

# Monster Hunter Freedom Monster Killing Guide

by Mr\_Hartgrave

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Mr\_Hartgrave presents

How to kill monsters and look cool doing it!  
(!Not that it matters what you look like since there is no AD-HOC!)

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Added to and Edited by Space Avocado (NOW MY WIFE!)  
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## 1) Introduction

Hi I'm Frances, I'm a HR 20 who's invested over 600 hours of Monster Hunter game time and over 200 hours of MHF time. I'd like to help you, the beginner or the pro, get further into this great game made by capcom. This guide is for those who just got the game and want to know everything I know.

Also, I've got a few e-mails about how "rude" my guide may be. I'm truly sorry to those who lack a sense of humour. This guide is "tounge in cheek" and "sarcastic", if you can't handle it, or think you can do better. Please write your OWN guide. I simply noticed a lack of good information on this wonderful game, and wanted to give back a little of what I now know. All in all and to each their own, if my guide helps you, GOOD, that is my intention. :)

## 2) How to Kill (Monster Database)

Okay, here~~来~~ the Monster Database. I'm gonna break down how I kill these things and maybe a bit here and there otherwise...

No. 1

Name: Mosswine

Wild pigs covered in moss and fungus. Sometimes you will even find mushrooms growing on them. Their meat is known as a delicacy. Though normally docile, they will charge you if angered!

Number of carves: 1

How to kill : sneeze

What there good for: They sniff out special mushrooms...follow them...search where they sniff. Then kill them for more mushrooms ;-)

No. 2

Name: Bullfango

A large wild boar. Foul tempered, they will charge hunters on sight. They are aggressive and powerful, so beware! They are often hunted for their meat, which many hunters find delicious.

Number of carves: 1

How to Kill: FAST! Wait until they致 just finished charging, then get to the side or back of them and whack at 粗 until either they die or their buddies come after you. Get out of the way if you see them coming toward you because once they get you rolling around the screen, it痴 hard to get up.

What there good for: To annoy you and make you throw your controller and curse capcom for inventing them!

No. 3

Name: Kelbi

A herbivorous, deer-like monster. Valued for their horns, they tend to run away at the first hint of danger. They are also hunted for their meat, which is chewy but flavorful.

Number of carves: 1

How to kill: Breathe Hard

What there good for: Horns & hides...

No. 4

Name: Aptonoth

Mainly hunted for food, these monsters are preyed upon by both hunter and monster alike. Timid unless in a pack, when some may defend themselves with surprising strength.

Number of carves: 2

How to kill: Slash Slash Slash, dont let them run...

What there good for: Tasty Meat! Cook it up, eat it up, YUM! Hope you池 not a vegan!

No. 5

Name: Apceros

Hunted for their meat, which is buried under a thick, armored hide. Aggressive compared to the Aptonoth, hunting them can be a challenge. Apceros eggs are a valuable guild commodity.

Number of carves: 2

How to kill: Slash Slash Slash, oh my, they're not running, hey! Ouch, SLASH! Be careful because, unlike the other herbivores, these monsters will come head-butt you while you're trying to kill their friends. May be wise to kill these whenever you see them because if you kill your main monster in an area where they live, they can interfere with your carving.

What they're good for: Meat, Med.Bones, Aggravation...

No. 6

Name: Felyne

Cat-like humanoids with white fur. Normally quiet unless angered, in which case they may attack. Capable of speech, they are sometimes found in the employ of humans.

Number of carves: 0

How to kill: Hit them HARD!

What they're good for : annoying you with bombs...and NOTHING else...

No. 7

Name: Melynx

Cat-like humanoids with black fur. Being sticky-fingered they won't pass up a chance to steal things and take them back to their village. Easily distracted by the sight of Felvine.

Number of carves: 0

How to kill: Hit them HARDER!

What they're good for: NOTHING, They steal from you! Keep away! Dang CATS! You can get your stuff back if you hit em. You can also get your stuff back if you find their home base and search their stash. Always start swinging when you see black cats.

No. 8

Name: Velociprey

Aggressive, carnivorous monsters that often travel in packs. Even a master hunter should take care not to become surrounded! Wide ranging, they are found in many different climates.

Number of carves: 1

How to kill: Slash away! Try to hit them right after they leap. They'll be less likely to leap on you or away from you as you swing.

What they're good for: Not much...easy kill...

