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* - Add more wyvern information *
* - Add info on other color variations of wyverns *
* - Continue adding in depth information on combat *
* *
*****
* *
* 0.03 *
* *
* - Add SNS weapon lines *
* - Add more strategies on combat *
* *
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* *
*LAST UPDATE: *
* *
* Wed July 05, 2006 *
* *
* - Added wyvern info on Black Gravios *
* - Added Strategy for Black Gravios *
* - Added Strategy for Khezu *
* - Added Strategy for Plesioth *
* *
* - Treekoll Contributed Strategy for Rathalos *
* - Fixed Some Spelling mistakes *
* - Fixed elemental information on Rathalos *
* - Fixed elemental Information on Gravios *
* *
* *

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* UPDATE: Sat July 08, 2006 *
* *
* - Added Wyvern info on Black Diablos *
* - Added Wyvern Info on Kirin *
* - Added Strategy For Black Diablos *
* - Added Strategy for Monoblos *
* *
* - BlakMage Contributed *
* Strategy/Attacks/Tacticsfor Kirin *
* - 8Lupin8 Contributed Strategy for Kutku *
* *

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\* Unfortunately some information on some wyverns are missing in this version, but they will be added as soon as possible.

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SHORTCUT

\*For shortcut use Ctrl+F

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(INTRD)

=====Introduction=====

This is the first faq i've ever done, and i hope that you'll be hard on me by giving me in depth suggestions and so on to help make this a better faq for everyone. I am fully aware by the posts on various message boards that we have a good amount of sword and shield users. In fact, i believe the number is growing every day now that the word is spreading about how good this weapon is

\*Update wise i will be adding info on kirin, lao, and the other variations of los and ian, Unfortunately i wanted to add them in from the beginning, but i have alot of other things to do so i decided to put this faq up as it is so that people could get the help they need sooner.

(TRFT)

=====The Reason For this Faq=====

By now i've heard alot of people asking, How do i beat four horns?. What do i do with Rathalos? Thunderous Duo etc. etc. This is a faq so that you will gain the necessary skills and awareness of each wyvern so that you will know when to attack, when to block,when to roll, and when to run. ALSO, during quests where you have two wyverns running at you at the same time you will no longer

panic, but remain calm and take control of the battle, because of your in depth knowledge of each wyvern.

(HTOR)

=====HISTORY=====

First of all the Sword and Shield is a very powerful weapon this time around. In monster hunter for the PS2, the SNS (I will now refer to the Sword and Shield as the SNS) was a very underestimated weapon. Its seemingly low attack power due to the appearance of their status in the equipment menu was a big turn off for most players. In MH1 the sns didn't really have any spectacular abilities either and coincidentally was the first weapon provided, which definitely wasn't good for its image. It wasn't until MHF that the diamond in the rough really began to shine.

(AOTS)

=====Abilities of the SNS=====

The SNS has always been known as a "quick" weapon. Its ability to sheath and unsheathe at record breaking speeds is a definite plus. Another plus of the weapon is the ability to roll, block, and run while its out. It certainly is a very versatile weapon that could be used for almost any situation.

Now most weapons types have had a certain extra little skill packed in with them and the sns is no different. Most of the other weapon types extra abilities are basically anti wind. And in the past, the sns did not have any "extra" abilities. Instead the SNS bounced off of almost every part of a wyvern possible. For the new players starting with MHF you have come into an era where the sns now has the ability to slice through every reachable part of a wyvern, meaning no more bouncing on that Gravios wing, basarios tail, or even face. You have a hot knife and every wyvern is just butter waiting to be spread.

(TML)

=====The Move List=====

I assume you know the moves... Unfortunately i will still state them anyway so that you will all have a place to scroll over when your reading this faq.

-<Triangle>

-----Slash

-<Circle>

-----Side Slash

-<Tri+Cir>

-----Jumping Slash

-<X2Tri (x to pressing triangle)>

-----Upper Slash

-< x while in motion>

----- Roll

-<x while still>

----- Crouch

- <"R">

----- Block

- <Square>

----- sheathe

- <triangle>

-----Unsheathe

(EODP)

=====Explanation of Damage Of each hit in Percentages=====

Ok so each hit, does a fixed amount of damage depending on which hit you do. I will put the percentages of each hit so that you can see the overall percentage of damage your doing per combo. Basically take it as though the higher the end percentage the higher damage you will do. From here on out i will put the percentage of the hit in parentheses.

For Example:

Tri+Cir(18%), Triangle(14%), Triangle(12%), Triangle(8% + 12%), Circle(24%), X2Tri(15%) = 103%

(TC)

=====The Combos=====

Ok essentially the sns has the ability to pull off a 6 hit combo or even an infinite combo based on whether you want to use the roll slash ability to continue.

From here on out i will now number the combos so that you will know what i mean when i say usecombo number 1 on gravios during his beam attack etc. I will also assume that your weapon is always out and not sheathed, just to simplify the combos.

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">" =explantion      "+" =positive of this combo      "-" =Negative of this combo

---

\*For the sake of time, i'm only including combos that have atleast 3 hits...\*

(CO1)

-----  
Combo 1:

Triangle(14%), Triangle(12%), Triangle(8% + 12%)

<<<<46%>>>>

-----  
>A four hit combo thats very basic and is used by many. However its also the main cause of HP loss for new SNS hunters.

+ The main combo for an SNS user and relatively easy to pull off whether your under pressure or not.

+ A part of the highest damaging combo of the SNS

- Not realistic to use in all situations

- The 4th strongest combo...and once again takes too long to pull off

- In teams, the last hit will often send other players flying across the area

Overall- its just too long of a combo and doesn't do as much damage as other combos that are much shorter and with less recovery time.

(CO2)

-----  
Combo 2:

Tri+Cir(18%), Triangle(14%), Triangle(12%), Triangle(8% + 12%)

<<<<64%>>>>

---

>A 5 hit combo thats useful and also very highly used in situations where it shouldn't. This is definitely a combo that should be used when the wyvern is either paralyzed, or in a pitfall trap. Honestly though i wouldnt even use this combo in those situation either.

