Sm Monster Bone	25%
CARVE UP HARD	
Raw Meat	75%
Sm Monster Bone	25%
CARVE UP G-CLASS	
Raw Meat	75%
Sm Monster Bone	25%

BODY TRAITS									
Part	Cut	Strike	Shot	Fire	Water	Thunder	Dragon	Stun	
Full Body	+10%	+10%	+10%	50%	50%	50%	90%	20	

A small monster that inhabits forests, hills, jungles and marsh lands. The Mosswine's distinguishing characteristics are its boar-like body, hardened head, and moss covered back. The Mosswine loves mushrooms, and curiously enough, will ignore hunters and even other meat-eating monsters in its search for them.

However, if the seemingly harmless Mosswine is attacked, it relentlessly charges at hunters, regardless of where the attack came from. This attack is not very powerful, but it knocks you off your feet if it hits. This could put you in quite a pinch when trying to deal with other monsters, so get these guys out of the way first.

STAMINA	
Training School	25
Treasure	40
Village Chief Quest	40 ~ 50
Gathering Hall Quest	50 ~ 60
SIZE	
Big Size	-
King Size	-
ABILITIES	
Atk. / Def. / Agl.	D / E / D
Characteristic	Mushroom Search
ATTACKS	
Rushing Charge 1 (10/15/1)	
Rushing Charge 2 (20/11/1)	
CONDITION RESISTANCE	
Poison	30(120dmg)
Paralysis	30 (10 sec.)
Sleep	30 (30 sec.)
EFFECTS	
Flash Bomb	Effective - 30 sec.
Sonic Bomb	Immune

CARVE UP TIMES	
1 x	
CARVE UP VILLAGE CHIEF / NORMAL	
Blue Mushroom	45%
Raw Meat	38%
Special Mushroom	17%
CARVE UP HARD	
Blue Mushroom	50%
Raw Meat	30%
Special Mushroom	15%
Mosswine Hide	4%
Mosswine Head	1%
CARVE UP G-CLASS	
Blue Mushroom	40%
Raw Meat	30%
Special Mushroom	15%
Mosswine Hide	10%
Mosswine Head	5%

BODY TRAITS									
Part	Cut	Strike	Shot	Fire	Water	Thunder	Dragon	Stun	
Full Body	+50%	+50%	+20%	±0%	±0%	±0%	90%	10	

# MOSSWINE



# BULLFANGO



A wild boar-like monster that inhabits forests, hills, jungles, marsh lands, volcanoes, etc. It typically moves in groups, and rushes on sight at those who intrude into its territory. It will not stop until either it or its opponent dies.

STAMINA	
Training School	S: 30 / L: 60
Treasure	S: 48 / L: 96
Village Chief Quest	S: 48-60/L: 96-120
Gathering Hall Quest	S: 60-72/L: 120-144
SIZE	
Big Size	-
King Size	-
ABILITIES	
Atk. / Def. / Agl.	C / D / C
Characteristic	-
ATTACKS	
Rushing Charge 1 (20/11/1)	
Rushing Charge 2 (40/11/1)	
CONDITION RESISTANCE	
Poison	30 (180dmg)
Paralysis	150 (20 sec.)
Sleep	30 (30 sec.)
EFFECTS	
Flash Bomb	Immune
Sonic Bomb	Immune

If alone, these beasts can be defeated relatively easily by guarding or avoiding its charge, then attacking from behind. However, it should be feared in groups. Each one can charge with its own timing, driving a hunter into a wall, leaving him or her with no escape from the attack. To avoid this sort of pinch, be sure to fight them in a location where you can easily avoid their attacks. Resign yourself to accepting some damage and guard or avoid others while concentrating on one at a time.

CARVE UP TIMES	
1 x	
CARVE UP VILLAGE CHIEF / NORMAL	
Bullfango Pelt	62%
Raw Meat	38%
CARVE UP HARD	
Bullfango Pelt	56%
Raw Meat	39%
Bullfango Head	5%
CARVE UP G-CLASS	
Bullfango Pelt	53%
Raw Meat	39%
Bullfango Head	8%

BODY TRAITS									
Part	Cut	Strike	Shot	Fire	Water	Thunder	Dragon	Stun	
Full Body	±0%	±0%	+60%	50%	50%	±0%	90%	60	

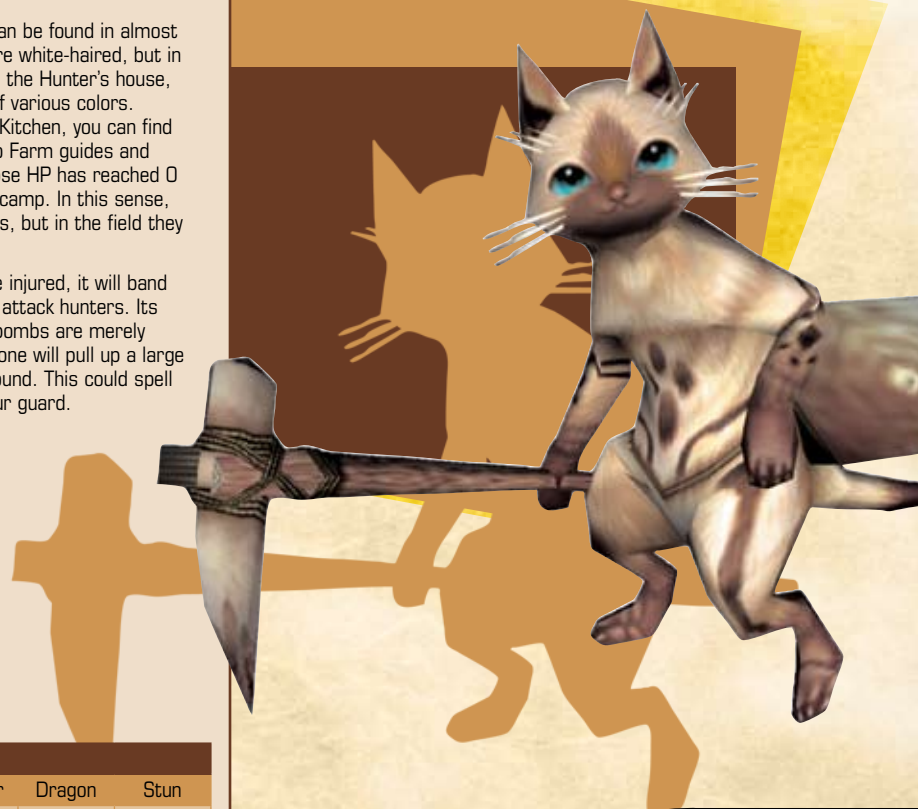
STAMINA	
Training School	20
Treasure	-
Village Chief Quest	32-40
Gathering Hall Quest	40-48
SIZE	
Big Size	-
King Size	-
ABILITIES	
Atk. / Def. / Agl.	D / E / D
Characteristic	Bomb Attack
ATTACKS	
Staff Swipe (10/10/1)	
Small Barrel Bomb (20/50/2)	
Large Barrel Bomb (80/50/2)	
CONDITION RESISTANCE	
Poison	30 (240 dmg)
Paralysis	30 (5 sec.)
Sleep	30 (40 sec.)
EFFECTS	
Flash Bomb	Effective/60sec.
Sonic Bomb	Immune

A cat-like monster that can be found in almost any area. Typically they are white-haired, but in the Felyne Kitchen behind the Hunter's house, you can employ Felynes of various colors. Aside from at the Felyne Kitchen, you can find Felynes acting as Cocotto Farm guides and transporting hunters whose HP has reached 0 during a quest to a base camp. In this sense, they are helpful to hunters, but in the field they are anything but friends.

If a Felyne should become injured, it will band together with others and attack hunters. Its strikes and small barrel bombs are merely cute, but once in a while one will pull up a large barrel bomb from the ground. This could spell your doom if you drop your guard.

BODY TRAITS									
Part	Cut	Strike	Shot	Fire	Water	Thunder	Dragon	Stun	
Full Body	+20%	+20%	+20%	±0%	±0%	±0%	90%	10	

# FELYNE



**MELYNX**



STAMINA	
Training School	25
Treasure	-
Village Chief Quest	40-50
Gathering Hall Quest	50-60
SIZE	
Big Size	-
King Size	-
ABILITIES	
Atk. / Def. / Agl.	E / D / D
Characteristic	Steal
ATTACKS	
Staff Swipe (10/10/1)	
Steal Attack (0/11/2+Steal)	
CONDITION RESISTANCE	
Poison	30 (60 dmg)
Paralysis	30 (5 sec.)
Sleep	30 (40 sec.)
EFFECTS	
Flash Bomb	Effective/60sec.
Sonic Bomb	Immune

A cat-like monster that can be found in all sorts of places. Its black body hair and paw shaped staff are its distinguishing characteristics. Melynxs are sometimes seen in the Felyne Kitchen. When encountered during quests, it charges a hunter and steals a rare-4 or below item.

The stolen item can be recovered by defeating the Melynx that stole it. However, if you wait too long, that Melynx may disappear beneath the ground. If the item was lost in a forest, hill, desert, or marshland, it may be recoverable from a garbage dump. However, if it was from a jungle or similar area, you may be unable to retrieve it. The Melynx has the habit of stealing Felvines before anything else, so use that to your advantage.

BODY TRAITS									
Part	Cut	Strike	Shot	Fire	Water	Thunder	Dragon	Stun	
Full Body	+10%	±0%	±0%	±0%	±0%	±0%	90%	10	

A plant-eating monster that inhabits forests, hills, and marsh lands. It likes grassy plains and often moves in male and female breeding pairs. It doesn't like to fight and is generally shy. When left alone, Kelbi are carefree, but once aware of a hunter's presence, they will move to put distance between it and the predator. If a sky dragon or other large monster enters its area, they will all scatter and flee.

It is difficult to land an attack on a nimble fleeing Kelbi. However, after prancing into the air 5 times, it has a habit of pausing. It should be easier to hunt them if you use this timing to your advantage.

STAMINA	
Training School	30
Treasure	-
Village Chief Quest	48
Gathering Hall Quest	60 ~ 72
SIZE	
Big Size	-
King Size	-
ABILITIES	
Atk. / Def. / Agl.	E / E / E
Characteristic	-
ATTACKS	
Horn Attack (15/11/1)	
Spring Up (10/9/1)	
CONDITION RESISTANCE	
Poison	50(360dmg)
Paralysis	50 (15 sec.)
Sleep	50 (30 sec.)
EFFECTS	
Flash Bomb	Effective - 60 sec.
Sonic Bomb	Immune

CARVE UP TIMES	
1 x	
CARVE UP VILLAGE CHIEF / NORMAL	
Kelbi Horn	60%
Kelbi Hide	32%
Raw Meat	8%
CARVE UP HARD	
Kelbi Horn	60%
Kelbi Hide	32%
Raw Meat	8%
CARVE UP G-CLASS	
Kelbi Horn	60%
Kelbi Hide	32%
Raw Meat	8%

BODY TRAITS									
Part	Cut	Strike	Shot	Fire	Water	Thunder	Dragon	Stun	
Full Body	+40%	+40%	+50%	±0%	±0%	±0%	90%	30	

**KELBI**



# APCEROS



A plant-eating monster that inhabits deserts and volcanoes. The Apceros has developed a tough, turtle-like shell to protect its body from harsh environments. Compared to other herbivores, The Apceros is clearly more aggressive. When it spots a hunter, it will take definitive strides up to him or her and attack relentlessly.

STAMINA	
Training School	100
Treasure	160
Village Chief Quest	160 ~ 200
Gathering Hall Quest	200 ~ 240
SIZE	
Big Size	-
King Size	-
ABILITIES	
Atk. / Def. / Agl.	D / C / D
Characteristic	-
ATTACKS	
Head Thrust (15/11/1)	
Tail Spin (10/41/1)	
CONDITION RESISTANCE	
Poison	200(60dmg)
Paralysis	100 (10sec.)
Sleep	50 (40 sec.)
EFFECTS	
Flash Bomb	Effective – 30 sec.
Sonic Bomb	Immune

As long as a hunter is in the same area, it will follow and attack it without resting. In some cases it will freeze the hunter's movement and restrict his field of vision. It is also possible that it will impede your movement during a fight with a sky dragon. It will fall onto its side after sustaining some damage. Seize this opportunity to take it out once and for all.

CARVE UP TIMES	
2 x	
CARVE UP VILLAGE CHIEF / NORMAL	
Raw Meat	47%
Sm Monster Bone	45%
Med Monster Bone	8%
CARVE UP HARD	
Raw Meat	47%
Sm Monster Bone	38%
Med Monster Bone	15%
CARVE UP G-CLASS	
Raw Meat	47%
Sm Monster Bone	38%
Med Monster Bone	15%

BODY TRAITS								
Part	Cut	Strike	Shot	Fire	Water	Thunder	Dragon	Stun
Head	20%	±0%	10%	60%	±0%	60%	90%	60
Abdomen	30%	±0%	30%	60%	±0%	60%	90%	60

An insect monster that lives everywhere except for the battle arena and fortress. A bee-like insect suddenly mutated into a huge wasp. The Vespoïd flutters loudly in and out of range to attack hunters. They are smart fiends that wait for hunters to stop to pick something up, dig, or strip a corpse to attack.

The Vespoïd's attack power is low, but its paralyzing sting is dangerous. You will want to take this monster out before it can sting you, but there are some areas where more and more will appear no matter how many you defeat. Defeating them with a poison effect will ensure that they leave behind a corpse when they meet their agonizing doom. You can then strip their corpse.

STAMINA	
Training School	S: 20 / L: 40
Treasure	S: 32 / L: 64
Village Chief Quest	S: 32 ~ 40 / L: 64 ~ 80
Gathering Hall Quest	S: 40 ~ 48 / L: 80 ~ 96
SIZE	
Big Size	-
King Size	-
ABILITIES	
Atk. / Def. / Agl.	D / E / C
Characteristic	Flight
ATTACKS	
Charge (10/10/1)	
Sting (10/10/ 1+Paralysis)	
CONDITION RESISTANCE	
Poison	10(480dmg)
Paralysis	80 (5sec.)
Sleep	200(40 sec.)
EFFECTS	
Flash Bomb	Effective – 15 sec.
Sonic Bomb	Immune

CARVE UP TIMES	
1 x	
CARVE UP VILLAGE CHIEF / NORMAL	
Vespoïd Wing	53%
Vespoïd Shell	30%
Monster Fluid	17%
CARVE UP HARD	
Vespoïd Wing	30%
Vespoïd Shell	30%
Monster Fluid	30%
Vespoïd Bladefin	10%
CARVE UP G-CLASS	
Vespoïd Bladefin	30%
Vespoïd Carapace	30%
Monster Broth	30%
Vespoïd Razorwing	10%

BODY TRAITS								
Part	Cut	Strike	Shot	Fire	Water	Thunder	Dragon	Stun
Full Body	+20%	+30%	+10%	±0%	50%	90%	100%	60

# VESPOID



# HORNETAUR



Giant insects that live in jungles and marshy areas. They roam around moist areas like caves and dense jungles. Once it spots a hunter, a Hornetaur will crawl towards him or her and use its strong legs and wings to jump and attack.

The attacks themselves are not very powerful, but if there are several around you during a battle with a sky dragon, they can impede your movement. Take these bugs out as quickly as possible in such a situation. Also, While Vespooids will die soon after being poisoned, Hornetaurs have a lot of stamina, and will take longer to perish. If dealt too much damage, these creatures will scatter. So if you want to strip their corpses, you'll have to act accordingly.

STAMINA	
Training School	S: 25 / L: 50
Treasure	S: 25 / L: 50
Village Chief Quest	S: 25 ~ 40 / L: 50 ~ 80
Gathering Hall Quest	S: 50 / L: 100
SIZE	
Big Size	-
King Size	-
ABILITIES	
Atk. / Def. / Agl.	D / D / D
Characteristic	-
ATTACKS	
Charge (10/10/1)	
Jumping Charge (10/10/1)	
CONDITION RESISTANCE	
Poison	10(60dmg)
Paralysis	80 (15sec.)
Sleep	200(15 sec.)
EFFECTS	
Flash Bomb	Immune
Sonic Bomb	Immune

CARVE UP TIMES	
1 x	
CARVE UP VILLAGE CHIEF / NORMAL	
Hornetaur Wing	68%
Monster Fluid	17%
Hornetaur Shell	15
CARVE UP HARD	
Hornetaur Shell	30%
Monster Fluid	30%
Hornetaur Wing	20%
Hornetaur Head	18%
Hornetaur Bladefin	2%
CARVE UP G-CLASS	
Hornetaur Carapace	28%
Monster Broth	24%
Hornetaur Bladefin	20%
Hornetaur Head	18%
Hornetaur Razorwing	10%

BODY TRAITS								
Part	Cut	Strike	Shot	Fire	Water	Thunder	Dragon	Stun
Full Body	±0%	+20%	±0%	±0%	80%	40%	100%	60

A small meat-eating monster that lives in all areas except for fortresses. Its distinguishing characteristic is its black and blue striped skin pattern. This ferocious and cunning beast will typically attack its prey in groups. It tends to attack in the direction it faces. So when fighting one on one, it shouldn't be difficult to defeat from the side or rear.

STAMINA	
Training School	35
Treasure	56
Village Chief Quest	56 ~ 70
Gathering Hall Quest	70 ~ 84
SIZE	
Big Size	-
King Size	-
ABILITIES	
Atk. / Def. / Agl.	D / D / C
Characteristic	-
ATTACKS	
Bite (15/14/5)	
Leap (20/16/10)	
Jumping Bite (20/40/1)	
CONDITION RESISTANCE	
Poison	50(180dmg)
Paralysis	50 (15sec.)
Sleep	50(15 sec.)
EFFECTS	
Flash Bomb	Eft.– 30 sec.
Sonic Bomb	Immune

However, when attacked by an entire pack, or when fighting other monsters as well, these beasts can mean trouble. They may interfere with attacks from off screen, during fights with sky dragons. They might also attack right as you try to stand up, etc. They may give you more than you bargained for. When this happens, try to use a flash ball to stop them in their tracks.