No. 9

Name: Velocidrome

Turn ons: Fire/Water/Thunder / Turn offs: DD

The alpha monster that leads a Velociprey pack. They are larger and have a more prominent crest. Highly territorial, but will retreat to a safe place when injured to recover.

Number of carves: 2

How to kill: Hit them ALOT...

What there good for: Claws...

No. 10

Name: Genprey

A subspecies of Velociprey found mainly in desert zones. Traveling in packs, their large fangs and claws contain a neurotoxin that is used to stun and paralyze prey.

Number of carves: 1

How to kill: Slash them a little more than Velociprey...Be careful, these monsters will stun you and leave you on the ground twitching and flashing yellow for a while. Try to avoid that.

What there good for: Hide...

No. 11

Name: Gendrome

Turn ons: Fire/Thunder / Turn offs: Water/DD

The alpha monster that leads a Genprey pack. They are larger and have a more prominent crest. Found in the desert, they can paralyze prey using their toxic fangs and claws.

Number of carves: 2

How to kill: You might notice all these DROME monsters come in 3s, after you kill one, carve it, let it fade away, then wait for more they always "respawn" near where you found the first one...

What there good for: Stun sac

No. 12

Name: Ioprey

A subspecies of Velociprey often found in subtropical zones. Sacs in their throat contain a powerful poison that drains the Health of their prey.

Number of carves: 1

How to kill: CUT CUT CUT! Try to avoid them when they ~~are~~ spitting purple poison clouds. Purple poison clouds suck.

What there good for: Hide

No. 13

Name: Iodrome

Turn ons: Fire/Water / Turn offs: Thunder/DD

The alpha monster that leads an Ioprey pack. They are larger and have a more prominent crest. Found in tropical zones, they spit a poison that can sap the life force of prey.

Number of carves: 2

How to kill : Find, kill, wait, kill, wait, KILL!

What there good for: Poison sac

No. 14

Name: Rathalos (Azure/Gold)

Turn ons: Thunder/Fire / Turn offs: Dragon Damage

Turn ons(Azure): Water/Fire / Turn offs: DD

Male wyvern that keeps a nest and patrols its territory from the air in search of prey. Its claws are filled with poison .

Number of carves: 3 from body, 1 from tail

How to kill:

Ok, this guys the real deal, one of the baddest you'll fight early on.

1. Hit him with a paintball, he likes to fly around!

You'll spend a lot of time watching this monster fly around over your head and you'll want to know where he's coming down so that you can take a shot at him!

2. Get that tail! You can chop his tail off and carve it, good times to chop it off are when he breathes fire or when hes landing.

To hit him when hes landing, get in his shadow and swing your weapon, if you do it right you wont get blow away by wind. Also, when he charges you, you can run behind him and take a swing when he trips, make sure to roll away thou, as he will probably charge again! It's also fun to whack at the tail while he's breathing fire.

3. Hit him in the head, if you hit him hard enough and when hes weak enough, this will pause him for a few seconds, keep doing this with 4 people all hitting his head, or if your real good with a lance and you'll headlock him.

4. Bring a pitfall trap, the best time to place it is when hes in the air spitting fireballs, get right in his shadow and place away, then sit back and enjoy his agony.

How to Kill(Azure):

MUCH harder than the normal Los, here are some tips...

1. He likes to fly around ALOT more, hell he hardly stands still, bring a pitfall trap, 2 nets and 2 trap tools. You'll have to trap him 3 times or else you might run out of time...

2. Save your throwing knives, when he's close to dead he'll go and chill out on a island surrounded by lava. Chuck a knife at him and he'll wake up. If you don't have anything this quest is bound to fail. In a pinch you could use a paintball or stone, but knives are the best.

3. Bring some antidote, this actually goes for the normal Los too. It's just a little more important for this one cus he hits harder. When he goes up in the air sometimes he comes at you with his

claws now, it hurts alot and it poisons you, don't stand still when he's in the air! Keep on the move untill he starts to spit fire or untill he starts to come back down...

What they're good for: Just about the best armor you can get before HR13, kill as many as you can.

No. 15

Name: Rathian (Pink/Silver)

Turn ons: Fire / Turn offs: Dragon Damage

Female version of the Rathalos wyvern. Unlike its maile counterpart, it usually patrols its territory from the ground. Its tail spikes are filled with poison.