+ Its a good strong combo, and very easy to pull off

+ Two more hits with this combo and you have the highest damaging combo

- Another big time consumer... I would just completely stay away from this combo all together.

- Another combo that ends with the SNS shooter which sends your teammates flying...

Overall- Yup another long combo which actually adds on to the length of combo one without adding a significant amount of damage.

(CO3)

---

Combo 3:

Triangle(14%), Triangle(12%), Triangle(8% + 12%), Circle(24%)

<<<<70%>>>>

---

>Another 5 hit combo thats useful and reliable. Its basically a less mobile version of Combo 2, but adds an extra little "umph" to your final damage when its all over.

+ Stronger damage wise then Combo 1 or Combo 2.

+ Adds the circle button, which is associated with my Universal Combo

- Unfortunately takes a lot of time to pull off, you will usually get hit while doing this

- A big time stand still move, which means less mobility and it lacks the space closing jumping slash of combo 2.

Overall- Does more damage then Combo 2, but takes away from the gap closing jump shot, all in all its still a little long for my tastes.

(CO4)

---

Combo 4:

Tri+Cir(18%), Triangle(14%), Triangle(12%), Triangle(8% + 12%), Circle(24%)

<<<<88%>>>>

---

>The highest damaging stand alone combo, pulling off 6 hits of speedy goodness

+ Stronger then Combo 1-3 due to the amount of hits.

+ Can really do a good amount of damage if the wyvern is on the ground stunned fallen, or in a pitfall trap

- Very long and should be used extremely sparingly

- Another bad teammate combo which, could possibly knock your friends all over meaning your friends will be getting hit because of you.

Overall- Just too long...Little point to putting this combo out when you can two universal combos in a row at about the same time it takes to do this one.

(C05)

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Combo 5:

Triangle(14%), Triangle(12%), Circle(24%)

<<<<50%>>>>

---

> A simple, but clean 3 hit combo. Cancels last two hits of the Combo 1 and adds circle which ends up doing more damage.

+ Does more damage then Combo 1, and is done much faster

+ Less mobile, but good when you under that Kutku or rathalos swining his tail

+ One more hit and this becomes the Universal Combo

+ Eliminates the SNS shooter hit, meaning no more friends flying across the screen

- Low attack

- Not realistic as an end all wyverns combo

Overall- Definitely a good combo when your under that wyvern trying to avoid his/her tail. Also will most often knock that wyvern over when you least expect it.

(UNI)

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Universal Combo:



<<<<68%>>>>

> A 4 hit combo that is faster and a hit less then Combo 3 meaning more time to add attacks and more. This is my favorite combo and has gotten me from hr1-hr5 by soloing.

+ Very fast and versatile combo

+ Only 4 hits and does about the same amount of damage as the much longer 5 hit combo number 3

+ Starting hit will close gap between you and wyvern and finishing attack allows you to roll out without getting hit.

+ Does a high amount of damage for low amount of hits

+ Very linkable to rolls and more attacks

+ Eliminates the SNS shooter, meaning no more friends flying across the area

- If your not good with the camera or aiming in general, then this combo could mean alot of missed hits...Just make sure you know where your going when you start the combo.

( WTAC )

~~~~~  
=====WYVERN TACTICS=====

- OK before i start i'm gonna tell you the way this part of the faq will go. I'm going to put all the types of attacks the wyverns will do, and i will then put what you should do in that situation. There are numerous ways to take down a wyvern and you may not find mine the way to go. If you have any other ideas on how to take one down then email me and let me know what you think and i'll determine if i should put it in here or not.

- "\*" = Negated
- "\*\*" = Poor
- "\*\*\*" = Good
- "\*\*\*\*" = Great
- "\*\*\*\*\*" = Excellent

(WTKK)

~~~~~  
=====KUTKU=====

Elemental Data:

Attribute: Fire

Dragon: \*

Fire: \*\*

Thunder: \*\*\*\*

Water: \*\*\*\*\*

Recommended Weapon: Frost Edge+, Odyssey, Kirin Bolt Indora, Other thunder weapons or high damage weapons.

Knock Out: Yes

Poison: Yes

Sleep: Yes

Stun: Yes

Daze: Yes

Kutku is a large redish/orangish/some say pinkish chicken. His movements resemble a chicken if not anything else and is probably the easiest wyvern in the game. However, if your having trouble with this guy then your not alone as all new hunters struggle with him at first. Its just a matter of memorizing the wyverns movements and knowing what to do when to do it.

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#### ATTACKS

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- A. Roar - A roar, it doesn't affect you
- B. Peck - A little jump forward to Peck, it can peck from 3 to 5 times
- C. Jump up and down (initiates rage) - He stomps angrily on the ground
- D. Bite - Like many other wyverns, he tries to bite you towards his left leg
- E. Fireball Once - Raises head up and shoots a fireball a short distance away
- F. Fireball back and fourth - Repeatedly shoots fire balls from left to right
- G. Slide Feet - Like a bull it starts to slide its feet
- H. Jump backwards - Flies backwards
- I. Lunge Forward Peck - Runs at you and pecks
- J. Charge - Runs at you and usually trips
- K. Tail Whip - Spins his tail in a counter clockwise motion