CARVE UP TIMES	
1 x	
CARVE UP VILLAGE CHIEF / NORMAL	
Velociprey Fang	45%
Velociprey Scale	30%
Velociprey Hide	25%
CARVE UP HARD	
Velociprey Hide	45%
Velociprey Scale	30%
Velociprey Fang	25%
CARVE UP G-CLASS	
Velociprey Hide+	45%
Velociprey Scale+	30%
Velociprey Fang	25%

BODY TRAITS								
Part	Cut	Strike	Shot	Fire	Water	Thunder	Dragon	Stun
Full Body	+20%	+20%	+20%	50%	50%	50%	100%	60

# VELOCIPREY



# WHITE VELOCIPREY



The White Velociprey is a mutated sub-species of the small meat-eating Velociprey that lives in various habitats. The blue portion of the Velociprey's body has turned white, making it easy to tell the difference. Often, when there are 2 or 3 Velocipreys in one area, only one of them will be a White Velociprey. You can spot it from the start.

STAMINA	
Training School	50
Treasure	-
Village Chief Quest	80 ~ 100
Gathering Hall Quest	100 ~ 120
SIZE	
Big Size	-
King Size	-
ABILITIES	
Atk. / Def. / Agl.	D / C / C
Characteristic	-
ATTACKS	
Bite (15/14/5)	
Leap (20/16/10)	
Jumping Bite (20/40/1)	
CONDITION RESISTANCE	
Poison	50(120dmg)
Paralysis	50 (15sec.)
Sleep	50(15 sec.)
EFFECTS	
Flash Bomb	Eft. - 30 sec.
Sonic Bomb	Immune

Compared to the standard Velociprey, the White Velociprey has some improved ability, but its basic pattern and habits remain the same. Use the same measures to bring it down. Also, the materials that can be obtained by stripping its corpse are different than those of the regular Velociprey. When you want to gather these materials, take them down and strip them quickly.

CARVE UP TIMES	
1 x	
CARVE UP VILLAGE CHIEF / NORMAL	
White Velociprey Scale Piece	71%
Velociprey Fang	29%
CARVE UP HARD	
White Velociprey Scale Piece	71%
Velociprey Fang	29%
CARVE UP G-CLASS	
White Velociprey Hide	53%
Velociprey Fang	29%
White Velociprey Scale Piece	18%

BODY TRAITS								
Part	Cut	Strike	Shot	Fire	Water	Thunder	Dragon	Stun
Full Body	+20%	+20%	+20%	50%	50%	50%	100%	60

The Velocidrome is the leader of the Velociprey. Its distinguishing characteristics are the red crest on top of its head, sharp claws, and slightly larger body than the Velociprey. If it spots a hunter within its territory, it will call its underlings with a high-pitched shriek and attack the hunter as a group.

The Velocidrome will assault hunters with a stronger bite and leap than the Velociprey, but it should be fought off in the same way. You will want to be careful when a Velocidrome is in the same area as a sky dragon. In this case, it is easy to be caught by another target's attack from outside your field of vision when you are concentrating on one. One way to deal with this is simply to wait until one or the other leaves for another area.

STAMINA	
Training School	240
Treasure	400
Village Chief Quest	640 ~ 800
Gathering Hall Quest	800 ~ 1200
SIZE	
Big Size	878.7 or up
King Size	908.2 or up
ABILITIES	
Atk. / Def. / Agl.	C / C / C
Characteristic	-
ATTACKS	
Bite (20/40/5)	
Leap (30/40/10)	
CONDITION RESISTANCE	
Poison	100/25/200(120dmg)
Paralysis	80/15/140 (10sec.)
Sleep	70/15/130 (15 sec.)
EFFECTS	
Flash Bomb	Eft. - 15sec.
Sonic Bomb	Immune

CARVE UP TIMES	
2 x	
CARVE UP VILLAGE CHIEF / NORMAL	
Velocidrome Claw	55%
Velociprey Hide	30%
Velociprey Scale	15%
CARVE UP HARD	
Velocidrome Claw	54%
Velociprey Hide	27%
Velociprey Scale	15%
Velocidrome Head	4%
CARVE UP G-CLASS	
Velocidrome Claw	37%
Velociprey Hide+	35%
Velociprey Scale+	20%
Velocidrome Head	8%

BODY TRAITS								
Part	Cut	Strike	Shot	Fire	Water	Thunder	Dragon	Stun
Full Body	±0%	±0%	±0%	50%	50%	50%	90%	110

# VELOCIDROME



# GENPREY



A carnivorous monster that thrives in jungles, deserts and marsh lands. Its distinguishing characteristic is its brown and green spotted body. The Genprey has adapted to catching prey in dry climates like the desert. It has tougher flesh than the Velociprey, and is capable of paralyzing its prey with a neuro toxin from its fangs and claws.

STAMINA	
Training School	50
Treasure	80
Village Chief Quest	80 ~ 100
Gathering Hall Quest	100 ~ 120
SIZE	
Big Size	-
King Size	-
ABILITIES	
Atk./Def./Agl.	D / C / C
Characteristic	-
ATTACKS	
Bite (15/40/10+Paralysis)	
Leap (20/16/5+Paralysis)	
CONDITION RESISTANCE	
Poison	50(180dmg)
Paralysis	100 (5sec.)
Sleep	50 (15 sec.)
EFFECTS	
Flash Bomb	Eft.- 30sec.
Sonic Bomb	Immune

You could say that its behavior patterns are almost the same as the Velociprey's, but you must be careful of being poisoned by its leap. Especially when fighting a sky dragon, you'll wind up taking lots of damage if paralyzed. It's generally a good idea to kill off Genprey before anything else.

CARVE UP TIMES	
1 x	
CARVE UP VILLAGE CHIEF / NORMAL	
Genprey Fang	45%
Genprey Scale	30%
Genprey Hide	25%
CARVE UP HARD	
Genprey Hide	45%
Genprey Scale	30%
Genprey Fang	25%
CARVE UP G-CLASS	
Genprey Hide+	45%
Genprey Scale+	30%
Genprey Fang	13%
Paralysis Sac	12%

BODY TRAITS								
Part	Cut	Strike	Shot	Fire	Water	Thunder	Dragon	Stun
Full Body	±0%	±0%	±0%	70%	40%	80%	100%	70

A drome-type monster that heads the pack of Genprey. Its distinguishing characteristics are its two crests that spread left and right and its slightly larger body than the Genprey. Its long, sharply protruding fangs contain a paralyzing toxin that will render its prey unable to move if bitten.

The high attack power of the Gendrome's forward lunging bite, combined with its paralysis capability make it quite formidable. It acts much like the Velocidrome, but it will also attack to the sides and rear, as well as follow you from area to area. You'll have to stay and fight. Furthermore, watch out for G-Class Gendromes. They have much higher attack power and stamina.

STAMINA	
Training School	360
Treasure	360~600
Village Chief Quest	600~1200
Gathering Hall Quest	1200~1800
SIZE	
Big Size	871.2and up
King Size	900.5and up
ABILITIES	
Atk./Def./Agl.	C / C / C
Characteristic	-
ATTACKS	
Bite (20/40/5+Paralysis)	
Leap (35/40/5)	
CONDITION RESISTANCE	
Poison	100/50/300 (120dmg)
Paralysis	200/50/400 (5sec.)
Sleep	70/15/130 (30 sec.)
EFFECTS	
Flash Bomb	Eft.- 15sec.
Sonic Bomb	Immune

CARVE UP TIMES	
2 x	
CARVE UP VILLAGE CHIEF / NORMAL	
Stun Sac	40%
Genprey Scale	30%
Genprey Hide	30%
CARVE UP HARD	
Gendrome Hide	50%
Stun Sac	40%
Genprey Scale	10%
CARVE UP G-CLASS	
Gendrome Hide	45%
Paralysis Sac	40%
Genprey Scale+	15%

BODY TRAITS								
Part	Cut	Strike	Shot	Fire	Water	Thunder	Dragon	Stun
Full Body	10%	10%	10%	60%	60%	60%	90%	180

# GENDROME



**IOPREY**



A ferocious meat-eating monster that inhabits jungles, marsh lands, deserts, volcanoes, and fortresses. The Ioprey is able to survive in extremely hot and humid harsh climates. It is more powerful and boasts more stamina than the Genprey and is the strongest of the Prey-type monsters. It is also capable of spitting a poisonous liquid that slowly drains stamina from its victim.

Caution is necessary, especially when surrounded by Ioprey. The Ioprey's poison will drain a hunter's stamina for quite a while. It's a good idea to use an antidote, but if surrounded, you may just wind up poisoned again. Avoiding the poison attack is the best way to fight off these creatures.

STAMINA	
Training School	75
Treasure	75
Village Chief Quest	120~150
Gathering Hall Quest	150~180
SIZE	
Big Size	-
King Size	-
ABILITIES	
Atk./Def./Agl.	D / C / C
Characteristic	-
ATTACKS	
Bite (20/14/10)	
Leap (20/16/15)	
Poison (10/11/0+Poison[weak])	
CONDITION RESISTANCE	
Poison	100 (60dmg)
Paralysis	50 (15sec.)
Sleep	50 (15sec.)
EFFECTS	
Flash Bomb	Eft. - 30sec.
Sonic Bomb	Immune

CARVE UP TIMES	
1 x	
CARVE UP VILLAGE CHIEF / NORMAL	
Ioprey Fang	45%
Ioprey Scale	40%
Ioprey Hide	15%
CARVE UP HARD	
Ioprey Hide	45%
Ioprey Scale	30%
Ioprey Fang	25%
CARVE UP G-CLASS	
Ioprey Hide+	45%
Ioprey Scale+	30%
Ioprey Fang	25%

BODY TRAITS								
Part	Cut	Strike	Shot	Fire	Water	Thunder	Dragon	Stun
Full Body	10%	10%	10%	80%	70%	50%	100%	100

The very top of the Ioprey class monster. It is several times the size of Ioprey and is set apart by the huge crest protruding from its head. The brilliantly colored purple scales at the tip of its crest seems to be a symbol of the Iodrome's deadly poison.

STAMINA	
Training School	480
Treasure	640~800
Village Chief Quest	800~1600
Gathering Hall Quest	1600~2400
SIZE	
Big Size	960.5and up
King Size	1053.5andUp
ABILITIES	
Atk./Def./Agl.	B / C / C
Characteristic	-
ATTACKS	
Bite (30/40/10)	
Leap (40/40/15)	
Poison (10/11/0+Poison[medium])	
CONDITION RESISTANCE	
Poison	200/75/500 (60dmg)
Paralysis	80/15/140 (10 sec.)
Sleep	75/15/135 (30 sec.)
EFFECTS	
Flash Bomb	Eft. - 15sec.
Sonic Bomb	Immune

Compared to the Velocidrome and Gendrome, the Iodrome is stronger across the board. Especially for G-class, it has extremely high attack power, and can deal serious damage with a single leap. Additionally, the poison it spits lasts longer than that spat by the Ioprey. Its best to dispell the Iodrome's poison as soon as possible. Pay more attention to your location when fighting the Iodrome, and do everything you can to avoid its attacks.

CARVE UP TIMES	
2 x	
CARVE UP VILLAGE CHIEF / NORMAL	
Poison Sac	40%
Ioprey Scale	30%
Ioprey Hide	30%
CARVE UP HARD	
Iodrome Hide	70%
Poison Sac	25%
Ioprey Scale	5%
CARVE UP G-CLASS	
Iodrome Hide	45%
Toxin Sac	40%
Ioprey Scale+	15%

BODY TRAITS								
Part	Cut	Strike	Shot	Fire	Water	Thunder	Dragon	Stun
Full Body	20%	20%	20%	70%	70%	70%	90%	220

**IODROME**



# CEPHALOS



A medium sized monster that inhabits desert areas 2 and 7 only. It looks degenerate, but has sharp hearing and is capable of swimming through sand. Upon spotting a hunter who has intruded into its territory, the Cephalos will attack with its back fins that stick up from the ground. It will also stick its upper body out of the ground and attack with sand breath and begin leaping suddenly for high-speed attacks.

When fighting the desert roaming Cephalos, you'll want to have the Cooler Drink ready to counteract its "heat." Also, you can use a sound bomb or small barrel bomb to call it up from the ground. Since the Cephalos has sensitive hearing, it will be surprised by the bomb's sudden explosion, and will jump out of the sand. It is slow moving out of sand and can be defeated rather quickly.

STAMINA	
Training School	150
Treasure	150
Village Chief Quest	240~300
Gathering Hall Quest	300~360
SIZE	
Big Size	-
King Size	-
ABILITIES	
Atk./Def./Agl.	C / C / D
Characteristic	Move-through sand
ATTACKS	
Bite (20/40/10)	
Right Tail Swipe (20/40/20)	
Charge (30/40/40)	
Sand Breath (30/Water 10/ 20)	
CONDITION RESISTANCE	
Poison	200(60dmg)
Paralysis	100 (10 sec.)
Sleep	100 (40sec.)
EFFECTS	
Flash Bomb	Immune
Sonic Bomb	Eft. Appears above ground

CARVE UP TIMES	
1 x	
CARVE UP VILLAGE CHIEF / NORMAL	
Piscine Liver	60%
Cephalos Scale	23%
Piscine Fang	15%
Cephalos Fin	2%
CARVE UP HARD	
Piscine Liver	60%
Cephalos Scale	23%
Cephalos Fin	15%
Piscine Fang	2%
CARVE UP G-CLASS	
Cephalos Fin+	30%
Cephalos Scale+	25%
Piscine Liver	25%
Coral Cephalos Fin	14%
Coral Cephalos Scale	9%
Piscine Fang	2%

BODY TRAITS								
Part	Cut	Strike	Shot	Fire	Water	Thunder	Dragon	Stun
Head	30%	20%	20%	70%	90%	60%	100%	90
Neck	+10%	±0%	+40%	70%	90%	60%	100%	90
Back	+30%	+40%	+50%	70%	85%	60%	100%	150
Stomach	10%	±0%	+50%	70%	80%	60%	100%	150
Tail	40%	30%	40%	75%	90%	80%	100%	90
Wings	30%	40%	40%	75%	90%	80%	100%	90
Legs	50%	55%	50%	70%	75%	90%	100%	60

**CEPHADROME**



A sand Fish-Dragon, it is said to be the leader of the Galeos. It towers over them at roughly twice the normal size. Its basic characteristics are the same as the Cephalos, but they have a strong paralysis-inducing poison in their fin, which they sometimes use to attack prey. Cephadrome's main territory consists of rocky desert areas. It sleeps to recover Stamina. The Cephadromes are leaders. They are good at bringing together groups. They are closer to Flying Dragons than other monsters.

Cephadrome possesses properties that are very similar to Plesioth, the giant Flying Dragon. Both have highly developed senses of hearing, and both live their lives in the sand. Their prepared actions are also very similar, so it is a good idea to remember them.

When fighting Cephadromes, it is imperative to lure them up above ground. You can lure them with the explosions from sound bombs, barrel bombs, armor-piercing bullets, shotgun shells, and others. If you inflict a lot of damage on the back of the Cephadrome, you can lure it out without having to use items. If you have a powerful broadsword or hammer, just swing the weapon down on the dorsal fin once you see it above the sand. Once Cephadrome is above ground, wait for it to use its Breath attack, then aim for its weak points: its neck and stomach. If you let yourself get preoccupied with attacking, you run the risk of being counterattacked with its tail or body slam attacks. These are especially dangerous while the monster is angry. Gain some distance between yourself and the monster after attacking. Try to get it to use its breath again, then attack it once more. Repeat for the win.

CARVE UP TIMES	
Main Body	3 times
CARVE UP VILLAGE CHIEF / NORMAL	
Cephalos Scale	38%
Cephalos Fin	32%
Piscine Liver	15%
Piscine Fang	15%
CARVE UP HARD	
Cephalos Scale	45%
Cephalos Fin	45%
Piscine Liver	8%
Piscine Fang	2%
CARVE UP G-CLASS	
Cephalos Scale+	30%
Cephalos Fin+	25%
Coral Cephalos Fin	20%
Coral Cephalos Scale	20%
Piscine Liver	3%
Piscine Fang	2%

STAMINA	
Training School	480
Treasure	-
Village Chief Quest	640-1120
Normal	1600-2080
Hard	1760-2240
G Class	1760-2400
SIZE	
Big Size	Over 1815.2
King Size	Over 1876.7
ABILITIES	
Attack/Def/Agility	B/C/C
Characteristic	Move inside sand. Sleep

ANGER	
Attack UP	150%
Defense UP	100%
Agility UP	110%
CONDITION RESISTANCE	
Poison	100/50/300(120dmg)
Paralysis	150/50/350(15 seconds)
Sleep	110/25/210(40 seconds)
EFFECTS	
Flash Bomb	Immune
Sonic Bomb	Effective-bring the monster to surface.
Pitfall Trap	Immune
Raw Meat	Immune

ATTACK	
Bite	(30/40/10)
Right spin tail attack	(40/40/20)
Body slam	(50/40/40)
Jumping bite	(50/40/10paralysis)
Stomach slide	(40/Water40/10)
Stomp	(10/30/0)
Swimming Fin	(20/30/10)
Sand Breath	(50/Water10/20)

BODY TRAITS									
Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger	
Head	60%	50%	40%	100%	90%	85%	95%	100	
Neck	+10%	±0%	+50%	100%	90%	85%	95%	80	
Back	±0%	10%	+50%	100%	88%	80%	95%	150	
Stomach	+20%	+30%	±0%	100%	85%	85%	95%	150	
Tail	40%	50%	40%	100%	90%	90%	95%	100	
Wings	60%	50%	40%	100%	90%	90%	95%	100	
Legs	65%	70%	65%	100%	85%	90%	95%	170	



# YIAN KUT-KU



A Flying Dragon with the trademark frillnecked ears. They are rather small sized as far as Flying Dragons go. They inhabit forests, hills, jungles, volcanoes, and other similar environments. Because of their thin legs, giant beaks, and the way they peck the ground, they are often called "Monster Birds".

Docile by nature, they usually subsist on bugs and nuts found in the ground. They are belligerent towards Hunters, and use their Fire Fluid and peck attack to defend their territory. When they become endangered they run away immediately, revealing their tender nature.