Number of carves: 3 from body, 1 from tail

How to kill:

You kill this one much like the "los", for it is pretty much the same thing...here are a few areas to note thou,

1. It does not fly as much, but paintballs are always good.
2. IT CAN FLIP!, this is DEADLY, maybe the most deadly move any monster can do. But, it does let you know when. Before it flips it takes 2 quick steps back, GET AWAY! It's usually a good idea to hit it 2 times then roll away so that you can get a good look at what it's up to. Getting hit by a flip is NO FUN, not only will it take a good deal of you life away it will also poison you! Many times, experienced hunters have been slain by a rathian flip.
3. It's green/pink/silver
4. It does not give you an easy pit trap move, sooo get good at avoiding it's charge.

What they're good for:

Some of the second best armor you can get before HR13.

(and the best pants that a female character can get!)

No. 16

Name: Yian Kut-Ku (Blue/Garuga/Small)

Turn ons: Fire and Thunder / Turn offs: Water

Turn ons(Garuga): Fire/Thunder / Turn offs: Trading for special mushrooms

A bird-like wyvern with a huge beak and large ears that splay open when it is angered. With its sensitive hearing it dislikes loud noises. It is smaller but faster than other wyverns.

Number of carves: 3

How to kill:

These are funny looking monsters. They seem to be real weak, but then they do their ugly awkward head-bobbing charge and spit fire at ya and they can mess ya up a little.

Don't get me wrong,they're not tough, but they Can damage you.

Also, you can tell when it's going to die by watching it's ears.

They will drop to the side of it's head when it gets close to death.

How to Kill(Small):

Yep it's about the size of a drome...only catch is they make you do the quest "naked". The only way I could beat it was with a gun, you just get killed too fast, with no armor he can sneeze and kill you. It's best to keep your distance...

How to Kill(Garuga):

I could make up something, but to tell you the truth I saw no reason to even try and kill this thing. 1. It's boring to do quests by myself. 2. There's a simple trick that you can use to beat this quest when you watch TV with your wife/dog/rock/whatever it is that you do besides playing Monster Hunter. Hell sometimes I would kill Garuga while playing other games...try it, It's SUPER geeky. Anyway, here's how it works,

1. Take a spiderweb to the "kill garuga" solo quest. Go to the "VeggieElder", trade spiderweb for a special mushroom, wait 20 min...YOU WIN! Easy huh? Yep!

2. Start the quest again, now go kill Garuga, it will only take a few hits, apparently getting a special mushroom from the troll man & \*% ^ \$ & ^ s up Garugas...go figure...

Do this ALOT, get a cool sword, get awesome armor, and sell parts for LOTS of \$\$.

Now, some people frown upon this, well & % ^ them and the Kirin they rode in on. I mean I don't see how this "Glitch" works, my only thought is that it was intentionally programmed to give you a break, and to make the game more fun for someone who has beat the hell out of MH for the PS2. With this "Glitch" you can get Garuga stuff WAAAAAY early, heck after you kill him a few times you unlock G-rank Garuga, making it the earliest you can do a G-rank quest. (Use this opportunity to kill Velociprey and mine...cool stuff awaits) I can't begin to explain how much MORE fun this game was with the NEW equipment I got from this quest. BTW, it ALL SUCKS later on...so get it NOW! ASAP...seriously, if you don't you'll never use it...I mean the people who don't want you to know about this trick and don't want you to use it are the same people who want to outlaw sodomy! What you do behind your own closed doors is your buisness! Your NOT hurting ANYONE but yourself(for not using this trick).

What they're good for:

An easy wyvern that you can fight early on.  
This should be the first wyvern that you kill.

No. 17

Name: Gypceros (Violet)

Turn ons: Everything but fire, FIRE BAD! / Turn offs: fire

A wyvern that can generate bright flashes of light with its prominent head crest. Its rubbery skin resists damage, and it can spit a poisonous substance. It is quite timid, however.

Number of carves: 3

How to kill:

Kinda like the kut-ku, not much to it, but here's a few things,

1. It's can stun you, rotate the right analog stick(the one you kill with), to clear the stars from over your head.

2. It can poison you. It has a awkward wobbly charge, similar to the kut ku, but dont get caught laughing at it too much to get out of the way.

Poison sucks.

3. It "plays dead", when you're about to kill it, it will pretend to be dead, the music will stop and it will collapse.

GET AWAY, it will also get back up and take most of your life with it!

It may do this 1-3 times before it finally dies.