---

#### TACTICS

---

- A. The roar doesnt affect you, so this is a good opportunity to hit him with a combo. I would do the Universal Combo here and roll triangle to push in another universal combo.
- B. A very linear attack, so you can easily run to the your right or his left side and start a quick combo. Sometimes you will only want to do a jump

slash to up slash

- C. This little move can sometimes knock you on the ground, so i would when he does this i would stand back and wait to see what he'll do.
- D. An easy attack to avoid. Just run either around him or between his legs and initiate either the Universal combo or combo 5.
- E. Another very linear attack. This is a good time to jack up his legs with a universal
- F. Right here is a good time to unleash basically whatever combo you want. If your in Front of him then follow his fireballs and run to the place where they arent hitting basically juking each ball till you get under his legs.
- G. This is the time to hit the leg thats not sliding backward. I cant really get too in depth with this because its so simple. Simply pull off a universal combo and in most cases Kutku will fall to the ground.
- H. This isn't really an attack, but just be careful he may charge forward after this.
- I. This is an attack that may catch you off guard some times. The main thing with kutku is to stand on his left side (kutku's left), so that when he does this move or swings his tail etc. it wont hit you.
- J. The charge move. This can be hurtful if he traps you in a corner and what you need to do is get up and dive away or roll out of the way. This is pretty linear so when he does trip it allows you a chance to do a short combo on him hopefully tipping him over.
- K. The move that irritates all the new hunters. The best way to avoid this is to either go under hit body where it is safe and pull of some combo 5's, or stay on the left side of his body (or your right when facing him).

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STRATEGY #1

Contributed By: Donut Dawg

---

For Yian Kut-Ku:

Kut-Ku likes to use straight forward attacks, like a fireball and his dash. When he uses his dash, run up to him and use the unsheathe attack on his wings. Then, following this attack, use the triangle triangle triangle circle combo. . By now, he should try and tail whip you. Roll out of his way if you can and sheathe your weapon. Use a potion if needed.

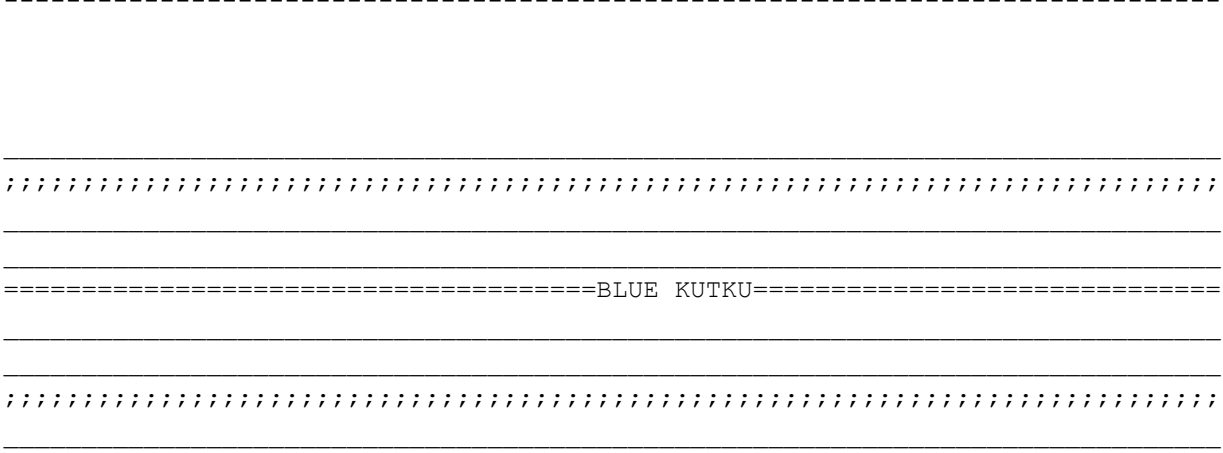
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STRATEGY #2

Contributed by: 8Lupin8

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The main tactic i use for the kut ku is get under its legs, as this is the place your least likely to be sucessfully hit with any of there attacks, other than the occasional dash, it also means you can get of quite a few combos, and hey if you get knocked back just jump back in with the triangle + o attack and stright into another combo, however due to camra angels in certain areas you might not be able to see its ear go down if trying to capture it. this tactic also works with GS aswell.



Elemental Data

Attribute: Fire

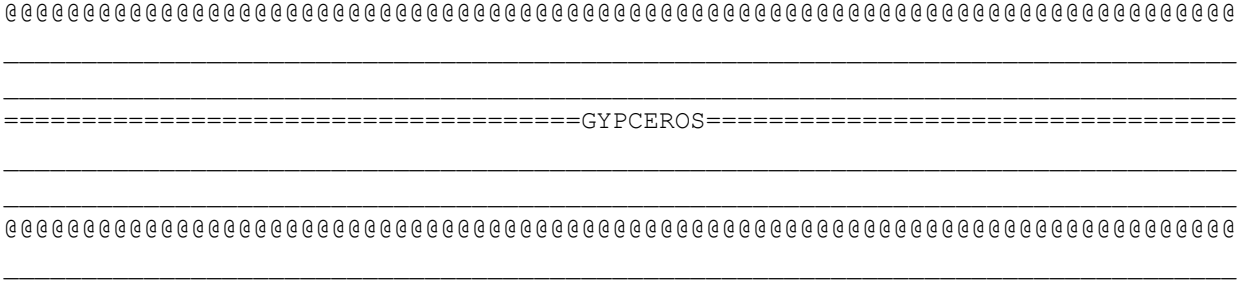
- Dragon: \*
- Fire: \*\*
- Thunder: \*\*\*\*
- Water: \*\*\*\*\*

Recommended Weapon: Frost Edge+, Odyssey, Kirin Bolt Indora, Other thunder weapons or high damage weapons.

- Knock Out: Yes
- Poison: Yes
- Sleep: Yes
- Stun: Yes
- Daze: Yes

Ok look, this kutku is blue, and looks better then the other kutku. His Armor Set gives better skills and the price of that is to fight a slightly higher hp and more attack powered kutku. Nothing is really changed with this one except you'll notice he could be a bit bigger and have more hp, other then that he's basically the same thing.

(WTGY)



Elemental Data:

Attribute: Poison

- Dragon: \*\*
- Fire: \*\*\*\*\*
- Thunder: \*
- Water: \*\*\*

Recommended Weapon: Corona, Blazing Flachion, Djinn, Shining Wyvern Blade

Knock Out: No

Poison: Yes  
Sleep: Yes  
Stun: Yes

Gypceros is a cool wyvern. Personally i think he looks cool, but has stupid looking tendencies (why a turkey...). Other than that he is a wyvern that is definitely difficult for the new comers to MHF. Unlike the first MH, this time around our SNS will slice through him easily making this fight alot easier than what it would have been.