Their abilities are lower than normal, and they leave themselves open to attack a lot. They possess the Anger and Area Movement that are fundamental to Flying Dragons. They are in comparatively stronger than small-medium sized monsters. Yian Kut-Kus are often the first Flying Dragon target for many Hunters.

Their weak point is explosive sounds, but...

As one can guess from their highly developed ears, Yian Kut-Kus are Flying Dragons with great hearing. Their ears are effective for hearing prey and enemies outside their range of sight, but because of their over-sensitivity they are also vulnerable to explosive sounds. There are several ways to expose them to explosive sounds, the most common are sound bombs, barrel bombs, and armor-piercing bullets. Dizzied Yian Kut-Kus are completely defenseless, and one can attack them freely. But, the Yian Kut-Ku will become Angry once their dizziness wears off. Also, an angered Yian Kut-Ku no longer is susceptible to explosive sounds.

CARVE UP TIMES	
Main Body	3
CARVE UP VILLAGE CHIEF / NORMAL	
Kut Ku Shell	50%
Kut Ku Webbing	36%
Kut Ku Ear	8%
Kut Ku Scale	5%
Giant Beak	1%
CARVE UP HARD	
Kut Ku Shell	45%
Kut Ku Webbing	25%
Kut Ku Ear	20%
Giant Beak	10%
CARVE UP G-CLASS	
Kut Ku Carapace	50%
Kut Ku Wing	30%
Long Kut Ku Ear	12%
Splendid Beak	8%

STAMINA	
Training School	480
Treasure	-
Village Chief Quest	640-1120
Normal	1600-2080
Hard	1600-2240
G Class	1760-2400
SIZE	
Big Size	Over 1048.6
King Size	Over 1122.2
ABILITIES	
Attack/Def/Agility	C/B/B
Characteristic	Flight. Sleep

ANGER	
Attack UP	120%
Defense UP	100%
Agility UP	130%
CONDITION RESISTANCE	
Poison	100/50/300 (240 dmg)
Paralysis	100/65/360(10 secs)
Sleep	110/25/210(30 secs)
EFFECTS	
Flash Bomb	Effective – 30 secs
Sonic Bomb	Effective – Sound Damage
Pitfall Trap	Effective – 20 secs
Raw Meat	Immune

ATTACK	
Bite (30/30/0)	
Left Spin Tail (35/30/20)	
Panic Run (25/40/20)	
Run Away (64/40/30)	
Consecutive Peck (25/40/30)	
Above-ground sudden attack (65/40/30)	
Jump back landing (10/30/10)	
Wind Pressure (small) (0/10/0)	
Fire Fluid (40/Fire 39/20)	

BODY TRAITS								
Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	50%	20%	±0%	90%	60%	70%	100%	80%
Neck	50%	40%	50%	90%	±0%	50%	80%	100%
Back	60%	50%	60%	90%	75%	85%	100%	130%
Stomach	20%	30%	20%	90%	75%	85%	100%	130%
Tail	50%	40%	70%	90%	75%	85%	100%	80%
Wings	25%	30%	30%	90%	80%	75%	100%	100%
Legs	75%	70%	70%	95%	90%	95%	100%	100%



# BLUE YIAN KUT-KU



A mutated sub-species of Yian Kut-Ku, their bodies are wrapped in blue shells. They are seen very rarely. Their main characteristic is their blue shell, which makes them difficult to be seen with the naked eye.

Blue Yian Kut-Kus are very rare, but they are basically the same species as normal Yian Kut-Kus. They are sensitive to sounds and can be dizzied by explosive sounds, and they will always get Angry after doing so. Although there may not be any changes in their body traits, Blue Yian Kut-Kus have greater stamina than regular Yian Kut-Kus. If you underestimate them because you think they're just a simple Yian Kut-Ku, you are guaranteed to be drawn into a long and arduous fight. When hunting them down, it is good to think of them as an opponent that is one rank higher than yourself.

Blue Yian Kut-Kus have a tendency to use their Left Spin Tail often. If you're behind their left side, half of the spin won't be able to hit you. This location also lends itself for attacking their wings, which are one of their weak points. Blue Yian Kut-Kus are certain to become Angry more than regular Yian Kut-Kus, thanks to their higher stamina. When a Blue Yian Kut-Ku gets Angry, back away. Even Gunners, who make it a point to always fight at a distance, would be well served by not standing directly in front of a Blue Yian Kut-Ku when Angered. Incidentally, Blue Yian Kut-Kus sometimes perform a back jump glide. They are completely defenseless while gliding, so try throwing a Flash Ball at them to make them fall.

CARVE UP TIMES	
Main Body	3
CARVE UP VILLAGE CHIEF / NORMAL	
Blue Kut Ku Shell	56%
Blue Kut Ku Scale	35%
Giant Beak	9%
CARVE UP HARD	
Blue Kut Ku Carapace	40%
Small Blue Kut Ku Ear	35%
Blue Kut Ku Scale	23%
Giant Beak	2%
CARVE UP G-CLASS	
Blue Kut Ku Wing	40%
Blue Kut Ku Ear	35%
Blue Kut Ku Carapace	15%
Splendid Beak	10%

STAMINA	
Training School	
Treasure	-
Village Chief Quest	1120-1960
Normal	2800-3360
Hard	3080-3920
G Class	3080-4200
SIZE	
Big Size	Over 1048.6
King Size	Over 1122.2
ABILITIES	
Attack/Def/Agility	C/B/A
Characteristic	Flight, Sleep

ANGER	
Attack UP	130%
Defense UP	100%
Agility UP	140%
CONDITION RESISTANCE	
Poison	100/50/300 (240 dmg)
Paralysis	100/75/400(15 secs)
Sleep	110/25/210(30 secs)
EFFECTS	
Flash Bomb	Effective – 30 secs
Sonic Bomb	Effective – Sound Damage
Pitfall Trap	Effective – 20 secs
Raw Meat	Immune

ATTACK	
Bite (30/30/0)	
Left Spin Tail (35/30/20)	
Panic Run (25/40/20)	
Run Away (64/40/30)	
Consecutive Peck (25/40/30)	
Above-ground sudden attack (65/40/30)	
Jump back landing (10/30/10)	
Wind Pressure (small) (0/10/0)	
Fire Fluid (40/Fire 39/20)	

BODY TRAITS									
Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger	
Head	50%	20%	±0%	90%	60%	70%	100%	80%	
Neck	50%	40%	50%	90%	±0%	50%	80%	100%	
Back	60%	50%	60%	90%	75%	85%	100%	130%	
Stomach	20%	30%	20%	90%	75%	85%	100%	130%	
Tail	50%	40%	70%	90%	75%	85%	100%	80%	
Wings	25%	30%	30%	90%	80%	75%	100%	100%	
Legs	75%	70%	70%	95%	90%	95%	100%	100%	

**GYPCEROS**



A type of Flying Dragon that inhabits forests, jungles, and swamps, the Gypceros' organs produce poison. It weakens its prey with poison fluid. Famous as a Flying Dragon, its rubber skin provides resistance to melee attacks. This Flying Dragon's skin is renowned for its elasticity, a quality that is perfect for many tools. It is also able to produce a blinding Flash using the crest-like organ on its head, making them an extremely troublesome opponent for Hammer users.

Gypceros is a special type of Flying Dragon that specializes in stealing. Unlike Melynx, this stealing ability has no limits in regards to rarity, and items stolen cannot be regained. Do not bring rare or valuable items with you when hunting one. Gypceros are cowardly at heart, but change completely when Angered. When Angry, they run around spilling poison fluid indiscriminately.

Gypceros pretends to be dead. When an unsuspecting Hunter approaches, it attacks fiercely with its wings. This attack is powerful, and can potentially kill in one hit if it the blow connects directly. If your objective is a single Gypceros, it is possible to judge whether they are faking their death by the Quest Over signal. When the quest is for another monster or for more than one Gypceros, throw paintballs and other items at the fallen Gypceros. If the item hits and there is no response from the Gypceros, then you know it's safe. Another way of determining whether it's alive or dead is to try attacking it while it's fallen. Landing an attack while it's fallen lets you know it's dead. If the attack doesn't connect, you know that it's faking. If you're going to practice these methods of discovery, it's good to use a Blade or other weapon with a quick attack motion.

CARVE UP TIMES	
Main Body	3 times
CARVE UP VILLAGE CHIEF / NORMAL	
Rubbery Hide	62%
Power Extract	20%
Poison Sac	10%
Light Crystal	8%
CARVE UP HARD	
Power Extract	50%
Rubbery Hide	35%
Poison Sac	9%
Nova Crystal	6%
CARVE UP G-CLASS	
Rubbery Hide+	50%
Power Extract	30%
Toxin Sac	9%
Pure Crystal	6%
Rubbery Hide	5%

STAMINA	
Training School	720
Treasure	-
Village Chief Quest	960-1680
Normal	2400-3120
Hard	2640-3360
G Class	3120-3600
SIZE	
Big Size	Over 1196.2
King Size	Over 1267.1
ABILITIES	
Attack/Def/Agility	B/A/B
Characteristic	Flight. Sleep

ANGER	
Attack UP	130%
Defense UP	80%
Agility UP	130%
CONDITION RESISTANCE	
Poison	200/50/400 (240 dmg)
Paralysis	150/50/350 (10 secs)
Sleep	150/25/250 (40 secs)
EFFECTS	
Flash Bomb	Immune
Sonic Bomb	Immune
Pitfall Trap	Effective - 20 secs
Raw Meat	Immune

BREAKABLE PARTS	
Head (Crest)	
ATTACK	
Bite (30/30/10)	
Left Spin Tail (35/30/20)	
Panic Run (25/40/20)	
Super Dash (64/40/30)	
Consecutive Peck (25/40/30+steal)	
Above-ground sudden attack (65/40/30)	
Play Dead (80/10/10)	
Wind Pressure [small] (0/10/0)	
Flash (0/10/100)	

BODY TRAITS								
Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	70%	20%	±0%	50%	80%	100%	90%	130
Neck	50%	75%	50%	70%	90%	100%	90%	80
Back	30%	70%	80%	80%	90%	100%	90%	150
Stomach	20%	70%	80%	70%	90%	100%	90%	150
Tail	10%	60%	20%	70%	90%	100%	90%	80
Wings	50%	70%	70%	70%	80%	100%	90%	100
Legs	80%	80%	70%	90%	90%	100%	90%	120



# PURPLE GYPCEROS



A Poison Monster Bird with deep purple skin. A mutated sub-species of Gypceros, their main characteristic is the firefly colored design all over their bodies. They are found in forests, hills, jungles, swamps, and similar habitats.

Like regular Gypceros, it's docile by nature. Once it's taken a certain amount of damage, it tries to run away. Also, like the normal Gypceros, once it's Angered it becomes very hard to contain. But, when a Purple Gypceros becomes angered, its abilities ramp up considerably, and it becomes an enemy to be reckoned with very quickly. Its tail attacks are naturally damaging and inherently troublesome. Incidentally, when it's angered, its defensive power drops by 20%.

Purple Gypceros have higher attack power than regular Gypceros. In particular, their Playing Possum is almost always a sure kill. However, the methods of discovery are the same as they are for Gypceros. Hunters who have experienced hunting regular Gypceros should have few problems with them. The tiny jumps they do are more troublesome, as they create wind pressure that stops your movements for an instant. Furthermore, these small jumps are performed quickly, so even Hammers that can neutralize wind pressure can have trouble keeping up. You can neutralize Gypceros' wind pressure with the Wind Pressure (Small) Immune item, so if you have one make sure to use it.

CARVE UP TIMES	
Main Body	3 times
CARVE UP G-CLASS	
Purple Rubbery Hide	44%
Power Extract	33%
Toxin Sac	9%
Pure Crystal	5%
Gypceros Head	4%

STAMINA	
Training School	
Treasure	-
Village Chief Quest	
Normal	
Hard	
G Class	3080-5600

SIZE	
Big Size	Over 1196.2
King Size	Over 1267.1

ABILITIES	
Attack/Def/Agility	A/A/B
Characteristic	Flight. Sleep

ANGER	
Attack UP	140%
Defense UP	80%
Agility UP	140%

CONDITION RESISTANCE	
Poison	300/75/600 (240 dmg)
Paralysis	150/50/350 (10 secs)
Sleep	100/25/200 (50 secs)

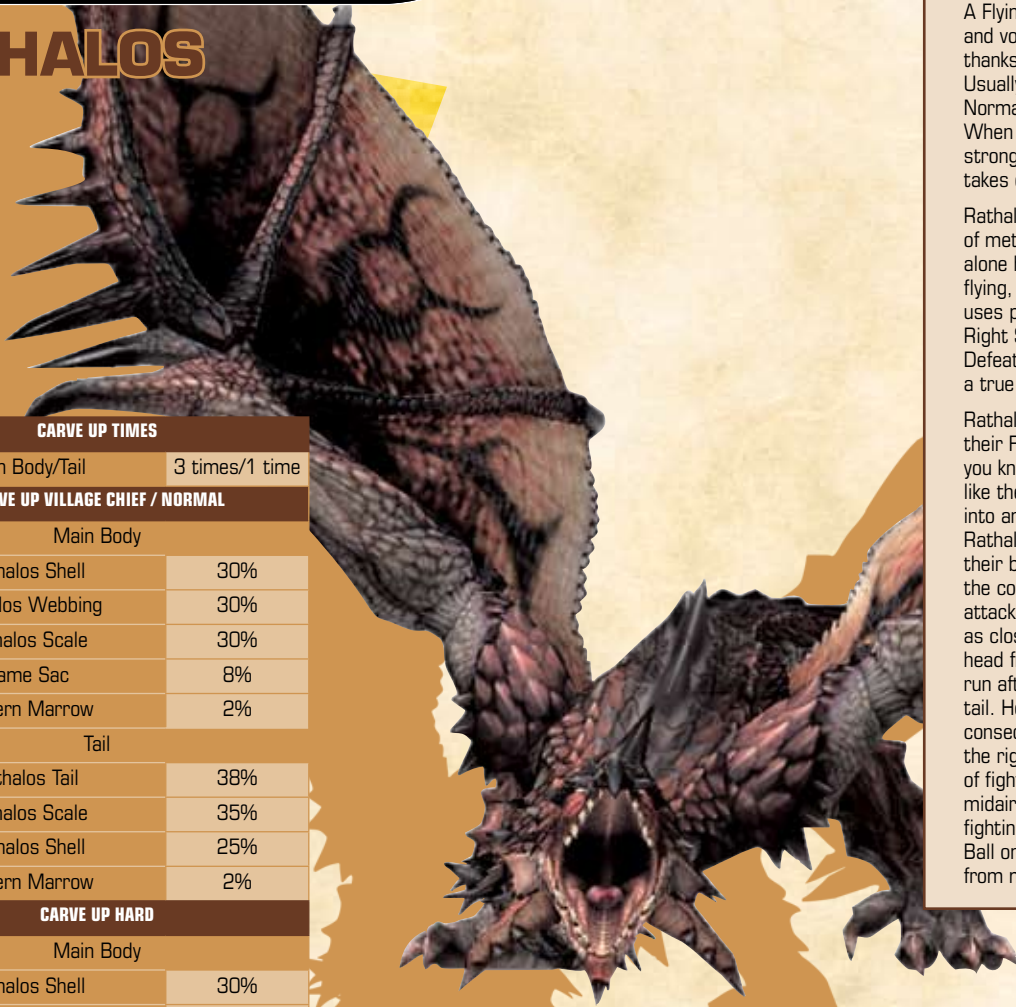
EFFECTS	
Flash Bomb	Immune
Sonic Bomb	Immune
Pitfall Trap	Effective - 20 secs
Raw Meat	Immune

BREAKABLE PARTS	
Head (Crest)	
ATTACK	
Bite (30/30/10)	
Left Spin Tail (35/30/20)	
Panic Run (25/40/20)	
Super Dash (64/40/30)	
Consecutive Peck (25/40/30+steal)	
Above-ground sudden attack (65/40//30)	
Play Dead (80/10/10)	
Wind Pressure [small] (0/10/0)	
Flash (0/10/100)	
Poison Fluid (35/40/20+Poison[strong])	

BODY TRAITS								
Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	70%	20%	±0%	50%	80%	100%	90%	130
Neck	50%	75%	50%	70%	90%	100%	90%	80
Back	30%	70%	80%	80%	90%	100%	90%	150
Stomach	20%	70%	80%	70%	90%	100%	90%	150
Tail	10%	60%	20%	70%	90%	100%	90%	80
Wings	50%	70%	70%	70%	80%	100%	90%	100
Legs	80%	80%	70%	90%	90%	100%	90%	120



# RATHALOS



A Flying Dragon that inhabits forests, hills, swamps, and volcanoes. Known and feared as "Fire Dragon" thanks to its fire breath and its flame-like hide. Usually found flying and circling around its territory. Normally lives on medium sized herbivore monsters. When it spots a Hunter, it immediately launches a strong attack. Using its fire breath and talons, it takes out any intruders.

Rathalos excel at midair fighting, and possess plenty of methods for attacking from above. Even its breath alone has a range of attacks, such as using it while flying, or while jumping backwards. Even on land it uses powerful attacks such as Super Dash and Left/Right Spin Tail, giving it no weak areas whatsoever. Defeating one of these means you can call yourself a true Hunter.

Rathalos open themselves to attack right after using their Fire Breath and after landing on the ground. If you know the behavior that precludes these openings like the back of your hand, you will be able to move into an attack position quickly, so during your first Rathalos fight, you'll want to start by observing their behavior. The fundamental for attacking one is the counterattack (except for Gunners). For breath attacks, do your best to avoid them while remaining as close as possible to the Rathalos, and attack its head from the side. After dodging its Super Dash, run after it and immediately attack its stomach and tail. However, it is easy to let yourself be hit with consecutive tail counterattacks. If you don't have the right defensive items, use the hit-and-run style of fighting. Incidentally, you can escape Rathalos' midair attacks by staying next to its shadow. By fighting in an efficient manner, you can use a Flash Ball on it as soon as it touches ground, and stop it from moving.