What they're good for:

Not much right now...and there a real pain in tha bum

to capture. Power extract can be obtained and you can make mega-juice with it by combining with well done steak.

Mega-juice lets you run for a while without your stamina decreasing.

Save your power extract to make mega juice for any of your carrying quests. You'll be happy you did...

No. 18

Name: Vespoid

Turn ons: Fire and Water / Turn offs: Dragon Damage

An enormous, wasp-like insectoid with a poisonous stinger that stuns prey.

Easily damaged, there are rarely any usable materials left to harvest from them once killed.

Number of carves: 1

How to kill: Many at a time....You'll be killing them right and left just to be able to mine in peace. Most of the time they'll just explode. Once in a while they'll scream and fall to the ground intact so that you can carve them. If you want to do some serious bug-hunting for these or hornetaurs, get a poison weapon. It'll increase the chance of them dying intact.

What there good for: Not much right now...aggravation later...

kinda neat lookin armor

No. 19

Name: Hornitaur

Turn ons: Fire and Water / Turn offs: Dragon Damage

A Vespoid-like monster with a thicker shell. Easily damaged, there are rarely any usable materials left to harvest from them once killed.

But if you could sap their Health gradually...

Number of carves: 1

How to kill: With poison, if you want to carve them...which you might be doing alot of later on...

What there good for: Bladefins...but dont worry...

you wont really need em...kinda neat lookin armor

No. 20

Name: Khezu (RED)

Turn ons: Thunder and Dragon Damage / Turn offs: Fire and Water

Turn ons(RED): Thunder and Fire / Turn offs: Water



Loathsome wyverns that live inside caves. Near blind, they detect their prey by smell. They are capable of generating electric shocks, which they use to paralyze prey.

Number of carves: 3

How to kill:

Easy to kill, pain in tha butt to track and capture, here's a few things to look for,

1.They mainly hang out in caves. If you can get em outside a cave you'll have a much better time killing them because they wont have a ceiling to jump up on and crawl around on. When they're on the ceiling of the cave, aside from being annoyingly out of swatting range, they can drop down on you and crush you...dang fat monsters.

2.Lightning, the good and the bad, if they shoot it, GOOD, if they're covered in it,BAD. When they shoot it,there tail attaches to the ground and it comes out of there mouth, giving you a good shot at their body for a few seconds,  
HACK AWAY! If they start glowing blue, GET AWAY, or you'll get hurt and flung.

3.When there about to die they go to a cave, this sucks, bear with it, it will die soon...

What they're good for : Some cool looking armor, but really, not much. pale extract is good.

No. 21

Name: Plesioth (GREEN)

Turn ons: Water and Dragon Damage / Turn offs: Thunder and Fire

An enormous, aquatic wyvern with wings that have evolved into fins for swimming.Although superficially fish-like, they can move on land as well. They love frogs.

Number of carves: 4

How to Kill:

CAREFUL!, this is one of the HARDEST hitters in the game. Keep your life bar full at all times. Plesioth doesnt do too much, but what it does, HURTS, alot. Also, when there about to die, which they do pretty fast. Their fin will go down...making it rather easy to know when to capture them.

What they're good for: Making you die fast. Weeeird lookin armor.

No. 22

Name: Cephalos

Turn ons: Water and Dragon Damage / Turn offs: Thunder and Fire

Wyverns found only in the desert. They resemble a Plesioth, but live and "swim" in sand rather than water. They seldom appear above land, but when their hearing is disturbed...

Number of carves: 1

How to kill: Two words, sonic bombs, throw em when you see em stop, they will

rocket into the sky and let you hit them while they lie prone on the ground. It's a little harder to get them out without bombs...you have to hit them when they pop up.You'll constantly run out of energy from chasing their fins around waiting for them to pop up..and if you miss them, they'll just go right back underground. bring bombs, it will make life easier...

What they're good for: They have some parts that you need to get good swords...and it's fun to watch em fly out when you hit em with a sonic bomb.

No. 23

Name: Cephadrome (Coral)

Turn ons: Water and Dragon Damage / Turn offs: Thunder and Fire

The alpha monster form of the Cephalos.Larger and armored with black scales, they fit the appearance of a leader perfectly. Their fins hold a paralyzing toxin.

Number of carves: 3

How to kill:

Much like the "los" versions....only real difference is that it's darker and stronger. Look for the fin that's darker than the rest and then sonic bomb and beat the heck out of it.