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#### ATTACKS

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- A. Spit Poison - Gypceros Spits poison out of his mouth straight ahead.
- B. Running Poison - Gypceros runs while spitting poison left and right.
- C. Fly Back/Fly up and drop - Jumps backward into the air, wind will usually disrupt you
- D. Flash - Two types of notice for flashes. One will be his stomping angrily to flash And the other will be him pecking 3-4 times then raising his head to flash
- E. Fake Death - Gypceros plays dead then wakes up when something comes into contact with him.
- F. Stomp - Gypceros stomps angrily on the ground. This usually leads to his berserk mode or a flash.
- G. Run Pattern - Gypceros starts running to certain portions of an area doing the running poison attack.
- H. Tail Whip - Gypceros swing his tail counter clockwise while stretching it to reach farther than it seems
- I. Peck - He will either lunge forward and peck at you or stand still and peck, sometimes this attack will steal an item from you.

---

#### TACTICS

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- A. This is a good time to attack him. He is open and doing something thats very linear Make sure to make your attack short however because his recovery time for this attack is quite fast, meaning he will do something right after.
- B. When he does this, just wait out and see what he does next. Its pointless to try to attack him while he's doing this. You'll most likely get knocked down or poisoned.
- C. Just an average wind move to throw you off.
- D. When you notice the signs of a flash, its a good idea to go behind him on the left side of his tail and block. So that when he's done flashing and you've blocked it even his he tail whips it will go around you and he will have to turn around to initiate an attack on you.



Elemental Data:

Attribute: Thunder/Stun

Dragon: \*\*

Fire: \*\*\*\*\*

Thunder: \*

Water: \*\*

Recommended Weapon: Corona, Blazing Flachion, Djinn+, Shining Wyvern Blade

Knock Out: No

Poison: Yes

Sleep: Yes

Stun: Yes

Thunderous Duo has become my favorite quest and if you know how to fight khezu it will become yours too. His tactics are very different in comparison to other wyverns and his diverse movement methods and abilities make him feel fresh. He is also a very good combo artist. His roar to thunder shock is a definite hunter pet peeve. This is the perfect wyvern for using the sns. He really needs to be fought with a hit and run state of mind. Meaning short quick combos are what will take him down. Not long drawn out combos or staying close to him.

-----  
ATTACKS  
-----

- A. Tail Whip - He spins his tail in a clockwise rotation
- B. Stetch Bite - He stretches his head forward and opens his mouth for a bite
- C. Thunder Shock Pika Style - He drops down, puts his tail into the ground and creates a shield of electricity around him.
- D. Tackle - Very rare move where khezu takes a couple steps forward and throws his body at you. (looks very funny)
- E. Body Slam - From the ceiling, he'll try to land on you.
- F. Pounce - He'll jump towards you trying to land on you from the ground
- G. Ground Shock - He'll rear his head up and send 3 balls of electricity through the ground.
- H. Bite - A bite that goes towards his left leg.
- I. Roar - A very loud roar that leaves the hunter stunned long enough for khezu to do an attack.
- J. Mouth Acid - Khezu hangs from the ceiling and drops acid.

---

## TACTICS

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- A. Since he spins his tail clockwise its a good idea to say on Khezu's right side. During this attack you can pull off a couple universal combos and connecting them to a combo 5.
- B. Very linear attack and simple to avoid. If your still on khezu's right side then you'll be fine. This is a good opportunity to throw out a quick Universal Combo
- C. Definitely a time to either stay away, or if your in close to block.
- D. Since this barely comes up, you will barely need to think about it. If it does come up then you can attack him when he's recovering from the attack similar to after he pounces. I would recommend a universal combo right here.
- E. This can actually be the opening for you to start damaging him if he is sticking to the wall too much. Simply position yourself in front of him and block so that he will come down and you can start doing combos on him again
- F. Another linear easy to avoid attack. If you keep your eye on him you'll know when he's about to lunge at you. Since he doesnt go very far when he does this, you can chase him and starta universal combo on him and roll out, as he'll sometimes do a quick thunder shock afterwards.
- G. If your in front of him this attack can be deadly as it could start his combo. You really want to be behind him when he does this attack so if you see it coming don't run towards him or away from him, but just run left or right. The width of this attack depends how far you are from him and if you've been fighting him the way i want you to then you will never be far enough to get hit by this. Otherwise this is a great opportunity to attack him. A universal combo on him and maybe another will in most cases have him tipped over leaving you more chances to attack.
- H. A good chance to position yourself on his right so that you can do more damage with some good universal combos.
- I. This attack can be deadly so be ready to block, because if you don't then in most cases he will thunder shock right after a roar knowing that you are stuck holding your ears and in range. I highly recommend blocking this or wearing armor with the High Grade Earplug skill.
- J. Very Very easy to dodge. This has to be the worst attack accuracy wise from khezu

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## STRATEGY #1

Contributed by: Aznfusion

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Khezu is a very easy to deal with wyvern once you get to know him. He is also one of the most combo oriented wyverns. Now the weapon i'd recommend using for him would be either the corona, djinn/+, or flaming flachion.

Ok so at this point in the game you should know the longer the combo, the worse off you may be. Do not jump into this battle with full out combos, instead go in with the intention of doing something quick and getting out. Since elemental damage with an sns is the same with any weapon if you do 4 hits with a corona then your pulling off about 3 times the fire damage that



a rathalos fire sword would do. So don't get overzealous and stay patient.