### CARVE UP TIMES

Main Body/Tail 3 times/1 time

### CARVE UP VILLAGE CHIEF / NORMAL

#### Main Body

Rathalos Shell	30%
Rathalos Webbing	30%
Rathalos Scale	30%
Flame Sac	8%
Wyvern Marrow	2%

#### Tail

Rathalos Tail	38%
Rathalos Scale	35%
Rathalos Shell	25%
Wyvern Marrow	2%

### CARVE UP HARD

#### Main Body

Rathalos Shell	30%
Rathalos Webbing	30%
Flame Sac	25%
Wyvern Marrow	8%
Rathalos Scale	5%
Rathalos Wing	2%

#### Tail

Rathalos Tail	51%
Rathalos Shell	30%
Rathalos Scale	8%
Wyvern Marrow	6%
Rathalos Plate	5%

### CARVE UP G-CLASS

#### Main Body

Rathalos Carapace	35%
Inferno Sac	25%
Rathalos Webbing	15%
Rathalos Scale+	15%
Rathalos Brainstem	8%
Rathalos Wing	2%

#### Tail

Rathalos Tail	45%
Rathalos Scale+	35%
Rathalos Plate	12%
Rathalos Brainstem	6%
Rathalos Ruby	2%

### STAMINA

Training School	960
Treasure	1600
Village Chief Quest	1280~2240
Normal	3200~4160
Hard	3520~4480
G Class	3200~4800

### SIZE

Big Size	Over 1857.5
King Size	Over 2069.3

### ABILITIES

Attack/Def/Agility	A/A/B
Characteristic	Fly, Sleep

### ANGER

Attack UP	130%
Defense UP	100%
Agility UP	130%

### CONDITION RESISTANCE

Poison	110/75/410 (240 dmg)
Paralysis	100/75/400 (10 secs)
Sleep	150/25/250 (30 secs)

### EFFECTS

Flash Bomb	Effective-30 secs
Sonic Bomb	Immune
Pitfall Trap	Effective - 20 secs
Raw Meat	Effective

### BREAKABLE PARTS

Head, Lft/Rt. Wing

### ATTACK

Bite (20/30/10)
Tail Whip (35/30/20)
Dashing Leg (50/30/20)
Dashing Mouth (64/40/30)
Ground Attack (50/40/20)
Air Attack (76/40/30)
Air Kick (45/40/50+Poison[strong])
Bind Voice (S) (0/40/0)
Air Pressure (L) (0/10/0)
Fire Breath (65/Fire 40/20)

### BODY TRAITS

Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	20%	30%	30%	100%	70%	85%	70%	180
Neck	50%	50%	60%	100%	80%	90%	80%	100
Back	75%	70%	60%	100%	80%	85%	80%	160
Stomach	55%	60%	10%	100%	85%	85%	90%	160
Tail	70%	70%	70%	100%	90%	95%	80%	150
Wings	75%	80%	70%	100%	70%	85%	80%	100
Legs	55%	50%	55%	100%	90%	95%	95%	160

# AZURE RATHALOS

## CARVE UP TIMES

Main Body/Tail 3 times/1 time

## CARVE UP VILLAGE CHIEF / NORMAL

### Main Body

Azure Rathalos Shell	30%
Azure Rathalos Webbing	30%
Azure Rathalos Scale	30%
Flame Sac	8%
Wyvern Marrow	2%

### Tail

Azure Rathalos Tail	38%
Azure Rathalos Scale	35%
Azure Rathalos Shell	25%
Wyvern Marrow	2%

## CARVE UP HARD

### Main Body

Azure Rathalos Shell	30%
Azure Rathalos Webbing	30%
Flame Sac	25%
Wyvern Marrow	8%
Azure Rathalos Scale	5%
Azure Rathalos Wing	2%

### Tail

Azure Rathalos Tail	51%
Azure Rathalos Shell	30%
Azure Rathalos Scale	8%
Wyvern Marrow	6%
Azure Rathalos Plate	5%

## CARVE UP G-CLASS

### Main Body

Azure Rathalos Carapace	38%
Inferno Sac	25%
Azure Rathalos Scale+	15%
Azure Rathalos Webbing	10%
Rathalos Brainstem	8%
Azure Rathalos Wing	4%

### Tail

Azure Rathalos Tail	35%
Azure Rathalos Scale+	35%
Azure Rathalos Carapace	16%
Azure Rathalos Plate	12%
Azure Rathalos Ruby	2%

STAMINA	
Training School	
Treasure	-
Village Chief Quest	1440-3600
Normal	3600-4680
Hard	3960-5040
G Class	7200-8100
SIZE	
Big Size	Over 1857.5
King Size	Over 2069.3
ABILITIES	
Attack/Def/Agility	A/S/A
Characteristic	Flight Sleep

ANGER	
Attack UP	130%
Defense UP	100%
Agility UP	140%
CONDITION RESISTANCE	
Poison	215/75/515 (360 dmg)
Paralysis	125/75/425(10 secs)
Sleep	200/25/300(40 secs)
EFFECTS	
Flash Bomb	Effective-30 secs
Sonic Bomb	Immune
Pitfall Trap	Effective - 20 secs
Raw Meat	Effective

BREAKABLE PARTS	
Head, Left Wing, Right Wing	
ATTACK	
Bite (20/30/10)	
Tail Whip (35/30/20)	
Super Dash Legs (50/30/20)	
Super Dash Mouth (64/40/30)	
Ground Attack (50/40/20)	
Air Attack (76/40/30)	
Air Kick (45/40/50+Poison [strong])	
Bind Voice (small) (0/40/0)	
Wind Pressure (large) (0/10/0)	
Fire Breath (65/Fire 40/20)	

BODY TRAITS									
Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger	
Head	20%	30%	30%	100%	85%	85%	70%	180	
Neck	50%	50%	60%	100%	90%	90%	80%	100	
Back	80%	75%	70%	100%	85%	85%	80%	160	
Stomach	55%	60%	10%	100%	85%	85%	90%	160	
Tail	70%	75%	75%	100%	95%	95%	80%	150	
Wings	80%	85%	75%	100%	85%	85%	80%	100	
Legs	55%	60%	35%	100%	95%	95%	95%	160	

A mutated sub-species of Rathalos, they are male Fire Dragons with their bodies wrapped in azure scales. They have long been said to be creatures that violently change a person's destiny. Like Rathalos, they inhabit forests, hills, volcanoes, and swamps, but they are rarely seen. There are also reports that they are larger in size than regular Rathalos.

Like regular Rathalos, Azure Rathalos are multi-talented Flying Dragons. But, they tend to prefer midair even more, and rarely engage in ground fights. One of their characteristics is a Carapace that repels most Hunter attacks, thus making them more difficult to hunt down than a regular Rathalos. Their attack power, defensive power, and agility are all on a very high, and even Hunters experienced in taking down regular Rathalos put themselves in life-threatening danger when fighting one.

Azure Rathalos often use breath attacks right after a Super Dash. They are far less open to attack than regular Rathalos. Like regular Rathalos, you want to use a Flash Bomb on them as soon as they land to stop them from moving. If you're hunting an Azure Rathalos in Party Play, it's a good idea to bring along a Gunner with paralysis bullets. Although the paralysis time is short, the dragon's resistance is low enough that you should be able to use them effectively. Once you've sealed their movements, shower them with attacks aimed at their heads.

You can use a Blade and Shield or a weapon with a White Gauge's Cutting Edge to attack without being deflected by the Azure Rathalos' shell. If you use this effectively, your chances of opening yourself to attack after being deflected will be erased.

# SILVER RATHALOS



A mutated sub-species of Rathalos that unleashes blinding radiance. You can count the number of times one has been discovered on one hand, and their existence is already the stuff of legends. Similarly, defensive items made from this Flying Dragon's materials have also become legendary. Taking on the shape of the burning sun, they are renowned as Silver Sol.

Silver Rathalos' main characteristic is its body trait that is completely immune to Dragon elements. Also, it possesses a hard hide on par or better than the Silver Rathalos, and any weapon not up to snuff will simply be deflected. Its fighting style also prefers midair fights, giving Hunters few chances to attack. Furthermore, in order to fight a Silver Rathalos, for the Village Chief's Quest you will have to have cleared all previous quests beforehand. After becoming able to take on G-Class Quests, you will need to have hunted over 30 regular Rathalos.

Silver Rathalos's body traits makes it so that a different attack system is effective for each part. Cutting type weapons for the wings, melee for the head, and bullets for the tail. This means that you will have to aim for a different area depending on the weapon you're using. Furthermore, among its weak points, wings are the one most susceptible to Stagger. If you consistently attack the wings with a cutting type weapon, you will be able to keep staggering a Silver Rathalos. However, when angered, Silver Rathalos's agility jumps by 1.4, and it becomes much easier for you to be counterattacked. Because the Silver Rathalos' attack power is also at 1.4 when angered, and considering its attack power is already at a troublesomely high level, it becomes much easier to fight by sealing its movements entirely. When setting out on the hunt, always be sure to pack Flash Bombs. Incidentally, Silver Rathalos tend to be considerably larger than regular Rathalos. When aiming for their wings, a Blade and Shield won't be able to hit them, so you'll want to bring along a Blade or Lance as well.

### CARVE UP TIMES

Main Body/Tail 3 times/1 time

### CARVE UP VILLAGE CHIEF / NORMAL

#### Main Body

Silver Rathalos Shell	30%
Silver Rathalos Webbing	30%
Flame Sac	25%
Wyvern Marrow	8%
Silver Rathalos Scale	5%
Silver Rathalos Wing	2%

#### Tail

Silver Rathalos Tail	55%
Silver Rathalos Scale	20%
Silver Rathalos Shell	19%
Wyvern Marrow	6%

### CARVE UP G-CLASS

#### Main Body

Silver Rathalos Shell	30%
Silver Rathalos Webbing	30%
Inferno Sac	25%
Wyvern Marrow	8%
Silver Rathalos Scale	5%
Silver Rathalos Wing	2%

#### Tail

Silver Rathalos Tail	55%
Silver Rathalos Scale	20%
Silver Rathalos Plate	9%
Silver Rathalos Shell	8%
Rathalos Brainstem	6%
Silver Rathalos Ruby	2%

### STAMINA

Training School	-
Treasure	-
Village Chief Quest	4400-5600
Normal	-
Hard	-
G Class	4000-6000

### SIZE

Big Size	Over 1857.5
King Size	Over 2069.3

### ABILITIES

Attack/Def/Agility	A/A/S
Characteristic	Flight. Sleep

### ANGER

Attack UP	140%
Defense UP	110%
Agility UP	140%

### CONDITION RESISTANCE

Poison	400/100/800 (420 dmg)
Paralysis	200/75/500 (10 secs)
Sleep	200/25/300 (40 secs)

### EFFECTS

Flash Bomb	Effective – 30 secs
Sonic Bomb	Immune
Pitfall Trap	Effective – 20 secs
Raw Meat	Effective

### BREAKABLE PARTS

Head, Left Wing, Right Wing

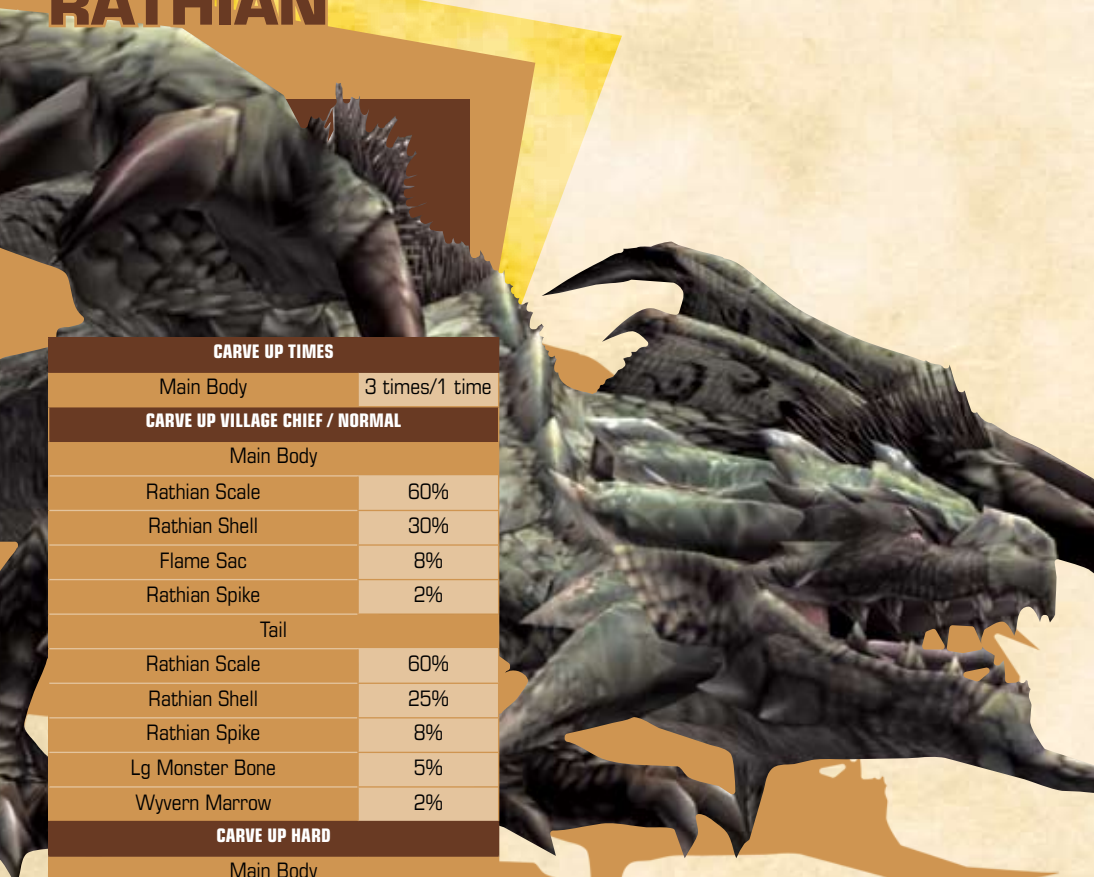
### ATTACK

Bite (20/30/10)
Left Right Spin Tail (35/30/20)
Super Dash Legs (50/30/20)
Super Dash Mouth (64/40/30)
Ground Attack (50/40/20)
Air Attack (76/40/30)
Air Kick (45/40/50 Poison Strong)
Bind Voice (small) (0/40/0)
Wind Pressure (large) (0/10/0)
Fire Breath (65/Fire 40/20)

### BODY TRAITS

Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	75%	20%	75%	100%	70%	70%	100%	180
Neck	65%	45%	60%	100%	80%	80%	100%	100
Back	80%	75%	60%	100%	80%	80%	100%	160
Stomach	65%	55%	50%	100%	85%	85%	100%	160
Tail	75%	75%	30%	100%	90%	90%	100%	150
Wings	20%	80%	70%	100%	70%	70%	100%	100
Legs	75%	60%	50%	100%	90%	90%	100%	160

# RATHIAN



As you can tell from appearances, the Rathian is a Flying Dragon like Rathalos, and is a female Fire Dragon. Sightings have been confirmed in forests, hills, jungles, desert, and swamps, and inhabits the largest territory of all Flying Dragons. Like the Rathalos, the Rathian can be said to be representative of Flying Dragons, but instead of favoring the air, Rathian prefers the ground. She doesn't change areas often when fighting a Hunter, and also prefers a thorough close range fight, differing from Rathalos in almost every way.

The main individual characteristic Rathian is noted for are the countless Spike jutting out from her back and wings. These Spike contain strong poison. Her Somersault Tail Attack makes perfect use of both her tail and these Spike. Even if they manage to withstand the attack, many Hunters have met their end from the poison.

Rathian possesses many attacks, such as the Super Dash, Fire Breath, and Left Right Spin Tail, but the one to particularly watch out for is the Somersault Tail Attack. The Somersault Tail Attack has Rathian somersault forward and knock her opponent away with her tail. Not only does it deal critical damage, but it will poison you even if you survive. Before Rathian performs the Somersault Tail Attack, she always takes one step backwards, so if you see her do this, stop attacking immediately and either guard or run away. Furthermore, after using the Somersault Tail Attack, Rathian will come to a halt for 1-2 seconds in midair, then come back to the ground. When this happens, Wind Pressure will be unleashed twice; once while in the air, once while landing. You will lose a lot of Stamina if you guard this, so either use a skill to neutralize Wing Pressure, or eat some Well-Cooked Meat to gain back all your Stamina.

### CARVE UP TIMES

Main Body 3 times/1 time

### CARVE UP VILLAGE CHIEF / NORMAL

#### Main Body

Rathian Scale	60%
Rathian Shell	30%
Flame Sac	8%
Rathian Spike	2%

#### Tail

Rathian Scale	60%
Rathian Shell	25%
Rathian Spike	8%
Lg Monster Bone	5%
Wyvern Marrow	2%

### CARVE UP HARD

#### Main Body

Rathian Scale	35%
Rathian Shell	30%
Flame Sac	25%
Rathian Spike	8%
Wyvern Claw	2%

#### Tail

Rathian Scale	47%
Rathian Shell	30%
Rathian Spike	13%
Wyvern Marrow	5%
Rathian Plate	5%

### CARVE UP G-CLASS

#### Main Body

Rathian Scale+	35%
Rathian Carapace	30%
Inferno Sac	25%
Rathian Spike	8%
Wyvern Claw	2%

#### Tail

Rathian Scale+	45%
Rathian Carapace	23%
Rathian Spike	13%
Rathian Plate	12%
Rathalos Brainstem	5%
Rathian Ruby	2%

### STAMINA

Training School	1200
Treasure	2000
Village Chief Quest	1600-2800
Normal	4000-4800
Hard	4000-5600
G Class	4000-5600

### SIZE

Big Size	Over 1941.8
King Size	Over 2122.8

### ABILITIES

Attack/Def/Agility	A/A/B
Characteristic	Flight. Sleep

### ANGER

Attack UP	130%
Defense UP	100%
Agility UP	120%

### CONDITION RESISTANCE

Poison	200/75/500 (240 dmg)
Paralysis	110/75/410 (10 secs)
Sleep	150/50/350 (30 secs)

### EFFECTS

Flash Bomb	Effective - 30 secs
Sonic Bomb	Immune
Pitfall Trap	Effective - 20 secs
Raw Meat	Effective

### BREAKABLE PARTS

Head, Left Wing, Right Wing

### ATTACK

Bite (20/30/10)
Left Right Spin Tail (35/30/20)
Super Dash Legs (50/30/20)
Super Dash Mouth (64/40/30)
Somersault (75/40/40+Poison [strong])
Jump Back Landing (10/30/0)
Bind Voice [small] (0/40/0)
Wind Pressure [large] (0/10/0)
Fire Breath (65/Fire 20/10)

### BODY TRAITS

Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	10%	20%	30%	100%	85%	80%	65%	200
Neck	50%	60%	60%	100%	90%	85%	80%	90
Back	75%	70%	70%	100%	90%	85%	75%	150
Stomach	40%	45%	10%	100%	95%	80%	90%	150
Tail	70%	70%	75%	100%	95%	90%	75%	140
Wings	75%	80%	75%	100%	90%	85%	80%	100
Legs	55%	60%	50%	100%	95%	90%	95%	180

# PINK RATHIAN



A mutated sub-species of Rathian, it is widely known from an ancient poem, where it protects maidens that lead troubled lives. Possessing a shell of piercing, cherry blossom color, it has rarely been seen, even going so far as to have been called the mythical female Fire Dragon. In recent years, it has been confirmed to inhabit areas other than volcanoes. In fact, its living environments are very similar to Rathian's.