What they're good for: Pretty much the same thing.

No. 24

Name: Monoblos (WHITE)

Turn ons: Nothing / Turn offs: EVERYTHING!

Turn ons(White): Fire / Turn offs: Thunder

A large-horned wyvern found in desert zones. Their giant horn makes their attacks very dangerous. While they have no breath attack,their ear-splitting roar is the bane of hunters.

Number of carves: 4 body, 2 tail

How to kill:

Chances are, if you're able to kill this, you CAN kill this.

It's a smaller version of the Diablos, so look below if you need hints...

To get the ability to kill it, you need to clear all the offline quests, good luck!

What they're good for: Crimson horns, Make sure to knock its horn off to get one (whack it in the head). You can make some really cool Armor and weapons for killing this...

No. 25

Name: Diablos (BLACK)

Turn ons: Nothing / Turn offs: EVERYTHING!

A two-horned wyvern found in desert zones. They are capable of burrowing into sand to attack prey from below. It has been confirmed that they have a subspecies called Monoblos.

Number of carves: 3 body, 1 tail

How to kill:

My favorite things to kill! Here's how I like to do it,

1.If there's a ledge in the area your in (1 or 10) and it has horns on it's head (1 or 2), get up on that ledge and wait for him to charge into the wall below you. Then jump down and hack away at him, this is a great time to get his tail! Also,you can knock his horns off by cutting close to the wall that he's stuck in. You can also just smack him in the face from the ledge, even when he's NOT stuck in the wall, try it, it's fun. :)

2. The "hot blos" , once again, sonic bombs are your friends, throw one at him when he dives into the ground, just as his tail goes under the sand, and coming up...ONE HOT BLOS! Hit him in the head, or, for more hits, just behind his wings! Also, if you dont hit him with a sonic bomb, or, GASP, dont have any, GET AWAY, when he comes up he hits you HARD! Also you can't do this when he "speeds up", yep, it sucks, the blos now smokes rocks, when he seems to be moving fast...he is! Sonics won't work 100% anymore...:(

3.The "tail shake shuffle", when he charges, sometimes he will shake his tail,this is a good time to hit him, but carefully, come at him from the side,it's better once you cut his tail off...it takes some practice, but you'll find that it will get some good hits on him.

What they're good for: Good sword parts, decent armor, a good time, what's not to love?

No. 26

Name: Gravios (BLACK)

Turn ons: Thunder and Dragon Damage / Turn offs: Water

Turn ons: Fire / Turn offs: Water

A large wyvern found in volcanic zones.They possess a fiery breath attack and the ability to emit a sleeping gas.They also have extremely hard scales that deflect most weapon attacks.

Number of carves: 4 body, 2 tail

How to Kill: Carefully, this is the biggest and baddest thing you will kill besides Lao and Fatalis(don't ask). There are a few monsters in this game that just seem to have way too many powers. It's not right. It's not fair. And it's your problem. Here's some advice on coping.

1. The tail: It's hard to get and high off the ground. The best times to go for it are when it's just finished charging, putting people to sleep, or unleashing it's breath weapon.

2. Oh yea, it has a breath weapon...Lots of monsters spit fire, but this gets a whole section and a name because it KILLS YOU! This is not some little fire ball, this is a huge flaming BEAM OF DEATH!

3. You might also have noticed that I said it puts people to sleep... well that it does, if you are asleep, there's nothing you can do. Don't panic.You'll wake up soon enough. If you dodge a sleep cloud, and you see someone sleeping,hit him with something, probly best to kick them,click the R3 button...ya know the stick you kill with. Just make sure you dont die while doing that,makes you look lame...

4. You can open it's chest up...looks pretty cool, makes it easier to hit him there...also, the chest is about the only spot to get a clean hit in with a blade weapon...

How to Kill (BLACK):

OH SH!T MY WEAPON IS USELESS!, yep it sucks, this thing is SOLID! But there is hope! Go for the wings! They are soft, like a woman...

What there good for: Getting higher HR's to help you...if your doing Grav, your probly close to your Lao...why? Read on....

No. 27

Name: Basarios

Turn ons: Thunder and Dragon Damage / Turn offs: Water

A large wyvern found in volcanic zones. They are the juvenile form of the Gravios. They have a steel-like carapace that requires powerful weapons to crack. Emits poison gas.