Fighting Khezu is patience because if you get impatient start rushing and throwing out full combos your guaranteed to get zapped. For khezu i would say hitting the legs are a good idea. The general position at which you are at should be on his right side. You can run around him staying on his right side and be pretty safe. Every once in a while pull off a jumping slash, slash slash circle and when he does a pika shock then roll out waiting for him to finish. Once he's done do a jumping slash, to slash slash and roll out as he will often thundershock a second or third time after the first one.

Since the primary hits that he will do is the thunder shock, ground shock, and occasional ground shots, then all you have to do is avoid the thunder shock because that is most often the move that will start his combos.

Now the move that will usually get you shocked is the roar move. If possible try to avoid this because out of all the roars/screams, i believe khezu is among the loudest. Basically just block the roar.

Other then the annoyance of some of his attacks, similar to Rathalos flying khezu crawls on the ceilings until he either drops down of free will, (which could take a while) or he thinks he will hit you after landing. In order to quickly get him off the ceiling stand aimed towards where you think he will land and block. He will most of the time land and you will block his little body slam or he will miss you and you can attack him.

So remember the three moves you want to block:

- Scream
- Thunder Shock
- Ground Shock
- Body slam

Other then that he should be putty in your hands. If you pull off short 3-4 hit combos and roll out to observe then you should be safe and knock him over regularly. Goodluck and have fun because khezu is one of a kind and very fun.

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(WTPL)

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=====PLESIOTH=====

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Elemental Data:  
Attribute: Water

Dragon: \*\*  
Fire: \*\*\*\*\*  
Thunder: \*\*\*\*\*

Water: \*

Recommended Weapons: Thunder Tip, kirin bolt ultimius, Kirin bolt indora,  
Flaming Flachion, Djinn+, Corona, High damage weapons etc

Knock Out: N/A

Poison: Yes

Sleep: Yes

Stun: Yes

Plesioth is a difficult wyvern for some. He is often very large and has attacks that do alot of damage. He's basically a giant cephadrome with more kick. With Plesioth you can't really run out of range to avoid a tail whip so the only way is to go underneath it. Water attacks do plenty of damage since most hunters wear armor that doesnt protect against water.

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#### ATTACKS

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- A. Water Blast 1 - Shoots water straight forward and into the sky
- B. Water Blast 2 - Shoots water from Left to right
- C. Retreat - Runs back to the water, similar to a charge from other wyverns
- D. Aerial Dive - Only in the desert plesioth quest does he jump over the island and hit you midair putting you to sleep.
- E. Land Dive - Jumps out of the water onto land, and once on land wiggles foward, dealing damage to anyone in the way.
- F. Tail Whip - Spins his tail clockwise
- G. Bite - Bites towards his left leg
- H. Body Tackle - Turns side ways and lunges his body forward.

---

#### TACTICS

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- A. Just dont stand directly in front of Plesioth and you'll be fine
- B. This is a close range water blast so if your pretty far from the shore then you'll be ok.
- C. Be careful of this one as it does some heavy damage. If your making sure to never stand directly in front of him this attack will never hit you. Remember to stand on Plesioths Right or your left.
- D. You can avoid this with a simple block in the direction he is coming at you
- E. When this happens you should be happy as he is coming in ready for a fight. Just dont be in front of him or touching him when he's doing the wiggly part. Instead go far enough where you can start a universal combo on him and you'll be fine.
- F. The only way to avoid his tail whip is to either be freakishly far or under him. This is probably the best time to attack him and it should be taken



Elemental Data:

Attribute: Fire/Poison/Knock Out

Dragon: \*\*\*\*\*

Fire: \*

Thunder: \*\*\*

Water: \*\*\*

Recommended Weapons: Eternal Strife, Blue Ogre Sword, Black Dragon Sword,  
Frost Edge+ Odyssey, other dragon elemental swords.

Knock Out: Yes

Poison: Yes

Sleep: Yes

Stun: Yes

Rathalos the main wyvern of Monster Hunter and is basically the mascot. He is smart fast and carries some high powered attacks. He doesn't have much HP or defense to rely on, but its compensated with speed. He likes to fly when he's weak and when he's on the ground he provides little opportunities for attack.

-----  
ATTACKS  
-----

- A. Aerial Fireballs - Flies into the air and shoots 1-3 fireballs each aiming towards you
- B. Fireball - Stands still and shoots a fireball across the area
- C. Jump Backward Fireball - Jumps backwards while firing a fire ball at the ground
- D. Bite - Bites towards his left leg
- E. Tail Whip - Spins tail either clockwise or counter clockwise
- F. Sting - Aims at hunter, and brings tail down to hit hunter. This attack usually knocks you out and poisons you.
- G. Charge - Runs at the hunter. Any contact with him during this state will do damage
- H. Fly Up and Land - Used to blow you back with wind then to possibly attack.
- I. Roar - A hunter disruptor. In most cases used to have you become vulnerable for attack.
- J. Aerial Dive - From the air Rathalos Dives downward trying to slash you with his claws.
- K. Jump - From one side of the area, rathalos jumps to another side or off the

edge either slashing you upward, or landing on you depending on where you are

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### TACTICS

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- A. The easiest way to avoid this attack is to go underneath him. You will see a shadow that can act as your safe spot. Upon his landing you should run out of the way and be ready to hit his tail as it gets low enough to hit with a quick Tri+cir, to triangle attack.
- B. If you're close to him this is a great opportunity to pull out a universal combo or go for his tail. Unfortunately you will be too far most of the time so use this to get a little close to him.
- C. When fighting Rathalos you shouldn't ever be directly in front of him, so this attack shouldn't ever hit you.
- D. A good opportunity to attack his legs and do further damage on him. Make it a quick combo though because this could lead to a tail whip.
- E. Since you can't really effectively block this, it's best to run right under him and do a nice universal combo to start off and once you're in between his legs then a combo 5 would do nicely. Be careful though because he could possibly start a charge.
- F. Easiest way to cancel out this attack is to run in his shadow. He won't be able to sting you when you're directly under him. Upon his landing for his tail.
- G. This can be a difficult attack to avoid. If you're farther away he will often time home onto you better than if you were closer to him. If you stay close enough where you can run to the left or right then you will be safe from this attack. If he trips after this attack then it provides a good chance to pull off a very fast jumping slash to slash slash combo. Remember to roll after every combo and preferably to safety.
- H. You can block the wind if you want. Otherwise just get out of the way so you can pull off a quick attack on him as he lands.
- I. It's a good idea to block his roar as it can lead to him charging you and doing more and more.
- J. You can block this attack, but you can also completely avoid it by standing next to a wall.
- K. This is frustrating sometimes, but you can attack him after he lands, forcing him to start fighting you up close.