The Pink Rathian may have been kind and gentle figure in the legends, but in reality it is extremely violent. It fiercely attacks those who intrude on its territory. It never runs away, even if its own life is in danger. It is covered with an extremely tough shell, and any weapon besides those possessing a White Gauge will be easily repelled. Its basic behavior patterns are no different from a normal Rathian, but it is much more difficult to hunt. If you don't go after its weak points with pinpoint accuracy, it's very likely that you will end up being the hunted.

The Pink Rathian not only has a very tough shell, but a lot of Stamina as well. It is much easier to be drawn into a long fight against her than against a regular Rathian. If you don't have a weapon with Cutting Edge or White Gauge, aim strictly for her head. Like Rathian, she becomes completely defenseless while using her Fire Breath, so it's a perfect time to attack. If she turns around slowly, she's about to use Fire Breath. Close the distance while constantly maneuvering around her. If you're using Elements, Dragon or Lightning is best.

The Pink Rathian also likes to change direction after a Super Dash, instead of falling down after charging. She will do this a maximum of 3 times. If you panic and try to jump out of the way, she'll attack you while you're getting back up. In order to handle the sudden change in direction, wait for her to get close, then dodge at the last second.

### CARVE UP TIMES

Main Body 3 times/1 time

### CARVE UP VILLAGE CHIEF / NORMAL

#### Main Body

Pink Rathian Scale	60%
Pink Rathian Shell	30%
Flame Sac	8%
Pink Rathian Thorn	2%

#### Tail

Pink Rathian Scale	60%
Pink Rathian Shell	25%
Pink Rathian Thorn	8%
Lg Monster Bone	5%
Wyvern Marrow	2%

### CARVE UP HARD

#### Main Body

Pink Rathian Scale	47%
Pink Rathian Shell	30%
Pink Rathian Thorn	13%
Wyvern Marrow	5%
Pink Rathian Plate	5%

#### Tail

Pink Rathian Scale	50%
Pink Rathian Shell	30%
Pink Rathian Thorn	13%
Wyvern Marrow	5%
Pink Rathian Plate	2%

### CARVE UP G-CLASS

#### Main Body

Pink Rathian Scale+	35%
Pink Rathian Carapace	30%
Inferno Sac	25%
Pink Rathian Thorn	8%
Wyvern Claw	2%

#### Tail

Pink Rathian Scale+	50%
Pink Rathian Carapace	30%
Pink Rathian Plate	12%
Rathalos Brainstem	6%
Pink Rathian Ruby	2%

### STAMINA

Training School	
Treasure	-
Village Chief Quest	1760-3080
Normal	1760-4400
Hard	4400-5720
G Class	4400-6600

### SIZE

Big Size	Over 1941.8
King Size	Over 2122.8

### ABILITIES

Attack/Def/Agility	A/S/A
Characteristic	Flight, Sleep

### ANGER

Attack UP	130%
Defense UP	100%
Agility UP	130%

### CONDITION RESISTANCE

Poison	200/75/500 (360 dmg)
Paralysis	150/75/450 (10 secs)
Sleep	150/75/450 (30 secs)

### EFFECTS

Flash Bomb	Effective - 30 secs
Sonic Bomb	Immune
Pitfall Trap	Effective - 20 secs
Raw Meat	Effective

### BREAKABLE PARTS

Head, Left Wing, Right Wing

### ATTACK

Bite (20/30/10)
Left Right Spin Tail (35/30/20)
Super Dash Legs (50/30/20)
Super Dash Mouth (64/40/30)
Somersault (75/40/40+Poison [strong])
Jump Back Landing (10/30/0)
Bind Voice (Small) (0/40/0)
Wind Pressure [large] (0/10/0)
Fire Breath (65/Fire 20/10)

### BODY TRAITS

Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	10%	20%	30%	100%	85%	80%	65%	200
Neck	50%	60%	60%	100%	90%	85%	80%	90
Back	80%	75%	70%	100%	90%	85%	75%	150
Stomach	40%	45%	10%	100%	95%	80%	90%	150
Tail	75%	75%	80%	100%	95%	90%	75%	140
Wings	80%	85%	80%	100%	90%	85%	80%	100
Legs	45%	50%	50%	100%	95%	90%	95%	180

# GOLD RATHIAN



A Fire dragon wrapped in a golden armor. The Golden Rathian is a supernatural monster but has been seen by few and only their legend remains. According to one legend, items made from the bodies of these wyverns glow in the darkest of places.

The meat quality of the Gold Rathian is totally different than normal Rathian. A hit attack is effective only against the head part, but a slash is effective against wings and bomb is effective against tail or legs. With regards to resistance, it is totally immune against dragon element. Although lightning has a slight effect, it is difficult because it varies depending on the body part. Furthermore, its outer body strength is on par with the Pink Rathian and repels any attack other than ones to its weak points. On the other hand, when that weak spot is struck, it cannot counterattack.

The Gold Rathian can be effectively attacked by a lance with carries both slicing and hammering properties. With a lance, since you can attack either the head or the wings, the attack perimeter is widened and your chance for a successful attack is increased. The Gold Rathian moves quickly and it is hard to evade his attack.

The method of attack is the same as that of the normal Rathian. If the hunter's distance is far, it does a Somersault Tail Attack. If it is medium distance, it does a Dash Attack or a Breath Attack. Basically, it is the same as a normal Rathian unless it gets Angry, then you should take extreme care. Its Agility increases and the intervals between the attacks become shorter. It becomes very hard to hit.

### CARVE UP TIMES

Main Body/Tail 3 times/1 time

### CARVE UP VILLAGE CHIEF / NORMAL

#### Main Body

Gold Rathian Scale	37%
Gold Rathian Shell	30%
Flame Sac	25%
Gold Rathian Thorn	8%

#### Tail

Gold Rathian Scale	51%
Gold Rathian Shell	30%
Gold Rathian Thorn	13%
Wyvern Marrow	6%

### CARVE UP G-CLASS

#### Main Body

Gold Rathian Scale	37%
Gold Rathian Shell	30%
Inferno Sac	25%
Gold Rathian Thorn	8%

#### Tail

Gold Rathian Scale	46%
Gold Rathian Shell	30%
Gold Rathian Thorn	13%
Gold Rathian Plate	8%
Gold Rathian Ruby	3%

### STAMINA

Training School	-
Treasure	-
Village Chief Quest	4840~6160
Normal	-
Hard	-
G Class	4400~6600

### SIZE

Big Size	Over 1941.8
King Size	Over 2122.8

### ABILITIES

Attack/Def/Agility	S/A/A
Characteristic	Fly, Sleep

### ANGER

Attack UP	140%
Defense UP	110%
Agility UP	140%

### CONDITION RESISTANCE

Poison	350/100/750 (360dmg)
Paralysis	200/75/500 (10 second)
Sleep	200/50/400 (40 second)

### EFFECTS

Flash Bomb	Effective~30 sec.
Sonic Bomb	Immune
Pitfall Trap	Effect~20 sec.
Raw Meat	Effect

### BREAKABLE PARTS

Head, Lft/Rt. Wing

### ATTACK

Bite (20/30/10)
Tail Whip (35/30/20)
Dashing Leg (50/30/20)
Dashing Mouth (64/40/30)
Somersault (75/40/40+Poison [strong])
Air Landing (10/30/0)
Bind Voice [small] (0/40/0)
Air Pressure [large] (0/10/0)
Fire Breath (65/Fire 20/10)

### BODY TRAITS

Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	75%	20%	60%	100%	85%	70%	100%	200
Neck	65%	50%	60%	100%	90%	80%	100%	90
Back	80%	75%	60%	100%	90%	80%	100%	150
Stomach	65%	55%	80%	100%	95%	85%	100%	150
Tail	75%	75%	40%	100%	95%	90%	100%	140
Wings	20%	80%	80%	100%	90%	70%	100%	100
Legs	75%	60%	50%	100%	95%	90%	100%	180

**KHEZU**



A white sky dragon that dwells in dark and gloomy caves. Instead of scales or a shell to protect its body, it is covered by soft, moist skin. Also, its body contains so called "electric sacs" that enable it to use electric breath and electric shock. The Khezu is almost the exact opposite of other sky dragon, and is very inactive. Even when prey enters its territory, it barely moves, simply stretching its elastic neck to snap at it. It has lost its sense of sight from dwelling in caves, but makes up for it by a great sense of smell, which it uses to discern the location of its prey.

The Khezu is a sneaky fighter. It lets out a roar that resembles a bloody shriek and is loud enough to penetrate even the skill, "ear plug." This makes it a very difficult battle if without a weapon that enables guarding.

The skill "guard ability" is extremely effective against the Khezu. The Khezu is capable of attacks with a power of 40, but you can reduce this to 0 by using this skill and guarding. Large swords and lances receive 1 and one-handed swords 2, so put them to use. Also, the Khezu's electric shock attack takes some time, but only hits once. If you can guard against it, you can easily counter attack the creature while it cannot move. Be sure to concentrate your attacks on its weak head. Furthermore, if the Khezu is far enough away, it is easy for it to use electric breath. When enraged, this can even mean instant death and even when it does not, you will be paralyzed with electricity. When it is angry, move around to its side as much as your weapon will allow.

CARVE UP TIMES	
Body	3 x
CARVE UP VILLAGE CHIEF / NORMAL	
Flabby Hide	50%
Pale Extract	35%
Electro Sac	15%
CARVE UP HARD	
Flabby Hide	50%
Pale Extract	25%
Electro Sac	14%
Pale Bone	10%
Pale Lips	1%
CARVE UP G-CLASS	
Khezu Hide - Tan	34%
Pale Extract	25%
Thunder Sac	14%
Pale Khezu Steak	13%
Flabby Hide	10%
Pale Lips	4%

STAMINA	
Training School	960
Treasure	-
Village Chief Quest	1280~2240
Normal	3200~4160
Hard	3520~4480
G-Class	3520~4800
SIZE	
Big Size	1030.4 and up
King Size	1178.8 and up
ABILITIES	
Atk. / Def. / Agl.	B / A / C
Characteristic	Flight / Sleep

ANGER	
Attack Power UP	140%
Defense UP	110%
Agility UP	130%
CONDITION RESISTANCE	
Poison	110/75/410 (60dmg)
Paralysis	200/75/500 (5 sec.)
Sleep	200/25/300 (40 sec.)
EFFECTS	
Flash Bomb	Immune
Sonic Bomb	Immune
Pitfall Trap	Eft. - 20 sec
Raw Meat	Effective

ATTACKS	
Outstretched Bite	(55/40/10)
Right Tail Swipe	(50/30/20)
Leap	(50/40/10)
Falling Attack	(60/40/10)
Electric Shock	(55/40/10)
Bind Voice (Big)	(0/40/0)
Wind Pressure (Small)	(0/10/0)
Drop (Except G 25/10/30)	
Electric Breath (Except G 80/Thunder9/30)	

BODY TRAITS								
Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	55%	40%	10%	60%	95%	100%	95%	200
Neck	40%	50%	30%	70%	95%	100%	95%	140
Back	50%	50%	80%	70%	95%	100%	95%	200
Stomach	50%	75%	80%	70%	95%	100%	95%	200
Tail	80%	80%	70%	80%	95%	100%	95%	90
Wings	75%	75%	60%	80%	95%	100%	95%	120
Legs	75%	80%	70%	85%	95%	100%	95%	130



# RED KHEZU



This mutated sub-species of Khezu has blood red skin. Like the standard Khezu, it lives in caves located within jungles and marsh lands. It is known as a sky dragon that cries out a repulsive shriek. Its roar is loud enough to be on par with that of the Monoblos and Diablos. The biggest difference between the Red Khezu and standard Khezu are its resistances. The Khezu's weakness towards fire is now a strength. Instead, it has a weakness to water, which was ineffective on the normal Khezu.

The Red Khezu is not only strong, but also tricky. It will try to bite you as it swings its head side to side. Since its resistances are reversed, be sure to equip different weapons from those used to fight the regular Khezu. Finally, the only quests in which the Red Khezu appear are the G-Class Meeting Hall Quests.

The Red Khezu has greater attack power than the standard version, and you will lose a considerable amount of stamina even if you guard against its attacks. When fighting primarily with counter attacks, be sure to first raise your guard ability. As with the standard Khezu, there is an opening in its defenses after a breath or leap attack, so watch for this point. However, be careful when it is enraged. When angered, the Red Khezu will have 1.4 x the agility of before. If you attack blindly, there is a danger of being thrown backwards by its electric shock, or caught in its electric breath. It is extremely hard to paralyze this creature and it only lasts for 10 second, so if you want to stop its movement, you're better of using a Pitfall Trap. The Red Khezu is a type of sky dragon that can't really walk, but it has the habit of jumping behind hunters with its leap and falling attack. One strategy is to use yourself as bait and lure it into a set Pitfall Trap.

CARVE UP TIMES	
Body	3 x
CARVE UP G-CLASS	
Alluring Hide	43%
Pale Extract	25%
Thunder Sac	14%
Pale Khezu Steak	13%
Pale Lips	5%

STAMINA	
Training School	-
Treasure	-
Village Chief Quest	-
Normal	-
Hard	-
G-Class	3960~5400
SIZE	
Big Size	1030.4 and up
King Size	1178.8 and up
ABILITIES	
Atk. / Def. / Agl.	A / A / C
Characteristic	Flight / Sleep

ANGER	
Attack Power UP	140%
Defense UP	110%
Agility UP	140%
CONDITION RESISTANCE	
Poison	110/75/410 (120dmg)
Paralysis	350/75/650 (10 sec.)
Sleep	200/25/300 (40 sec.)
EFFECTS	
Flash Bomb	Immune
Sonic Bomb	Immune
Pitfall Trap	Eft. - 20 sec
Raw Meat	Effective

ATTACKS	
Outstretched Bite	(55/40/10)
Right Tail Swipe	(50/30/20)
Leap	(50/40/10)
Falling Attack	(60/40/10)
Electric Shock	(55/40/10)
Bind Voice (Big)	(0/40/0)
Wind Pressure (Small)	(0/10/0)
Drool (Except G 25/10/30)	
Electric Breath (Except G 80/Thunder9/30)	

BODY TRAITS								
Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	55%	40%	20%	95%	60%	100%	95%	200
Neck	40%	50%	40%	95%	70%	100%	95%	140
Back	50%	50%	80%	95%	70%	100%	95%	200
Stomach	50%	75%	80%	95%	70%	100%	95%	200
Tail	80%	80%	70%	95%	80%	100%	95%	90
Wings	75%	75%	70%	95%	80%	100%	95%	120
Legs	75%	80%	70%	95%	85%	100%	95%	130



**PLESIOETH**



The only sky dragon capable of swimming through water. The Plesioth is tremendous and thrives primarily in bodies of water with jungles and deserts. The large fins have earned it the nicknames "Fish Dragon" and "Plesioth." Typically, the Plesioth will attack its prey from under water with its water breath, but it is also capable of moving on land. Only gunners can damage a Water Dragon while it is under water, so to defeat it you'll have to anger it and force it on land. Characteristically, the Plesioth will become enraged and leap from the water if it hears an explosion. When heading to battle this creature, be sure to stock up on sound bombs and piercing bombs. When enraged, the Plesioth's defence decreases, so it's two birds with one stone.

Additionally, despite its giant size, the Plesioth loves frogs. If unnoticed, you can place a frog in the water and draw out the beast.

One of the largest sky dragons, the Plesioth has surprisingly high attack power. However, in places where is unprotected by scales, its flesh is very soft and it is susceptible to fire and thunder. These holes in its defence are a great weakness. It is wide open while preparing for and after having finished attacks, so you should have no trouble dealing damage. However, since most attacks will put you underneath the beast, it is easy for it to counter attack. Especially dangerous is its charge attack. It has a large attack area because of its size and is powerful. Since it is virtually impossible to avoid the attack when underfoot, use a weapon that you can guard with and don't miss the chance. If you cannot guard, you'll have to play hit and run. After striking once or twice, the Plesioth will prepare to charge, so get out of there as quickly as possible.