Number of carves: 3 body, 1 tail

How to kill:

This is the other monster in the game that is a little overly-endowed with ways to kill you. Poison, streams of fire, it can fly and smush you, it charges, it can wiggle it's butt and hurt you. It's a smaller version of the Grav, here's where they differ...

1.You can cut it's tail off with ease, right after it charges it shakes its tail...WACK IT. A few hits and it's tail time!

2.It gives off poison instead of sleep gas...bring your antidote, you'll be happy you did...

3.It's breath weapon is smaller and it uses it less...but still,be careful

4.It hides in the ground.look for a big clump of rocks.then hit it to wake it up.

What they're good for: Ore, you can carve it off them.They look like rocks...they are rocks

No. 28

Name: Kirin

Turn ons: THUNDER! / Turn offs: NOTHING, it's always HOT, hot for you...

The Kirin is said to glow a faint blue, but so few have seen it that details are scarce. it is apparently capable of calling forth lightning at will. Kirin material is very valuable.

Number of carves: 2

How to kill: WITH A HAMMER! If you only have a sword, hit it in the head! But this is far more dangerous...Also a sword with white sharpness or getting the ESP skill will help TONS!

What they're good for: REALLY GAY looking armor...pretty good thou, ahhh to look like a male prostitute and get better defence, or to keep your dignity and get hurt more....

Also Kirin is pretty to look at.If it would stop making lightening to kill you,you'd almost feel bad about beating this pretty pony with a big ol hammer

No. 29

Name: Lao-Shan Lung (BLUE)

Turn ons: Everything but dragon damage, DRAGON DAMAGE BAD! / Turn offs: DD

A giant dragon few have seen and lived to tell the tale.

When on the rampage it wreaks havoc on all in its path.

The guild has built a fortress to repel the beast, but will it hold?

Number of carves: 9

How to kill:

LAO IS BIG! Really really BIG. You'll see...he's HUGE!

You'll only be able to see a small part of him at a time while fighting him. He's bigger than you. He's bigger than your whole family. His leg is bigger than your whole family. But he falls HARD! Fast too, with the right sword, spend some time and make a weapon that does dragon damage, then just wack him in the face, Lao is actually quite simple if you take it easy and have a good weapon.

### 3) Looking Cool (Fashion corner)

One of the neat features of this game is that you totally get to dress yourself. You can fight naked if you want (only do this alone or offline. In MH you are appropriately weak when fighting naked unlike SOME games that I can think of where you get "prizes" for fighting deadly battles wearing nothin but a bikini...) The armor options in the game are fun, but can be totally confusing. Way more so than in regular MH. You can make things simple by just making and wearing the first things that you can get as you can get them...this will result in your wearing really lousy armor though. Lousy armor leads to death. I don't know about you, but I don't play to die. Saving items and money for good pieces can pay off. You could also just go for the highest power armor you can get... this makes sense and if you're fortunate enough to have someone to play with, they'll appreciate your doing everything you can to not waste their time. If you beg someone to play with you and they do and then you get three deaths before you even get to carve a tail because the monster rips through your armor like tissue paper...you might be playing alone for a while. If you want your character to look cool...you have a lot of drastically different looking options to choose from...you may have to make some sacrifices in defense to get the look you really want...but if you do things cautiously, yes, even neurotically, you can get a look that you like with a decent defense and a good combination of powers.

There are other guides available online that will tell you how to get powers by combining armor. In order to make sure you don't waste your materials on armor that you won't like, you can play in the offline mode (go to "village"), get out your materials, make your armor, go to your box and check it out. If you do like it...just save your game. If you do NOT like it, go to your bed, and when it asks if you want to save, say "no". It'll ask if you want to quit without saving and you say "yes" say you're sure and you're done. Don't do any important offline quests while doing this because you won't save the results of them either.

For female characters...