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### STRATEGY #1

Contributed By: Treeko11

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Ok, basically you need to pound on his head, I use a PBA (Poison Battle Axe), and it works wonders. Whenever he fires a fireball, jump straight in and smash his head until his crown breaks. After a while, if you get bored, chuck a flashbomb or two and whenever he lowers his head and lets out a low growl, that's when you bash him. Eventually he will fly away to his nest (area 5). In here you can either let him sleep while you put down a pitfall trap or you

could just run straight to him and attack. This will hopefully kill him!

Enjoy! =)

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(WTRI)

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-----RATHIAN-----

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Elemental Data:

Attribute: Fire/Poison

- Dragon: \*\*\*\*\*
- Fire: \*
- Thunder: \*\*\*\*
- Water: \*\*\*

Recommended Weapons: Eternal Strife, Blue Ogre Sword, Black Dragon Sword, Kirin Bolt Indora, Kirin Bolt Ultimus, Thunder Tip, other thunder element weapons.

- Knock Out: Yes
- Poison: Yes
- Sleep: Yes
- Stun: Yes

Rathian is the female version of Rathalos and i believe the stronger. She has more HP,a higher attack, and deadlier moves. Fortunate for us she stays on the ground and has one of the most easily countered attacks in the game. Her strengths are null and void due to her openess for attack.

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ATTACKS  
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- A. Bite - Rathian will bite towards its left leg
- B. Tail Whip - Swing its tail clockwise or counter clockwise
- C. Jump Backwards - A disruptor move using wind
- D. Charge - Runs at you. When rathian is doing this you cannot touch her without taking damage. Sometimes Stops and runs in another direction
- E. Fireball - Shoots 1-3 fireballs, it usually depends on mentality of Rathian
- F. Back Flip - Does a back flip with tail hitting you. This attack ends in a stomp

G. Stomp - Flies into the air and land stomping on the ground sending you flying if in range.

H. Roar - Used to open you up for attacks.

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TACTICS  
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A. A good opportunity to attack her legs and do further damage on her. Make it a quick combo though because this could lead to a tail whip.

B. Since she swings her tail in both directions its best to just wait it out, but if you dont care about getting hit then running under her is what you need to do. Otherwise i would say dont do it because rathians moves vary too often

C. You can block this if you want, but you shouldn't get disrupted by this.

D. Simply avoid her. Run back and fourth if you have to but try to stay a little close because your avoiding to wait for a good opportunity to attack.

E. The main time you will do damage to her. You will cut off her tail during the fire balls, you will knock her over when she fire balls, you will just completely wait for when she does fireballs so that you can attack. I would recommend using a universal combo once and rolling out to see what she will do next.

F. This attack is very powerful and should be avoided at all costs. The simple way to avoid this attack is to run to the left or right because the tail is linear, but still has some range.

G. The wind and the stomp could really turn things around so i would recommend just being out of range.

H. Just block it so that you can have enough time to dodge or block whatever attack comes next.

(WTMO)

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=====**MONOBLOS**=====

#####

Elemental Data:  
Attribute: None

Dragon: \*  
Fire: \*\*  
Thunder: \*\*\*  
Water: \*\*\*\*

Recommended Weapons: Shining Wyvern blade, Kirin Bolt Indora, Frost Edge+,  
Odyssey

Knock Out: Yes  
Poison: Yes  
Sleep: Yes  
Stun: Yes

Monoblos was a Mono horned offline only wyvern that required you to "solo" through the offline quests in MH1. This time around its the same and monoblos has only gained more speed and accuracy since MH1. His charge is faster then diablo and in rage mode he isa force to be reckoned with. A very fun wyvern and worthy of being offline only.Fighthim like you would fight a diablo. Their moves are similar and resposnes should be done in the same way.

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STRATEGY #1  
Contributed by: Aznfusion

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In all honesty you do not need flash bombs or sonic bombs. Since monoblos fights like diablo you can go at him in the same way.

Monoblos has all the same attacks as a diablo and i listed them and how to respond to the attacks in the diablo section.

As for a strategy i can lay one out for you real fast.

For a weapon i'd recommend a thunder tip or a kirin bolt ultimus. If you do not have that then a weapon carrying a thunder element.

Monoblos spins his tail counter clockwise meaning that you want to stay on his left side (or run to your right when facing him). Run counterclockwise circles around him and you'll be perfectly safe. If your using an sns then jump in and do a quick tri+cir, tri, tri and if you have time add in the a final circle attack. If your using a GS or lance then do a quick two hits tops and hop out so that you can continue the fight defensively rather then offensively.

If he does a tail whip you should have time to run between his legs and do a couple of good hits. If he does a body slam type attack then face towards him and block. If he runs forward, chase him and position yourself back at the safe point so that you can evaluate and continue the attack.

As for using the ledge. Its best to run straight to area 10 and stand with your back to the ledge instead of on top of it. I recommend this especially if your using a GS or lance. I say this because in the time it takes you to jump off of the ledge you could have already done attacks from being on the ground. Now you have two choices. Go for the head or the legs. Each leg has a seperate hitbox so i would recommend hitting the leg you believe you have better access to when he is not stuck in a wall. (Do not worry about the tail because you will have plenty of time to hit that when you trip him. If you want to hit the head then you will be doing it at the easiest time possible. Its really your choice, but both will effect the fight differently

If you attack the head you will lower the damage he gives if he horns you and ultimately get the horns off faster then you would if he weren't stuck in a wall. If you attack the legs then you will be adding damage up so that you can take the tail off easier to lower the range of his tail whip providing you with more breathing space.