CARVE UP TIMES	
Body	4 x
CARVE UP VILLAGE CHIEF / NORMAL	
Plesioth Scale	58%
Plesioth Fin	40%
Small Lobster Shell	2%
CARVE UP HARD	
Plesioth Fin	48%
Plesioth Scale	45%
Large Lobster Shell	7%
CARVE UP G-CLASS	
Plesioth Top Fin	48%
Plesioth Scale+	45%
Giant Lobster Shell	7%

STAMINA	
Training School	1200
Treasure	2000
Village Chief Quest	1600~2800
Normal	4000~5200
Hard	4400~5600
G-Class	5600~6000
SIZE	
Big Size	2847.7 and up
King Size	3102.4 and up
ABILITIES	
Atk. / Def. / Agl.	A / B / B
Characteristic	Moves through water

ANGER	
Attack Power UP	150%
Defense UP	80%
Agility UP	110%
CONDITION RESISTANCE	
Poison	100/75/400 (120dmg)
Paralysis	100/75/400 (10 sec.)
Sleep	100/50/300 (30 sec.)
EFFECTS	
Flash Bomb	Immune
Sonic Bomb	Eft. - Anger
Pitfall Trap	Eft. - 20 sec
Raw Meat	Immune

ATTACKS	
Bite (60/40/10)	
Right Tail Swipe (50/40/20)	
Charge (50/40/40)	
Stomach Slide (50/40/10)	
Surface Skipping Bite (70/40/10+Sleep)	
Wind Pressure (Big) (0/10/0)	
Water Breath (Except G 65/Water10/20)	

BODY TRAITS								
Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	70%	70%	40%	75%	100%	75%	95%	130
Neck	40%	50%	±0%	70%	100%	70%	95%	150
Back	80%	80%	80%	80%	100%	75%	95%	250
Stomach	±0%	20%	20%	65%	100%	65%	95%	250
Tail	50%	60%	40%	70%	100%	70%	95%	180
Wings	75%	75%	70%	80%	100%	80%	95%	100
Legs	50%	60%	70%	90%	100%	90%	95%	250



# GREEN PLESIOTH



This mutated sub-species of the Plesioth is a Plesioth with shining jade scales. Its basic behavior is the same as the standard Plesioth, but it is stronger all around, making it one step stronger. Also, it is even larger than the normal Plesioth, and its weak spots are reduced to the hard to reach stomach area. For King size Green Plesioths, even with a lance, the longest of the close range weapons, you will only be able to reach its legs. This can make the battle draw on and on. Furthermore, an enraged Green Plesioth boasts 1.3x the agility as before. It is much quicker than its standard counterpart and offers few chances to attack. Also, it may attack with dangerous patterns such as water breath on a hunter who has been tossed into the air from its charge. This isn't an easy opponent, even with armor that is strong against water.

The standard size Green Plesioth is comparable to most big size versions of other sky dragons. Consequently, swordsmen will have difficulty attacking its weak underbelly. When paralyzed, the Plesioth tends to lower itself down, so if you are using a bow gun to help out other swordsmen, fire paralyzing shots. However, the Plesioth will only remain paralyzed for 10 seconds. If friendly swordsmen do not have good weapons, it's more effective to appoint yourself as the main attacker. In this case, electric shots are preferable. Fire bombs exploit the Plesioth's weakness towards fire, but piercing electric shots are capable of dealing more damage. Also, the higher the power of an elemental shot, the more that attribute's damage will be dealt. Water breath is the only attack that the Plesioth can use to reach a gunner, so rather than a light weapon, you'll want to use a heavy bow gun.

CARVE UP TIMES	
Body	4 x
CARVE UP VILLAGE CHIEF / NORMAL	
Green Plesioth Scale Piece	50%
Green Plesioth Fin Piece	40%
Small Lobster Shell	10%
CARVE UP HARD	
Green Plesioth Fin	40%
Green Plesioth Scale Piece	37%
Small Lobster Shell	13%
Large Lobster Shell	10%
CARVE UP G-CLASS	
Green Plesioth Fin	60%
Green Plesioth Scale	17%
Large Lobster Shell	13%
Giant Lobster Shell	10%

STAMINA	
Training School	-
Treasure	-
Village Chief Quest	1760~3080
Normal	-
Hard	4840~6160
G-Class	4840~6600
SIZE	
Big Size	2847.7 and up
King Size	3102.4 and up
ABILITIES	
Atk. / Def. / Agl.	S / B / B
Characteristic	Moves through water

ANGER	
Attack Power UP	150%
Defense UP	80%
Agility UP	130%
CONDITION RESISTANCE	
Poison	100/100/500 (360 dmg)
Paralysis	100/100/500 (10 sec.)
Sleep	200/50/400 (40 sec.)
EFFECTS	
Flash Bomb	Immune
Sonic Bomb	Eft. - Anger
Pitfall Trap	Eft. - 20 sec
Raw Meat	Immune

ATTACKS	
Bite	(65/40/10)
Right Tail Swipe	(50/40/20)
Charge	(50/40/40)
Stomach Slide	(50/40/10)
Surface Skipping Bite	(70/40/10+Sleep)
Wind Pressure (large)	(0/10/0)
Water Breath	(Except G 65/Water10/20)

BODY TRAITS								
Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	70%	70%	40%	75%	100%	75%	95%	130
Neck	40%	50%	±0%	70%	100%	70%	95%	150
Back	80%	80%	80%	80%	100%	75%	95%	250
Stomach	±0%	20%	20%	65%	100%	65%	95%	250
Tail	50%	60%	40%	70%	100%	70%	95%	180
Wings	75%	75%	70%	80%	100%	80%	95%	100
Legs	50%	60%	70%	90%	100%	90%	95%	250



**BASARIOS**



A medium-sized sky dragon that lives in volcanoes. It is also known as the "Rock Dragon." As the name suggests, it has an exterior tougher than normal rock and it looks like it is made of rock. It isn't very active and usually has half of its body hidden underground while it blends into its rocky surroundings. It will wait, unmoving, until an enemy approaches. Once a hunter gets near, it will jump out from the ground and will be ready for battle until the target leaves its territory.

The Basarios is known as a younger version of the Gravios and will spit highly explosive napalm from its mouth. It is also capable of emitting a sleep gas from its body to immobilize the hunter. In other words, it is well suited for battle. Also, its main attack is the poisonous gas it emits from its body into the surrounding area. By no means should you underestimate this creature because it is a juvenile.

The Basarios has high defense power, but it is slow moving and offers many chances to attack. Especially after charging or while it is attacking with its tail, it has no way of defending itself. Aim for these chances. However, when using a large sword or lance, you can expect a counter attack when you strike anything other than its stomach or legs. In other words, be careful with where you attack. To make matters worse, when you are positioned to attack these areas, it is easy to be hit by poison gas. This poison will last for 40 seconds, so when you do not have skills such as "poison immunity" and "strengthened guard," be sure you have plenty of antidotes. Furthermore, when the creature has increased agility from being angered, you will be unable to block the charge following the Basarios' battle cry if it hits you. This will cause great damage. If poisoned has drained your health considerably, remember that just using an antidote will not restore your health. Use healing items along with antidotes to avoid a fatal wound.

CARVE UP TIMES	
Body / Tail	3x/1x
CARVE UP VILLAGE CHIEF / NORMAL	
Body	
Machalite Ore	45%
Basarios Shell	32%
Poison Sac	15%
Lg Monster Bone	8%
Tail	
Machalite Ore	55%
Basarios Shell	45%
CARVE UP HARD	
Body	
Dragonite Ore	32%
Basarios Shell	30%
Basarios Wing	15%
Poison Sac	15%
Monster Bone+	8%
Tail	
Machalite Ore	45%
Basarios Shell	30%
Dragonite Ore	25%
CARVE UP G-CLASS	
Body	
Basarios Carapace	32%
Toxin Sac	19%
Dragonite Ore	17%
Basarios Tears	15%
Carbalite Ore	9%
Hard Monster Bone	8%
Tail	
Dragonite Ore	52%
Basarios Carapace	30%
Carbalite Ore	18%

STAMINA	
Training School	720
Treasure	-
Village Chief Quest	960~1680
Normal	2400~3120
Hard	2400~3360
G-Class	2640~3600
SIZE	
Big Size	1531.2 and up
King Size	1673.9 and up
ABILITIES	
Atk. / Def. / Agl.	B / S / D
Characteristic	Flight / Rock Disguise

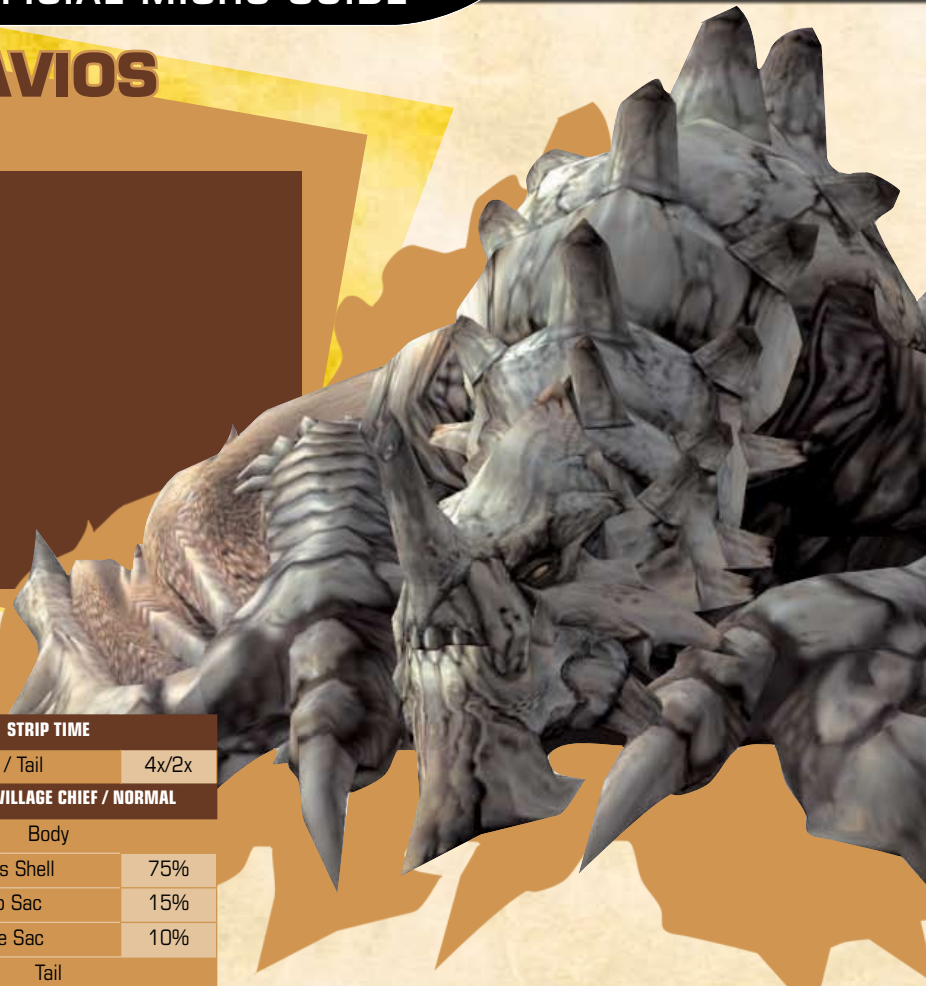
ANGER	
Attack Power UP	130%
Defense UP	120%
Agility UP	110%
CONDITION RESISTANCE	
Poison	200/75/500 (240 dmg)
Paralysis	200/50/400 (15 sec.)
Sleep	100/50/300 (60 sec.)
EFFECTS	
Flash Bomb	Eft. - 15 sec
Sonic Bomb	immune
Pitfall Trap	Eft. - 20 sec
Raw Meat	Immune

BREAKABLE PARTS	
Stomach	
ATTACKS	
Appear from Earth (30/40/10)	
Bite (40/60/10)	
Left Tail Swipe (35/16/20)	
Charge (40/20/10)	
Violent Rush (60/40/20)	
Bind Voice (small) (0/16/0)	
Poison Gas (Except G 20/40/10+Poison)	
Sleep Gas (Except G 0/9/10+Sleep)	
Napalm (55/fire 39 / 20)	
Wind Pressure (small) (0/10/0)	

BODY TRAITS								
Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	80%	80%	80%	85%	90%	90%	82%	100
Neck	80%	80%	80%	85%	90%	90%	82%	100
Back	80%	80%	80%	85%	90%	90%	82%	200
Stomach	75%	75%	50%	80%	90%	90%	82%	300
Tail	80%	80%	70%	85%	90%	90%	82%	140
Wings	80%	80%	70%	85%	90%	90%	82%	130
Legs	75%	75%	70%	80%	90%	90%	90%	100



# GRAVIOS



This sky dragon lives in volcano belts and marsh lands. As the term "Armor Dragon" suggests, it has an extremely tough outer shell. Also, it is twice the size of other sky dragons and it can shoot a heat ray that turns anything it touches to ashes. It generally sticks to walking. Perhaps because of its heavy, tough shell, the Gravios is rather slow moving and cannot fly well. However, it has more than enough stamina to make up for it.

Superficial attacks will not scratch the incredibly heavy sky dragon, Gravios. It is possible to deal considerable damage to its weak underbelly, but this is no easy feat. The Gravios will lash out with unblockable sleep and flame gas once a hunter gets close. This sky dragon is huge, and therefore provides large openings, but unless you use a good dragon or water weapon, the battle with this powerful foe will rage on.

The Gravios will often use sleep gas and wild rush, leaving few opportunities for a direct attack. To counter this, there are two options. You can either rush in unconcerned about the gas, or aim for the opening in the Gravios' defenses after it fires its heat ray. The former prevents the dangers of being caught in the sleep gas and, in the worst case scenario, killed instantly by the heat ray. However, it allows you to rush in with a flurry of attacks and aim for a quick fight. The other option allows you to avoid damage while waiting to see if the Gravios will follow its heat ray with fire gas. This is a safer, but slower option. You should take into account the conditions you are battling in, but ultimately choose the path that suits you best. Furthermore, by breaking the shell around its chest and stomach, you can expose its soft flesh. If successful in destroying its stomach, attack it by any means necessary.

### STRIP TIME

Body / Tail 4x/2x

### CARVE UP VILLAGE CHIEF / NORMAL

#### Body

Gravios Shell 75%

Sleep Sac 15%

Flame Sac 10%

#### Tail

Gravios Shell 80%

Lg Monster Bone 20%

### CARVE UP HARD

#### Body

Gravios Carapace 45%

Sleep Sac 20%

Gravios Shell 18%

Flame Sac 9%

Gravios Head 6%

Gravios Wing 2%

#### Tail

Gravios Carapace 63%

Gravios Shell 35%

Firestone 2%

### CARVE UP G-CLASS

#### Body

Gravios Heavy Shell 39%

Gravios Carapace 20%

Coma Sac 20%

Inferno Sac 9%

Strong Gravios Wing 8%

Gravios Jaw 4%

#### Tail

Gravios Carapace 63%

Gravios Heavy Shell 35%

Firecell Stone 2%

### STAMINA

Training School 1200

Treasure 1600

Village Chief Quest 1600~2880

Normal 4000~5200

Hard 4000~5600

G-Class 5600~6000

### SIZE

Big Size 2589.2 and up

King Size 2834.9 and up

### ABILITIES

Atk. / Def. / Agl. A / S / D

Characteristic Flight / Sleep

### ANGER

Attack Power UP 150%

Defense UP 120%

Agility UP 110%

### CONDITION RESISTANCE

Poison 150/75/450 (240 dmg)

Paralysis 200/75/500 (15 sec.)

Sleep 200/50/400 (60 sec.)

### EFFECTS

Flash Bomb Eft. - 15 sec

Sonic Bomb immune

Pitfall Trap Eft. - 20 sec

Raw Meat Immune

### BREAKABLE PARTS

Stomach

### ATTACKS

Bite (50/16/10)

Right Tail Swipe (45/16/20)

Tail Flick (40/16/10)

Charge (50/20/10)

Violent Rush (70/40/20)

Bind Voice (small) (0/16/0)

Wind Pressure (large) (0/10/0)

Sleep Gas (Except G 0/9/10+Sleep)

Fire Gas (Except G 20/40/10)

Heat Ray (Except G 100/fire 40/20)

### BODY TRAITS

Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	80%	70%	80%	100%	85%	95%	60%	120
Neck	70%	70%	80%	100%	70%	95%	80%	120
Back	80%	70%	80%	100%	75%	95%	85%	240
Stomach	75(30)%	70(20)%	70(25)%	100%	65(50)%	95%	65(50)%	700
Tail	75%	70%	80%	100%	70%	95%	80%	200
Wings	80%	80%	80%	100%	80%	95%	85%	120
Legs	85%	75%	80%	100%	70%	95%	90%	160

# BLACK GRAVIOS



A large, black mutated species of Gravios that resembles molten rock. It is considerably stronger than the standard Gravios and its body is larger and harder. The damage it can deal with a single blow is also greater and its heat ray is even stronger. It doesn't use sleep gas, but makes up for it with fire gas, leaving few opportunities for attack. Also, it tends to use its heat ray more often, making safety by distance impossible. As far as defense goes, the dragon property that was so effective against the standard Gravios is now meaningless, making it much tougher to damage. Furthermore, it is slightly more resistant to paralysis. It isn't very agile, but has near perfect attack and defense. The Black Gravios is without a doubt the champion of the sky dragons.

The Black Gravios has a greater tendency to rely on its heat ray than the normal Gravios. The fire gas it releases afterwards also deals great damage and its strengths are even more extreme than the standard version. You'll just have to rely on recovery items. For this battle, its best to seal the creature's movement. The Black Gravios takes a direct path with its violent rush, so it's easy to catch in a Pitfall Trap. Once trapped, let loose on its stomach section and break its chest and lower stomach open as fast as possible.

Additionally, depending on the quality of the weapons you are using, when fighting the Black Gravios, it is more effective to deal damage with a weapon that has a higher water property than sheer attack power. If you don't have a suitable high quality weapon, even a Frost Edge or other weapon with a high water property can do the job.