If it bugs you at all that so many of the options available to you make your butt plainly visible while you fight...and you're sick of having male players climbing up vines behind you to peep...the basic Rathian Greaves are actually pants and provide excellent protection. Vespoid, Hornetaur, and Plesioth greaves are also full pants (very "jazzercise") and will keep

you from looking ridiculously "fleshy" and vulnerable while fighting carnivorous beasts. The rathian tasset is more skirt-like than most tassets and prolly wouldnt violate a high school dress code. I have to say that while it is a little troublesome that the majority of options show off your butt (If I were really fighting...I'd want that covered up...especially in cold caves) This game is better than many in that even when you're naked, you're wearing little shorts. You dont have any super-strength thong armor, you dont (usually) get more powerful by exposing your torso (where most of your vital organs are...gosh dangit i do not understand the idea of fighting in a bra) and you get the chance to put on some nice clunky rock armor to fit in with the guys if you so choose....Now MHP has broken down my attachment to covering my butt a little. They've added a lot more powers that you can get from different armor so that you'll probably want to have a couple of different sets of armor (they've even made a way to convenient save an outfit that you like so that you can put on your fishing, backpacking, or lucky ensemble with a minimum of confusion and button pushing!) the downside to these new features is that if you want backpacking gear (which you reeeeeeally really really want really badly if you're doing a rock/egg carrying quest... oh man, I never want to do powderstone without my backpacking gear ever again..) you have to wear the pieces of armor that give you backpacking skills. if you want to be lucky, you've got to pet your pig and put on the pieces of armor that give you good luck. If the pieces of armor that give you good luck and the best protection happen to include some sort of french maid skirt which makes you feel like a nutjob, that's a decision you have to make.

I have sacrificed a lot of my feminist -not wanting to fight monsters in a miniskirt with a slit- values in order to get superpowers. It's surprisingly not that hard to suck it up and try to stop looking at your own butt if you're able to run superfast with a big ol rock and avoid dying because of it. Its definitely motivation to change your clothes a lot though and to wear the outfit that it most appropriate for what you're doing. I'm still working on finding the best, most butt-kickingly cool, and most stylish gear.

Oh yeah! and make sure that at the begining of the game you put some extra thought into your hair, because if you get the piercing helms, they totally leave your hair style unchanged and you can actually see it. If you start out the game with uninspired hair, relying on the helm to cover it up, and then fall in love with the sword saint piercing as I have, you'll regret not having more fun with the hairstyle/color selection screen!

Before I start telling you about the gear I use let me explain that the "Torso Inc" skill is awesome. It doubles the skill powers of the chest armor worn, so a +2 becomes a +4 and so on. I will notate when I make use of this skill so that you can substitute other armor with "Torso Inc" like the Velociprey Tasset, Black Belt Helm or Vambraces for the Ioprey Greaves (you wont get em for awhile...).

Here are our favorite armor sets at the moment.

Luck Booster

Guild Knight Mask

Hunter's Mail

Rathian Heart Braces  
Guild Knight Kilt  
Ioprey Greaves U (Torso Inc)

I use this when I wanna feel "Lucky"...does it work? I dunno,  
cross your toes and prey...

Cut Through ANYTHING and heal fast!

Sword Saint Piercing (gives you ESP, you never bounce off a monster,  
seriously, NEVER!, get it, it's cool, gotta kill solo lao thou. It  
requires sm lao claws)

Khezu Mail U  
Monoblos Vambraces S  
Khezu Tasset U  
Ioprey Greaves U (Torso Inc)

The red Khezu stuff give you Damage Recovery speed +1, it's sweet,  
your red damage comes back fast! It makes you sharpen slower, but  
you'll never notice...even more so when your weapon will go right  
through ANYTHING even with red sharpness.

Backpacking Gear

Any Helm  
Steel Mail+  
Black Belt Vambraces (Torso Inc)  
Any Tasset  
Ioprey Greaves U (Torso Inc)

Don't EVER go on a "carry" quest without your backpacking gear!  
You run ALOT faster, it makes life good!

Gathering Gear

Black Belt Helm (Torso Inc)  
MelahoaFlowerJacket  
Black Belt Vambraces (Torso Inc)  
Velociprey Tasset (Torso Inc)  
Ioprey Greaves U (Torso Inc)

It maily gives you Gathering +2, good for mining or looking for  
Master Skulls, or any other junk that doesn't come off a monster...

Fishing Gear

Black Belt Helm (Torso Inc)  
Hunter Mail  
Black Belt Vambraces (Torso Inc)  
Velociprey Tasset (Torso Inc)  
Ioprey Greaves (Torso Inc)

Gives you Fishing Expert, it doesn't make it easier to catch fish(use  
the right bait for that). But it does make rare fish show up OFTEN.  
Like 4 goldenfish at a time...it's fun, try it. :)

RED KHEZU KILLA

Crystallized Tuna (use the fishing gear to get this bad boy)  
Khezu Helm U

Khezu Mail U  
Khezu Vambraces U  
Khezu Tasset U  
Ioprey Greaves U (Torso Inc)

F^&\*s up red Khezu! Mainly the sword, I like coming dressed in the monster I'm going to kill, let's em know that it's a "family thing", anyway I can't say enough good things about the red khezu powers, THEY ACTUALLY WORK! The red damage almost instantly heals at +2 rec. and the improves potions make normal potions wok as good as mega potions and measly herbs work almost as good as potions used to...kinda screws you up thou when you go back to other armor. :P

4)Training, why waste time?