Overall if you follow the counterclockwise safe spot strategy then you dont need flashes, sonics or any other item like that. You should rarely be hit



and have a good time.

Goodluck

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(WTD0)

=====DIABLOS=====

Elemental Data:

Attribute: None

Dragon: \*\*\*

Fire: \*

Thunder: \*\*\*

Water: \*\*\*\*\*

Recommended Weapons: Shining Wyvern blade, Kirin Bolt Indora, Frost Edge+,  
Odyssey

Knock Out: Yes

Poison: Yes

Sleep: Yes

Stun: Yes

Diablos is the two horned version of Monoblos and is one of the most complained about wyverns. He's become weaker since MH1, so complaining is the last thing that should be done. He digs under the ground for transportatino and a quest where there are two of him has become the most asked about quest on the message boards.

-----  
ATTACKS  
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- A. Roar - Diablos Screams rendering you completely paralyzed
- B. Tail Whip - Diablos spins his tail in a clockwise motion
- C. Bite - Diablos bites towards his left leg
- D. Tail Faint - Diablos swings his tail to the right then turns it around and swings it all the way to the right.
- E. Charge - Diablos runs forwards and slides to a stop
- F. Charge to Tail Swipe - Diablos runs forward, stops, then swipes his tail back and fourth.
- G. Dig to Ground Burst - Diablos digs into the ground and comes bursting from the ground.

- H. Charge to Head Punt - Diablos charges to where you were based on his aiming and flips his head up to send you flying through the air.
- I. Body Slam - Diablos turns side ways and lunges his body at you
- J. Rush - Diablos suprisingly slides forward from a complete stop.

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TACTICS  
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- A. Block this at all costs. You will see it coming if he raises his head upward. It could lead to the some very high damaging hits.
- B. This is probably the best time to be hitting diablos. Other then when his horn is stuck in the wall you can most likely do the most damage while he's spinning his tail. Simply run under him and do a large number of combo 5's or universal combos based on whether you can aim properly.
- C. A good chance to put in a quick combo on him. Maybe a Universal or a combo 5.
- D. If you find yourself in front of diablos when he does this make sure your more towards his right side. If you are behind him, which you most likely will be, then turn to your right and block. After this you can usually pull off a fast combo before being forced to escape.
- E. Just run left or right to avoid this attack, and follow him so that you can cancel out a repetition charge fest.
- F. After he runs, make sure to keep a good distance so that you can avoid this attack since it always follows a charge you will know when it "might" come. After its done you should be save to run in and do a little more damage to diablo's legs.
- G. The best thing to do here is run in a medium sized circle or jump onto a ledge. But since you wont always have that ledge then a circle is your best bet. He often will get you if you run in a straight line.
- H. This is the second best time for you to be hitting him. Since he is charging and stopping so suddenly you can easily put in a quick combo after he stops
- I. Just turn your body towards him and block. Its simple and you will be able to do a quick combo to further your chances of knocking him over.
- J. This can be tricky to avoid if you fight diablos from the front. I would recommend running clockwise circles around him while constantly staying on his right side (your left) to avoid this type of attack.

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.....`BLACK DIABLOS`.....

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=====

Dragon: \*\*\*  
Fire: \*  
Thunder: \*\*\*  
Water: \*\*\*

Recommended Weapons: High Damage SNS ex. Shining Wyvern Blade, Kirin Bolt Indora  
Frost Edge +, Odyssey

Knock Out: Yes  
Poison: Yes  
Sleep: Yes  
Stun: Yes

Black diablos is a pitch black diablos with small red eyes. He has high attack, quick response, high hp, and a good amount of a surprise element and speed.

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STRATEGY #1  
Contributed By: AznFusion

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There are plenty of weapons you can use against a black diablos. His speed size and black eyes shouldn't intimidate you. Instead bring along your favorite thunder or water based sns with a good amount of raw damage and you'll be fine. Personally i use a kirin bolt indora, but a shining wyvern blade might be a better choice.

Now for what combo you should normally be using i'd say a universal combo would be good enough for repetition during this fight. Your targets are his legs first, tail second, and the head last. You will also be attacking one leg in particular and that is the leg that doesn't slide back when he stands still.

The pattern of motion you should generally be in is running around him in a counter clockwise circle while trying to stay close and on his left side. At this side of his body you will have plenty of time to see his counter clockwise tail swing towards you giving you time to run between his legs and do combo 5, or facing towards him and blocking his body slam attack.

Now Since your going for his legs, the moment that he falls over you will want to go and pull off a nice universal combo on his tail until it comes off.

When he pops up above the ground you can do one of two choices. One position yourself where you want to be defensive and offensively or do a quick combo 5 to his tail. Either way his surprise attack should be avoided by running circles around the spot he dug underground.

Whether he charge forward or tail swipes you should be on his left side meaning you won't be getting hit by such simple moves. Instead you will have time to see them coming and react accordingly by either blocking or running under his body.

Continue running counter clockwise circles around him until he either falls or staggers, allowing you to put damage into his tail.

The best place for taking off his horns is when they are stuck in a wall. This happens in either area 1 or area 10. You can provoke him into the wall by standing atop the ledge. I recommend giving it a shot and if you think about it, Diabos is a slightly faster Gravios.

(WTGR)



Elemental Data:

Attribute: Fire/Sleep

Dragon: \*\*\*\*\*

Fire: \*

Thunder: \*\*

Water: \*\*\*\*\*

Recommended Weapons: Frost Edge +, Odyssey, Eternal Strife, Blue Ogre Sword  
                              , Assorted Dragon Elements

- Knock Out: Yes
- Poison: Yes
- Sleep: Yes
- Stun: Yes

Gravios is an extremely fun wyvern to fight. His attack power is high, and he is slow meaning a very fun fight for you. He's gained attacks that take away from some of his past weaknesses, but he is still no big deal for our SNS that can now slice him to pieces faster than a lance could.