CARVE UP TIMES	
Body / Tail	4x/2x
CARVE UP VILLAGE CHIEF / NORMAL	
Body	
Black Gravios Crust	75%
Sleep Sac	15%
Flame Sac	10%
Tail	
Black Gravios Crust	80%
Lg Monster Bone	20%
CARVE UP HARD	
Body	
Black Gravios Shell	49%
Black Gravios Crust	22%
Sleep Sac	20%
Flame Sac	9%
Tail	
Black Gravios Shell	63%
Black Gravios Crust	35%
Firestone	2%
CARVE UP G-CLASS	
Body	
Black Gravios Carapace	46%
Black Gravios Shell	20%
Coma Sac	20%
Inferno Sac	9%
Black Gravios Head	4%
Black Gravios Wing	1%
Tail	
Black Gravios Carapace	63%
Black Gravios Shell	35%
Firecell Stone	2%

STAMINA	
Training School	-
Treasure	-
Village Chief Quest	1760~3080
Normal	-
Hard	4840~6160
G-Class	4840~6600
SIZE	
Big Size	2582.9 and up
King Size	2834.9 and up
ABILITIES	
Atk. / Def. / Agl.	S / SS / D
Characteristic	Flight / Sleep

ANGER	
Attack Power UP	150%
Defense UP	120%
Agility UP	130%
CONDITION RESISTANCE	
Poison	200/75/500 (480 dmg)
Paralysis	200/100/ 600 (15sec.)
Sleep	200/50/450 (60 sec.)
EFFECTS	
Flash Bomb	Eft. - 15 sec
Sonic Bomb	Immune
Pitfall Trap	Eft. - 20 sec
Raw Meat	Immune

BREAKABLE PARTS	
Stomach	
ATTACKS	
Bite (50/16/10)	
Right Tail Swipe (45/16/20)	
Tail Flick (40/16/10)	
Charge (50/20/10)	
Violent Rush (70/40/20)	
Body Press (40/40/10)	
Bind Voice (Small) (0/16/0)	
Wind Pressure (Large) (0/10/0)	
Fire Gas (Except G 20/40/10)	
Heat Ray (Except G 100/ fire 40/20)	

BODY TRAITS								
Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	80%	70%	80%	100%	85%	95%	100%	120
Neck	70%	70%	80%	100%	70%	95%	100%	120
Back	80%	70%	80%	100%	75%	95%	100%	240
Stomach	85(20)%	75(20)%	80(25)%	100%	60(10)%	95%	100(70)%	700
Tail	75%	70%	80%	100%	70%	95%	100%	200
Wings	80%	80%	80%	100%	80%	95%	100%	120
Legs	85%	75%	80%	100%	70%	95%	100%	160

**MONOBLOS**



The dragon also known as the One-Horned Dragon has a single crimson horn protruding from its brow. It dwells only in deserts. It is capable of moving underground by using its horn and clawed wings. The Monoblos attacks suddenly by rushing from beneath the surface. It also has its bind voice will split anyone's ears and horn lift, along with many others. This variety of attack methods is another characteristic of the Monoblos. With agility that betrays its great size, this creature is at the top of the sky dragons in terms of actual ability.

Additionally, the Monoblos lives far away from any human settlement, meaning that few have seen its form. When the mayor of Cocotto Village was still an active hunter, he is reputed to have defeated this dragon by himself. In part because of this legend, there is no shortage of hunters who seek to become heroes by slaying this beast.

The Monoblos is a tough opponent with a lot of stamina and Carapace. When it attacks, take advantage of the opening to attack its weak points. An effective way to do this is to invite it to attack while you are on a raised platform. When the Monoblos charges head first, its horn will get stuck in the rock. To take advantage of this weakness, when fighting in area 1 or 10, first get to high ground. The Monoblos will be unable to move for about 10 seconds with its horn stuck in the rock. Use this opening to attack its neck and tail. For other areas, guard or dodge its charge and attack while it is stopped. Once its horn is broken, it will lose its weak point and you'll have fewer chances to attack. However, the only way to obtain the valuable crimson horn is to break it off. Deal it significant damage and break off the horn first.

CARVE UP TIMES	
Body / Tail	4x/2x
CARVE UP VILLAGE CHIEF / NORMAL	
Body	
Monoblos Spine	40%
Monoblos Shell	36%
Blos Fang	20%
Monoblos Heart	4%
Tail	
Monoblos Shell	80%
Lg Monster Bone	20%

STAMINA	
Training School	1440
Treasure	-
Village Chief Quest	1920~3360
Normal	-
Hard	-
G-Class	-
SIZE	
Big Size	2324.9 and up
King Size	2545.3 and up
ABILITIES	
Atk. / Def. / Agl.	A / A / A
Characteristic	Flight / Sleep /Move Underground

ANGER	
Attack Power UP	150%
Defense UP	100%
Agility UP	130%
CONDITION RESISTANCE	
Poison	100/75/400 (240 dmg)
Paralysis	150/75/ 450 (15sec.)
Sleep	150/50/350 (40 sec.)
EFFECTS	
Flash Bomb	Eft. - 30 sec
Sonic Bomb	Eft. surface
Pitfall Trap	Immune
Raw Meat	Immune

BREAKABLE PARTS	
Horn	
ATTACKS	
Bite (50/30/10)	
Left Tail Swipe (40/30/20)	
Tail Flick (35/16/2)	
Charge (50/10/30)	
Violent Rush (55/10/20)	
Horn Lift (55/10/10)	
Earth Dive (25/30/10)	
Assault from Underground (60/40/2)	
Bind Voice (large) (0/10/10)	
Wind Pressure (large) (0/10/10)	

BODY TRAITS								
Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	65%	80%	50%	95%	70%	80%	100%	200
Neck	50%	20%	20%	90%	80%	70%	100%	100
Back	80%	70%	60%	95%	70%	80%	100%	120
Stomach	50%	55%	50%	95%	80%	70%	100%	120
Tail	20%	40%	+20%	90%	80%	75%	100%	180
Wings	40%	50%	50%	90%	80%	70%	100%	100
Legs	60%	55%	50%	80%	90%	80%	100%	150

# WHITE MONOBLOS



A mutated subspecies of Monoblos with a pure white shell. Even fewer have witnessed this creature than its standard species and the materials it yields are even more valuable. Armor made from these can bring 3 times the price of that made from normal Monoblos parts.

The White Monoblos is set apart by its stamina that is 1.5 to 2x more than the standard version. This ensures a long battle and with it, more instances when it is enraged. Even its agility is better than that of the normal Monoblos and it increases 1.4 x when angered. This makes it a brutal opponent that will give even skilled hunters a tough time. However, it still gets its horn stuck in rock walls, so hunters experienced against the normal Monoblos should have a chance at defeating it.

It is effective to use basically the same strategy as used against the standard Monoblos, but that will make a long battle inevitable. If your goal is to take it out quickly, be sure to have sound bombs and flash balls ready. If hit with a sound bomb while underground, the creature will stick its upper body out of the ground and squirm. While it cannot move, shower it with focused attacks. Also, it will always leap into the air after it finishes squirming. This is the perfect opportunity for a flash bomb. Just by doing this, you can keep the White Monoblos from moving for about a minute while you attack freely. However, once enraged, sound bombs will have no effect on the beast. The White Monoblos is very fast when angered and leaves virtually no chances for you to attack. While in this state, it's best to avoid the White Monoblos' attacks and wait for the creature to calm down and then repeat the sound bomb / flash ball combo to stop it again.

CARVE UP TIMES	
Body / Tail	4x/2x
CARVE UP VILLAGE CHIEF / NORMAL	
Body	
White Monoblos Spine	45%
White Monoblos Shell	23%
Blos Fang	24%
Monoblos Heart	8%
Tail	
White Monoblos Shell	80%
Lg Monster Bone	20%

STAMINA	
Training School	-
Treasure	-
Village Chief Quest	3000~6000
Normal	-
Hard	-
G-Class	-
SIZE	
Big Size	2324.9 and up
King Size	2545.3 and up
ABILITIES	
Atk. / Def. / Agl.	A / A / S
Characteristic	Flight / Sleep / Move Underground

ANGER	
Attack Power UP	150%
Defense UP	100%
Agility UP	140%
CONDITION RESISTANCE	
Poison	100/100/500 (360 dmg)
Paralysis	200/75/500 (15sec.)
Sleep	150/50/350 (40 sec.)
EFFECTS	
Flash Bomb	Eft. - 30 sec
Sonic Bomb	Eft. surface
Pitfall Trap	Immune
Raw Meat	Immune

BREAKABLE PARTS	
Horn	
ATTACKS	
Bite (50/30/10)	
Left Tail Swipe (40/30/20)	
Tail Flick (35/16/2)	
Charge (50/10/30)	
Violent Rush (55/10/20)	
Horn Lift (55/10/10)	
Earth Dive (25/30/10)	
Assault from Underground (60/40/2)	
Bind Voice (large) (0/10/10)	
Wind Pressure (large) (0/10/10)	

BODY TRAITS								
Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	65%	80%	50%	95%	70%	80%	100%	200
Neck	50%	20%	20%	90%	80%	70%	100%	100
Back	80%	70%	60%	95%	70%	80%	100%	120
Stomach	50%	55%	50%	95%	80%	70%	100%	120
Tail	20%	40%	+20%	90%	80%	75%	100%	180
Wings	40%	50%	50%	90%	80%	70%	100%	100
Legs	60%	55%	50%	80%	90%	80%	100%	150

# DIABLOS



The desert dwelling sky dragon also known as the "Horn Dragon." It is extremely aggressive and charges with its two horns or smashes prey with its strong tail. Also, it is a tough opponent that can move through the earth like the Monoblos and is constantly moving, leaving few chances to attack.

It is very similar to the Monoblos, with the key distinction being its extremely aggressive temper. In fact, it is so aggressive that it shows through to the point where it seems as though it may endanger itself. However, this makes it a very dangerous opponent. It does retain the same weaknesses as the Monoblos. Its horns can get stuck in rock walls, and it will come out and writhe when hit by a sound bomb. Hunters experienced against Monoblos will be able to use what they've learned against this foe. If you can trap it during the battle, the Diablos isn't that fearsome.

Since it is so similar to the Monoblos, you should use basically the same strategy against the Diablos. Most effective are to move to high ground and invite its charge or use the sound bomb and flash ball combo. Additionally, while the same could be said for the Monoblos as well, the Diablos' tail has a long reach and is capable of dealing tremendous damage. To take care of the dangerous tail, first provoke its charge into a rock face in area 10. When it cannot free itself, attack the tail. You'll want to remove its tail as quickly as possible. This will shorten the tail's reach and cut its fearsomeness in half. The next step is to destroy its horns. Since there are two, you will have to break both for it to count as destroyed. Even with one broken, it will stick into the wall, so feel free to destroy them one at a time.

### CARVE UP TIMES

Body / Tail	3x/1x
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### CARVE UP VILLAGE CHIEF / NORMAL

Body	
Diablos Shell	70%
Blos Fang	30%
Tail	
Diablos Shell	70%
Diablos Tail	30%

### CARVE UP HARD

Body	
Diablos Spine	45%
Diablos Shell	40%
Blos Fang	15%
Tail	
Diablos Tail	60%
Diablos Shell	40%

### CARVE UP G-CLASS

Body	
Diablos Carapace	43%
Diablos Shell	27%
Diablos Thoracic	20%
Blos Fang	10%
Tail	
Diablos Tail	48%
Diablos Thoracic	34%
Diablos Shell	18%

### STAMINA

Training School	-
Treasure	1200
Village Chief Quest	1600~4000
Normal	4000~5200
Hard	4000~5600
G-Class	5600~6000

### SIZE

Big Size	2451.9 and up
King Size	2770.8 and up

### ABILITIES

Atk. / Def. / Agl.	A / A / A
Characteristic	Flight / Sleep /Move Underground

### ANGER

Attack Power UP	150%
Defense UP	100%
Agility UP	130%

### CONDITION RESISTANCE

Poison	200/50/400 (240 dmg)
Paralysis	200/75/500 (15sec.)
Sleep	150/25/250 (40 sec.)

### EFFECTS

Flash Bomb	Eft. - 30 sec
Sonic Bomb	Eft. surface
Pitfall Trap	Immune
Raw Meat	Immune

### BREAKABLE PARTS

Horn x 2

### ATTACKS

Bite (50/30/10)
Left Tail Swipe (40/30/20)
Tail Flick (35/16/2)
Charge (50/10/30)
Violent Rush (55/10/20)
Horn Lift (55/10/10)
Earth Dive (25/30/10)
Assault from Underground (60/40/2)
Bind Voice (large) (0/10/10)
Wind Pressure (large) (0/10/10)

### BODY TRAITS

Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	65%	90%	65%	100%	60%	85%	85%	250
Neck	55%	35%	45%	100%	80%	85%	85%	100
Back	80%	65%	65%	100%	70%	85%	85%	220
Stomach	60%	50%	75%	100%	80%	85%	85%	220
Tail	40%	45%	15%	100%	80%	85%	85%	180
Wings	60%	45%	55%	100%	80%	85%	85%	100
Legs	70%	65%	65%	100%	90%	85%	85%	200

# BLACK DIABLOS



This mutated species of the Diablos has a jet black outer shell. It is a sky dragon that only appears in the Meeting Hall G-Class quests and has higher attack power and agility than the Diablos. Its battle style isn't much different than that of the standard Diablos, but its basic abilities are raised to a frightening level. In fact, it's one of the top sky dragons in overall power.

The Black Diablos has the same characteristics as the Diablos, but its agility will jump to 1.4x normal when enraged. When this happens, its agility is on par with the White Monoblos. This makes for few openings and even its normal charge becomes tough to avoid. Of course, if you're hit outright by it, death is unavoidable. This battle may prove impossible if you use a hammer, bow gun, or other weapon that does not allow you to guard.

The most difficult thing about fighting any Diablos is that it's hard to predict its next attack. Since the Black Diablos' movement is particularly quick and each attack is strong, you will meet your doom if you are even a hair behind. To increase the chances you have to attack, as well as for your own safety, use sound bombs and flash balls. When the Black Diablos is angry, sound bombs will lose their effect, but flash balls will still work. Put some distance between you and the beast when it's enraged, then use a flash ball when it starts to charge in. Also, note that the Black Diablos has greater stamina than the standard version, possibly making for a longer battle. Especially in quests where you must slay two of these at once, you may run out of flash balls. If embarking with fewer than three in your party, you may want to stock up on light bugs and material orbs to make some flash balls on the spot.

CARVE UP TIMES	
Body / Tail	3x/1x
CARVE UP G-CLASS	
Body	
Black Bloss Shell	68%
Black Bloss Spine	22%
Bloss Fang	10%
Tail	
Black Bloss Tail	64%
Black Bloss Shell	26%
Black Bloss Spine	10%

STAMINA	
Training School	-
Treasure	-
Village Chief Quest	-
Normal	-
Hard	-
G-Class	4840-6600
SIZE	
Big Size	2451.9 and up
King Size	2770.8 and up
ABILITIES	
Atk. / Def. / Agl.	S / A / S
Characteristic	Flight / Sleep / Move Underground

ANGER	
Attack Power UP	150%
Defense UP	100%
Agility UP	140%
CONDITION RESISTANCE	
Poison	250/50/450 (360 dmg)
Paralysis	250/75/550 (15sec.)
Sleep	150/25/250 (50 sec.)
EFFECTS	
Flash Bomb	Eft. - 30 sec
Sonic Bomb	Eft. surface
Pitfall Trap	Immune
Raw Meat	Immune

BREAKABLE PARTS	
Horn x 2	
ATTACKS	
Bite (50/30/10)	
Left Tail Swipe (40/30/20)	
Tail Flick (35/16/2)	
Charge (50/10/30)	
Violent Rush (55/10/20)	
Horn Lift (55/10/10)	
Earth Dive (25/30/10)	
Assault from Underground (60/40/2)	
Bind Voice (large) (0/10/10)	
Wind Pressure (large) (0/10/10)	

BODY TRAITS								
Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	65%	90%	65%	100%	60%	85%	85%	250
Neck	55%	35%	45%	100%	80%	85%	85%	100
Back	80%	65%	65%	100%	70%	85%	85%	220
Stomach	60%	50%	75%	100%	80%	85%	85%	220
Tail	40%	45%	15%	100%	80%	85%	85%	180
Wings	60%	45%	55%	100%	80%	85%	85%	100
Legs	70%	65%	65%	100%	90%	85%	85%	200



# LAO-SHAN LUNG



The ancient monster dragon. As the name "Old Mountain Dragon" indicates, it is a dragon larger than a mountain. This dragon's appearance can be considered a natural disaster, as even walking causes destruction in nearby areas. In its path, the guild has even built a fortress outfitted with numerous weapons to defend against this monster, but the results have been like throwing stones into the ocean. Each time Lao-Shan Lung appears, the fortress is destroyed and to this day, it remains undefeated.

Lao-Shan Lung simply strives to move past the fortress and will not pay attention to hunters. It is slow moving and does not "attack," but because of its large size, hunters may be stepped on and easily killed. This powerful dragon cannot be defeated easily, even with strong weapons. According to legend, Lao-Shan Lung has sensed something's revival and is supposedly running from it...

The battle with Lao-Shan Lung is different from other quests. You can either aim to force it to retreat by reducing Lao-Shan Lung's stamina to less than 50% before time is up, or try to defeat it within the time limit. Whichever option you choose, you will basically have to use all large barrel bombs in its path on its head. Afterwards, attack its stomach with a hammer or twin sword that can nullify wind pressure via a charge or demonification. Its best for other swordsmen to attack under its jaw. Gunners should create LV2 scatter bombs on the spot out of hollow bones (small) and dragon claws, then bathe the creature's weak back in flames. However, since only gunners can destroy its back and both shoulders, if friendly swordsmen are using dragon attribute weapons, it's a good idea to change the gunners to attack both shoulders after its back is destroyed. Finally, you can only strip the creature if you slay it. Forcing it to retreat will make this impossible.