Training is cool, and sometimes REALLY easy, sometimes it's so hard that you may risk damage to your PSP from the wall it will hit when you die. Here are some good things that come from Training,

1. Poop is your friend, you can get Mega Potions from poopie, so DIG IN!
2. Black belt helm and Vambraces give you Torso Inc. skill, this boosts the power of your chest armour by 2, so if your chest armour gives you a +2 in something it will now give you +4, if you have two other peices of Torso Inc. armour then it will give you +8. This will let you get some cool powers without having to make the entire set.
3. You don't use your own stuff, so there is no cost going into the quest, so big rewards are all yours with NO overhead, this is REALLY good if you suck...
4. Monoblos will give you expand pickaxes, witch is good if you don't have friends to treasure hunt with...
5. You can lear how to use weapons you don't normally use, could change your life...

Here are some easy training missions that you can start with, to get more missions, kill more of the kind of monster that you want missions for.

Kut-Ku

-----

Sword

Sooooooooo easy, poison the little bugger and it's all over....

Lance

This is pretty dang easy too, you have to wear a thong, but that's the price we pay for Lance Tickets...

Chephadrome

-----

GrtSword

Come on, they even give you sonics, kick his @#\$!



Hammer

It's funny, it only takes like 4 hits, kinda hard to get em, but funny when you do...

Lance

This is a good one too...maybe a little harder, gotta wear a thong too...but alas, what we do for Lance tickets...

Basarios

-----

Bowgun

Couldn't be easier, just stay at range and blast...

Plesioth

-----

GrtSword

Lightning damage hurts fishies, ALOT...get potions in the same area that you get honey, they are hidden behind one of the rocks on the way out of the area...get honey too, make mega potions, big fish hit hard...

Monoblos

Bowgun

This is the best, expand pickaxes for nuthin! Just go to the area with the big ledge, he will be there, make sure he sees you, get up on the ledge and let him have it...so easy it makes you cry...

5)Got something to add? [F\\_Hartgrave@hotmail.com](mailto:F_Hartgrave@hotmail.com)

Note that flaming mails, virus mails, blank mails, information covered in the FAQ will be ignored. Suggestions, tips and information are welcome, and will be credited when due.

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6) Stupid Statements/Questions

7) Good Questions/Statements

8)???????????????

COMPLETING MY COMBO LIST WAS A WASTE OF TIME.

I heard that if I completed my combo list (all 123 or so combos) that I would get "combo book G" that would have the effect of carrying all 5 combo books, LIES! All I got was the Alchemy guide...it SUCKS! It gives you the alchemy skill by carrying it, well big deal...anyway, just so you know...

COMPLETING MY COMBO LIST WAS A WASTE OF TIME.

CATS CATS CATS DAMN CATS

I love and hate my cat chefs, I love them when they give me "ultra lucky cat skill", I hate that I can't figure out why or how they give it to me! But I think I have some of it figured out, first type of cat seems to be what makes them give you one skill or another, Melinxes seem to give ULCSkill, so do secret cats...but, only if the head chef is a tea or tea tiger...others might work too, but it's definatley a combo effect head chef + cook = skill. so right now I have a Tea Tiger head chef 3 Melinxes and 1 secret all with 3 star fish and 9th LVL. I seem to get ULCSkill 30% of the time. For total cat chef beginners, I can tell you that if you know from MH that you like to eat meat and meat, or meat and drink, or meat and seafood, or some other combination of food and that is pretty much your standard meal that you eat every time - you'd might as well start right out buying cats that specialize in those foods. I started out buying cats somewhat randomly, and then when I realized that I wasn't going to get anything good from a bran and vegetable cat if I only eat meat... I had to trade all of my cats in so that now I have a whole bunch of meat and drink cats and I get skills all the time. Now if I can figure out a way to control what skills I get... I will report back ASAP...unless someone else figures it out first... ..please figure it out first....please....:P

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