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ATTACKS  
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- A. Roar - a simple move to set you up for an opening
- B. Fire Beam - A very powerful fire beam that cannot be blocked
- C. Body Slam - Gravios turns his body sideways and tries to lunge into you
- D. Jump Slam - Gravios Jumps into the air and slams his body flat into the ground
- E. Tail Whip - Gravios spins his tail Clockwise
- F. Charge - Gravios rears his head and runs full speed in a straight line, sliding to a stop at the end
- G. Charge to Tail Whip - Gravios runs and stops, and swiping his tail from left to right
- H. Bite - Gravios bites towards his left leg
- I. Fire Gas - Gravios releases a gas that ignites and sends you flying away on fire
- J. Sleep gas - Releases gas that does no damage, but puts you to sleep allowing



Recommended Weapons: Frost Edge+, Odyssey, (I can't really recommend Dragon due to most dragon sns having low attacks and not being fully capable of breaking a G ranked Black Gravios chest in an understandable time. However if you are in a group then it would be ok)

Knock Out: Yes

Poison: Yes

Sleep: Yes

Stun: Yes

Black Gravios is a wyvern that seems to give alot of new players trouble. His speed is increased greatly from the normal gravios and he shoots many more beams and fire smoke. However, his constant speed and moves make him very predictable and easy to attack if you know what your doing.

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#### STRATEGY #1

Contributed By: AznFusion

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Ok so i would first off say bring a frost edge+. You can take this guy out in a reasonable amount of time using a water weapon.

So basically you know he shoots alot of beams and when he's shooting a beam you can't really attack because of the chance he might release steam. Lucky for you our sns can slice right through his wings without bouncing unlike the lance, gs, hammer, and dual swords.

During this fight you will take complete advantage of that ability by attacking his wings every time he shoots a beam. If he releases steam you will wait until his wings touch the floor then pull off a nice jumping slash to slash slash. I would say use a universal combo, but unfortunately that last hit won't always connect.

As for the basic positioning you should have during the fight i'd say you want to keep a distance that you feel comfortable with, but run around his body in a clock wise motion while staying on his right side (your left). You'll be pretty safe here and if he did tail whip you could easily go under him or have enough time to turn and block.

The steam that is always hurting you will now be the starting point for attack. A reason for this is because when he releases steam you can either go towards his tail, hit his wings, or get him to go into melee combat. To get him into melee from steam or constant beams is to run in a little after he releases steam (wings touch the ground). This will then make him want to use the body slam or tail whip which you can easily counter.

As for the steam part you know that he's going to do right after he takes two steps backward. When you are attempting to escape from being under him do not run in front of him (towards his head), but behind his legs. The density of smoke released from behind his legs are much less giving you more room for breathing.

As for time to sharpen, use health potions etc. You can always run ahead of him and bait him into running. When he charges at you, its then time to use all the items you wanted to use earlier.

Its completely possible to go through this fight without taking damage once



## high raw damage weapons

Knock Out: No

Poison: Yes

Sleep: Yes

Stun: No

Kirin is an electric unicorn. In the original game Kirins attacks were semi unpredictable and all slashing weapons including the snS bounced off of him. This time around snS slice through him, however his attacks have become increasingly unpredictable and so has his aggravation towards the hunter.

KIRIN INFORMATION Contributed By: <<<Blakmage>>>

EDITED AND FORMATTED BY: Fusionboxer

Kirin can either be pretty easy or very hard. The first time I fought him in the jungle, I got killed extremely fast. The second time I fought it, I killed it extremely fast. Meaning that his attacks pack a lot of punch, but like Gravios sacrifice strength for a wide variety of openings.

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### ATTACKS

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- A. Run attack - Kirin runs in a straight line to attempt to attack you
- B. Prancing attack - Kirin runs around like a kelbi
- C. Headbutt: Kirin charges forward a little and tries to hit you with his horn
- D. Single bolt - Kirin will lift his horns and fire a single bolt of lightning right in front of him.
- E. Bolts in the front: Kirin will rear up on his hind legs, and may fire bolts in front of him, all around him, or on himself.
- F. Bolts around him - Again, he will rear up and fire bolts. But when he fires bolts around him, he will only fire 8 or 9. Besides that, he will only fire one bolt in each direction.
- G. Zapping himself - This one is really easy to tell if he is using it. He just fires about 6 bolts centered on himself.
- H. Rest - Kirin will just stupidly stand there and let you attack him.

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### TACTICS

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- A. Since he pauses a little bit afterwards. He usually takes a bit of time after that to turn around also. This can be a chance to get one or two hits in, assuming you池 using an SnS. After that, it will follow up with another one of its attacks. If it痴 anything besides another rush, it值 have a delay before the attack. My best advice would be to attack it from behind, then roll out of the way.
- B. I usually just avoid it and use the time to get in position in case he uses another one of his attacks that leave openings.



- C. Like the prancing, I usually just go around him when he does this.
- D. If you池 behind him, this will give enough time to attack him. Afterwards roll away to avoid any attacks he follows up with.
- E. In the case of him shooting bolts in front, just attack him from the side. The way I use to judge is by where the second or third bolt is. If they are in the front, then he is firing forwards.
- F. So if you pretend there is an octagon around him, the area of the triangle around him that a bolt has hit will be safe to attack from. As I said before, I judge what attack he痴 using by the second or third bolt. If I recall correctly, the second bolt is usually on his left, and the third is on its right. So since the bolts on the side are earlier, that means if you attack from the side, it will give you more time for more hits.
- G. I just stand on the side, wait until the 6th bolt is falling, and then go in for the attack from the side. Of course, when he turns or rears up for another attack, then roll.
- H. I would say to go for the horn because he痴 weakest there. Just be careful of when he starts to attack again.

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CREDITS

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