**CARVE UP TIMES**

3x X 3 places / 3x while moving

**CARVE UP VILLAGE CHIEF'S QUEST**

Body

Lao-Shan's Shell 43%

Lao-Shan's Scale 32%

Lao-Shan's Spine 20%

Sm Lao-Shan Claw 5%

While Moving

Lg Monster Bone 65%

Lao-Shan's Scale 25%

Lao-Shan's Shell 10%

**CARVE UP NORMAL**

Body

Lao-Shan's Scale 48%

Lao-Shan's Shell 27%

Lao-Shan's Spine 20%

Lao-Shan's Claw 5%

While Moving

Lg Monster Bone 65%

Lao-Shan's Scale 25%

Lao-Shan's Shell 10%

**CARVE UP HARD**

Body

Lao-Shan's Shell 33%

Lao-Shan's Scale 25%

Lao-Shan's Carapace 20%

Lao-Shan's Claw 18%

Lao-Shan's Plate 4%

While Moving

Monster Bone+ 44%

Lao-Shan's Scale 28%

Lao-Shan's Carapace 18%

Lao-Shan's Shell 9%

**STAMINA**

Training School	-
Treasure	-
Village Chief Quest	13333
Normal	26666
Hard	26666
G-Class	-

**SIZE**

Big Size	-
King Size	-

**ABILITIES**

Atk. / Def. / Agl.	S / S / D
Characteristic	-

**ANGER**

Attack Power UP	150%
Defense UP	120%
Agility UP	150%

**CONDITION RESISTANCE**

Poison	Immune
Paralysis	Immune
Sleep	Immune

**EFFECTS**

Flash Bomb	Immune
Sonic Bomb	Immune
Pitfall Trap	Immune
Raw Meat	Immune

**BREAKABLE PARTS**

Horns, Head, Back, Left Shoulder, Right Shoulder

**ATTACKS**

Front Charge (50/40/1)
Standing Bite (40/40/1)
Standing Head Thrust (40/40/1)
Fortress Attack Wave (30/40/30)
Tail (50/40/1)
Low Spread (60/40/0)
Bind Voice (Large) (0/40/0)
Wind Pressure (Large) (0/40/0)

**BODY TRAITS**

Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	72%	80%	70%	80%	95%	85%	80%	400
Neck	80%	80%	80%	80%	95%	85%	80%	1200
Stomach	45%	50%	60%	80%	95%	85%	70%	1200
Shoulder	90%	80%	80%	80%	95%	85%	80%	600
Weak Point	-	-	20%	50%	95%	85%	±0%	300
Back/Tail	90%	80%	80%	80%	95%	85%	80%	880
Legs	68%	63%	75%	80%	95%	85%	80%	600



# ASHEN LAO-SHAN LUNG



The species of Lao-Shan Lung that appears in the last emergency meeting hall quest, also known as the "rock mountain dragon." Weapons used by warriors of old can be spotted in its body, and people assume the beast to have been in existence even longer than the normal Lao-Shan Lung. Like the other ancient dragon, it has a huge body covered in a tough bluish-white carapace. As its name indicates, it has an appearance like that of a rocky mountain.

Also like the normal Lao-Shan Lung, it will ignore hunters and strive solely to plow through the fortress in its path. However, the severity of a single blow is even greater, and just because it doesn't target hunters for attacks does not mean they are safe. Even hunters equipped with S or U class armor can receive fatal wounds from being knocked into the air by its tail. Additionally, its over 30000 hit points is shocking to say the least. It's difficult even to force this beast to retreat with solid weapons.

Like in the normal Lao-Shan Lung, swordsmen should attack the Ashen Lao-Shan Lung's stomach and gunners should aim for its weak back. However, it has more stamina and defense than the standard version, so you will need a strong damage dealing twin sword if you want to slay it. Even with fewer than 4 people in your party, if you use strong medicine and recover your remaining stamina while slugging away at its underbelly, you can decide the battle before the fortress is attacked. Without suitable twin swords, create the dragon slaying sword, "Absolute Rule." The only catch is, with everyone equipped with swords, you will be unable to destroy parts other than its head and horns. If you want to try to destroy its shoulders and back, you'll have to employ gunners, even if they cannot deal as much damage. Gunners should use scatter bombs and anti-dragon shots to destroy their targets.

CARVE UP TIMES	
3x X 3 places / 3x while moving	
CARVE UP G-CLASS	
Body	
Azure Lao-Shan's Scale	24%
Lao-Shan Scale+	20%
Azure Lao-Shan's Shell	20%
Azure Lao-Shan's Claw	16%
Lao-Shan's Carapce	12%
Azure Lao-Shan's Spine	5%
Azure Lao-Shan's Plate	3%
While Moving	
Hard Monster Bone	34%
Azure Lao-Shan's Spine	28%
Azure Lao-Shan's Scale	25%
Azure Lao-Shan's Shell	13%

STAMINA	
Training School	-
Treasure	-
Village Chief Quest	-
Normal	-
Hard	-
G-Class	31999
SIZE	
Big Size	-
King Size	-
ABILITIES	
Atk. / Def. / Agl.	SS / SS / D
Characteristic	-

ANGER	
Attack Power UP	150%
Defense UP	120%
Agility UP	150%
CONDITION RESISTANCE	
Poison	Immune
Paralysis	Immune
Sleep	Immune
EFFECTS	
Flash Bomb	Immune
Sonic Bomb	Immune
Pitfall Trap	Immune
Raw Meat	Immune

BREAKABLE PARTS	
Horns, Head, Back, Left Shoulder, Right Shoulder	
ATTACKS	
Front Charge (50/40/1)	
Standing Bite (40/40/1)	
Standing Head Thrust (40/40/1)	
Fortress Attack Wave (30/40/30)	
Tail (50/40/1)	
Low Spread (60/40/0)	
Bind Voice (Large) (0/40/0)	
Wind Pressure (Large) (0/40/0)	

BODY TRAITS								
Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger
Head	72%	80%	70%	80%	95%	85%	80%	400
Neck	80%	80%	80%	80%	95%	85%	80%	1200
Stomach	45%	50%	60%	80%	95%	85%	70%	1200
Shoulder	90%	80%	80%	80%	95%	85%	80%	600
Weak Point	-	-	20%	50%	95%	85%	±0%	300
Back/Tail	90%	80%	80%	80%	95%	85%	80%	880
Legs	68%	63%	75%	80%	95%	85%	80%	600

**KIRIN**



A rarely seen mirage-like monster. Due to its mirage-like qualities, it is known as the mirage beast amongst the people. In terms of appearance, it is basically a unicorn. It boasts a spiraled, single horn and a shimmering mane. There are reports of it having been spotted in jungles, marsh lands and volcanoes, but its current whereabouts are unknown. It is a mysterious monster that is considered a legend no matter where you travel.

The Kirin is reputed to be extraordinarily beautiful, but in contrast to its external appearance, it is a violent monster. With the power to actually control lightning, it will assail hunters who enter its territory with lightning blasts and its charge. Furthermore, quests to slay the Kirin are the \*6 quest after the Mayor's Monoblos quest and the \*5 meeting hall quest, giving you only a 1 in 4 randomized chance of encountering it.

The Kirin is basically a monster that never stops moving. Consequently, it is a difficult chore for swordsmen to hit it. It will only stop when bringing down a bolt of lightning. This is the only chance swordsmen will have, but be careful of where the lightning will land. It will fall either in front of the Kirin, around the Kirin, or on the Kirin itself. For the latter two, you will be hit just by being close to the monster. If at all possible, ensure that the lightning is fired forward, then run around and strike the beast from the rear.

Additionally, The Kirin's weak point is its horn. You can deal great damage by attacking it here, but it's also a great risk. You should decide carefully case-by-case whether you want to attack the horn and put yourself at risk, or safely attack its body.

CARVE UP TIMES	
2x	
CARVE UP VILLAGE CHIEF / NORMAL	
Kirin Mane	47%
Kirin Horn	28%
Light Crystal	15%
Kirin Hide	10%
CARVE UP HARD	
Kirin Horn	23%
Kirin Azure Horn	20%
Kirin Azure Thunder Tail	14%
Kirin Mane	13%
Nova Crystal	10%
Kirin Hide	10%
Kirin Hide+	10%
CARVE UP G-CLASS	
Kirin Horn	33%
Kirin Hide+	25%
Kirin Azure Thunder Tail	15%
Pure Crystal	10%
Special Kirin Hide	10%
Kirin Azure Horn	7%

STAMINA	
Training School	-
Treasure	-
Village Chief Quest	1600~3200
Normal	-
Hard	3200~3840
G-Class	-
SIZE	
Big Size	603.6 and up
King Size	821.8 and up
ABILITIES	
Atk. / Def. / Agl.	A / B / SS
Characteristic	

ANGER	
Attack Power UP	150%
Defense UP	100%
Agility UP	130%
CONDITION RESISTANCE	
Poison	200/75/500 (60 dmg)
Paralysis	Immune
Sleep	75/15/135 (30 sec.)
EFFECTS	
Flash Bomb	Immune
Sonic Bomb	Immune
Pitfall Trap	Immune
Raw Meat	Immune

BREAKABLE PARTS	
-	
ATTACKS	
Head Thrust (40/40/1)	
Horn Lift (50/16/1)	
Violent Rush (40/16/1)	
Electric Shock 1 (40/Thunder 10/30+Paralysis)	
Electric Shock 2 (50/Thunder10/30)	
Zigzag Dash (30/16/1)	

BODY TRAITS									
Part	Cut	Melee	Bullet	Fire	Water	Lightning	Dragon	Stagger	
Head/Neck	55%	60%	40%	85%	85%	100%	95%	200	
Body	80%	75%	80%	90%	90%	100%	95%	200	
Horn	10%	±0%	20%	95%	95%	100%	95%	200	

## HUNTER'S TRADITION

### COMBINING ITEMS

The "Hunter's Tradition" is a collection of strategy and information put together by previous Hunters in order to pass on their wisdom. The first chapter of it is their accumulated knowledge of combining.

### COMBINING IS AN INDISPENSABLE TECHNOLOGY FOR HUNTERS

Combining two different items which function as materials and creating an entirely new item is called "Combining." There are many different items introduced in this game, but among them there will be many that can't be used as weapons or armor. Don't go and sell them. Most of them are items that can be used as materials for combining. Furthermore, the strongest items with the most impressive powers can only be obtained through combining. Combining is a blessing to hunters that is hard

to fully appreciate, so use this list presented here and try to maximize the power of combining. It's also a useful way to reduce the amount of items you have after you have accumulated more items than you can carry.

### BOOKS OF COMBOS AND ALCHEMY

The items that can be used as material is limited. The minimum success rate is 55% and the maximum is 95%, so there is no guarantee that the combining will be successful, but if you possess a Book of Combos purchased at a shop, you can raise that to 100%. However, some of these recipes can only be used if you possess the "Alchemy" skill or an Alchemy Guide. A characteristic of many of these items that require Alchemy skill is that two items which seem to have no relationship to each other are combined and an item is created that has entirely unrelated effects. Items 105~124 are written in red and require Alchemy skill.

### PSP MONSTER HUNTER FREEDOM COMBO LIST

NO	COMBINED ITEM	MATERIAL 1	MATERIAL 2	SUCC RATING %
1	Potion	Herb	Blue Mushroom	95
2	Mega Potion	Potion	Honey	90
3	Nutrients	Blue Mushroom	Godbug	90
4	Mega Nutrients	Nutrient	Honey	75
5	Antidote	Antidote Herb	Blue Mushroom	95
6	Herbal Medicine	Cactus Flower	Bitterbug	90
7	Max Potion	Dragon Toadstool	Mega Nutrients	65
8	Ancient Potion	Immunizer	Kelbi Horn	55
9	Catalyst	Honey	Bitterbug	75
10	Immunizer	Catalyst	Dragon Toadstool	75
11	Power Juice	Catalyst	Rare Steak	75
12	Mega Juice	Well Done Steak	Power Extract	65
13	Demon Drug	Catalyst	Power Seed	65
14	Mega Demon Drug	Demon Drug	Pale Extract	55
15	Power Pill	Immunizer	Power Seed	75
16	Armor Skin	Catalyst	Armor Seed	65
17	Mega Armor Skin	Armor Skin	Pale Extract	55
18	Armor Pill	Immunizer	Armor Seed	75
19	Hot Drink	Hot Pepper	Bitterbug	95
20	Cool Drink	Ice Crystal	Bitterbug	95
21	Spicy Mushroom	Hot Pepper	Special Mushroom	75
22	Poisoned Meat	Raw Meat	Toadstool	90
23	Tainted Meat	Raw Meat	Stunshroom	90
24	Drugged Meat	Raw Meat	Sleep Herb	90
25	Bomb Material	Sap Plant	Stone	95
26	Smoke Bomb	Bomb Material	Ivy	75
27	Poison Smoke Bomb	Bomb Material	Toadstool	75
28	Flash Bomb	Bomb Material	Flashbug	75
29	Dung Bomb	Bomb Material	Dung	75
30	Paint Ball	Sap Plant	Paintberry	95
31	Gunpowder	Fire Herb	Nitroshroom	95
32	Small Barrel-Bomb	Small Barrel	Fire Herb	90
33	Small Barrel-Bomb+	Monster Broth	Small Barrel Bomb	90
34	Large Barrel-Bomb	Gunpowder	Large Barrel	75
35	Large Barrel-Bomb+	Monster Broth	Large Barrel Bomb	75
36	Sonic Bomb	Gunpowder	Screamer	75
37	Net	Spiderweb	Ivy	90
38	Pitfall Trap	Net	Trap Tool	65
39	Tuna Bait	Worm	Yambug	95
40	Arrowana Bait	Cricket	Bughopper	95
41	Goldenfish Bait	Firefly	Snakebee Larva	90
42	Old Pickaxe	Stone	Bone	95
43	Iron Pickaxe	Iron Ore	Bone	75
44	Mega Pickaxe	Machalite Ore	Bone	95
45	Old Bugnet	Net	Mystery Bone	95
46	Bugnet	Net	Small Monster Bone	75
47	Mega Bugnet	Net	Medium Monster Bone	95
48	Antiseptic Stone	Earth Crystal	Bitterbug	75
49	Lifecrystals	Godbug	Wyvern Fang	90
50	Lifepowder	Lifecrystals	Wyvern Claw	65
51	Health Flute	Lifepowder	Flute	65
52	Antidote Flute	Antiseptic Stone	Flute	65
53	Demon Flute	Mega Demon Skin	Medium Bone	55
54	Armor Flute	Mega Armor Skin	Medium Bone	55
55	Poison Throwing Knife	Throwing Knife	Toadstool	90
56	Sleeping Throwing Kife	Throwing Knife	Sleep Herb	90
57	Paralyze Throwing Knife	Throwing Knife	Stunshroom	90
58	Power Talon	Power Charm	Small Lao-Shan's Claw	55
59	Armor Talon	Armor Charm	Small Lao-Shan's Claw	55
60	Normal S Lv2	Huskberry	Needleberry	95
61	Normal S Lv3	Huskberry	Rumblefish	95
62	Pierce S Lv1	Huskberry	Velociprey Fang	90

NO	COMBINED ITEM	MATERIAL 1	MATERIAL 2	SUCC RATING %
63	Pierce S Lv2	Huskberry	Pin Tuna	75
64	Pierce S Lv3	Small Bone Husk	Pin Tuna	75
65	Pellet S Lv1	Huskberry	Scatternut	90
66	Pellet S Lv2	Huskberry	Wyvern Fang	75
67	Pellet S Lv3	Small Bone Husk	Wyvern Fang	75
68	Crag S Lv1	Huskberry	Burst Arrowana	90
69	Crag S Lv2	Small Bone Husk	Burst Arrowana	90
70	Crag S Lv3	Large Bone Husk	Bomb Arrowana	95
71	Clust S Lv1	Huskberry	Bomberry	90
72	Clust S Lv2	Small Bone Husk	Wyvern Claw	75
73	Clust S Lv3	Large Bone Husk	Scatterfish	95
74	Flaming S	Huskberry	Fire Herb	90
75	Ice S	Huskberry	Knife Mackerel	75
76	Thunder S	Huskberry	Flashbug	75
77	Dragon S	Large Bone Husk	Dragon Seed	75
78	Recov S Lv1	Huskberry	Herb	90
79	Recov S Lv2	Huskberry	Potion	90
80	Poison S Lv1	Huskberry	Toadstool	90
81	Poison S Lv2	Small Bone Husk	Joprey Fang	75
82	Stun S Lv1	Huskberry	Stunshroom	90
83	Stun S Lv2	Small Bone Husk	Genprey Fang	90
84	Sleep S Lv1	Huskberry	Sleep Herb	90
85	Sleep S Lv2	Small Bone Husk	Sleepyfish	75
86	Paint S	Huskberry	Paintberry	90
87	Demon S	Huskberry	Power Seed	75
88	Armor S	Huskberry	Armor Seed	75
89	Disk Stone (5)	Expand Pickaxe	Disk Stone	90
90	Iron Ore(5)	Expand Pickaxe	Iron Ore	90
91	Earth Crystal(3)	Expand Pickaxe	Earth Crystal	90
92	Machalite Ore(3)	Expand Pickaxe	Machalite Ore	90
93	Dragonite Ore(3)	Expand Pickaxe	Dragonite Ore	90
94	Carbalite Ore(2)	Expand Pickaxe	Carbalite Ore	90
95	Union Ore(2)	Expand Pickaxe	Union Ore	90
96	Firestone	Expand Pickaxe	Firestone	90
97	Firecell Stone	Expand Pickaxe	Firecell Stone	90
98	Lightcrystal (2)	Expand Pickaxe	Lightcrystal	90
99	Novacrystal(2)	Expand Pickaxe	Novacrystal	90
100	Purecrystal(2)	Expand Pickaxe	Purecrystal	90
101	Monster Bone+(3)	Expand Pickaxe	Monster Bone+	90
102	Hard Monster Bone	Expand Pickaxe	Hard Monster Bone	90
103	King Scarab(3)	Expand Pickaxe	King Scarab	90
104	Joinergrasshopper(2)	Expand Pickaxe	Joinergrasshopper	90
105	Honey	Firefly	Special Mushroom	90
106	Herb	Sap Plant	Insect Husk	95
107	Fire Herb	Garbage	Hot Pepper	90
108	Blue Mushroom	Antidote	Toadstool	95
109	Raw Meat	Burnt Meat	Dung	95
110	Large Barrel	Ivy	Medium Monster Bone	65
111	Small Barrel	Sap Plant	Small Monster Bone	75
112	Whetstone	Disk Stone	Small Monster Bone	90
113	Huskberry(5)	Huskberry	Iron Ore	75
114	Needleberry(5)	Needleberry	Earthcrystal	75
115	Sushifish	Antidote	Sleepyfish	75
116	Rare Steak	Thunderbug	Velociprey Hide	90
117	Screamer	Frog	Flute	75
118	Monster Fluid	Ice Crystal	Sleep Sac	55
119	Psychoserum	Cactus Flower	Thunder Bug	75
120	Power Extract	Dragon Seed	Piscine Liver	65
121	Power Seed	Bomberry	Kut-ku Scale	65
122	Armor Seed	Needleberry	Velocidrome Claw	65
123	Rumblefish	Hot Pepper	Sushifish	75
124	Monster Broth	Monster Fluid	Bitterbug	55

#21--Inside the Quest Only

#55-#57--Inside the Quest Only

#105-124 require "Alchemy" to be activated





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