







folks. Kirin also quickly recovers from this, so don't expect to get many hits on him.

#### Trample:

If you get hit by Kirin at any time he is moving, you take damage. While it's a small amount, it still knocks you down on your butt. Luckily, you can recover quickly, and he usually won't spam you into a corner with this attack.

#### Cross-Trample:

At certain times, Kirin will stop prancing around straight, and will begin strafing at you. This can be tricky to doge, because he can hit you while going diagonally, even if you're rolling. Just be careful, and try rolling when he steps on the ground.

#### Proud Stance:

While this is not an attack, it is a major action that you should take advantage of. Every once in a while, Kirin will click his hooves on the ground, look down, then go rigid and look upward. Kirin is completely vulnerable at this time, giving you a chance to attack or heal.

#### Jump:

I haven't seen the normal Kirin do this, but the Kirin+ will use it now and then. When it goes to the side towards area 10, it sometimes will turn around and jump all the way across to the exit to area 2. It won't leave the area, but you should watch out for the white shadow if your trying to exit the area to sharpen your weapon of heal.

#### ====Little Notes=====

-Yes, he has a Fury mode. He moves faster, uses Circle Lightning A LOT, and has more static flowing around his mane. Did I mention that he moves faster and does much more damage?

-Kirin can cancel any charge of trample and immediately start a Lightning-based attack. Be careful when running in to score a hit on him. Be ready to roll or dodge at all times during these fights.

-Kirin quests are random, and reappear at random intervals. Don't be suprised if it disappears on you.

-Kirin's hide is tough; unless you have a lot of green sharpness, think again before doing this mission.

-Don't try trapping him.

#### ====Elemental Damage=====

You can probably tell that Kirin will negate all Thunder Damage, but you can use other elements to your advantage.

#### Primary Elements:

Fire: Good

Water: Good

Thunder: Negated

Dragon: Poor

## Secondary Elements:

Stun: Yes  
Poison: yes  
Knock Out: No  
Sleep: Yes

With Kirin, your best bet is to go for a Water or Fire element. Secondary elements are also very effective. Poison and stun last for a pretty long time, so you should be able to get a lot of hits in or do a lot of damage.

DaiIchiban from GameFAQS found this damage chart. I'm not sure how accurate it is, but it seems to be on the right track:

	Head	Body	Horn
Cut	45	20	90
Impact	40	25	100
Bullet	60	20	80
Fire	15	10	5
Water	15	10	5
Thunder	0	0	0
Dragon	5	5	5

## ====General Combat Information=====

Alright, you've read the info and have decided that you want to take on Kirin. You have your health supplies, basic stamina/sharpness supplies, a set of armor with decent thunder resistance, and a weapon with good sharpness and hopefully some good elemental damage. Get ready for one of the most fun battles in all of Monster Hunter history!

Kirin fighting is all about timing. Like any other creature, he has attacking and defending positions. Either he attacks, or he moves around. When he moves, you should move. Do not try to heal or use whetstones while he is moving; wait until he begins an attack before taking an action. If you want to play it safe, leave the area to heal or sharpen your weapon; Kirin will most likely stay in one area and wait for you to return.

Kirin also usually starts in an area populated by prey. In the 6\* urgent quest, the prey are easily defeated, but the 5\* Guild quest has a (limited) respawn number, so it may take a while to clear the area out. But it is well worth it to clear out the area; it's near impossible to watch you back from Kirin and Prey at the same time. And if a Genprey manages to stun you...well, you're in for some serious pain.

But the most important thing to remember in the Kirin battle is that time is on your side. I can usually bowgun a Kirin to death in 15 minutes with Clust lv2., so you will have PLENTY of time to plan out your actions. Don't be afraid to stay back for a few minutes and study Kirin's patterns.

## ====In-Depth Combat Strategies=====

I got many people to give their strategies for using different weapons against Kirin, so I'll put them all in:

### \*\*Sword and Shield:

#### TrueMuerte:

"All I did for SnS is run around him until he charged or started any of his lightning attacks. If it was a charge, I would try to come from behind him and use the triangle+circle starter, and do as many hits as I could then roll away.

If after the charge he did the little hop, I would roll forward and, if I was close enough, do the triangle attack out of the roll into a combo. For the lightning attacks, just watch how it goes and get the timings down. If he does the random lightning spam (Circle Lightning) then just keep clear. If he does the ones just in front of him, triangle+circle from the sides/back. If he does the ones that sorta go forward a step each bolt (Lightning Bolt) then the same thing. If he does the one that just attacks right on him then wait a few bolts (not sure how many but easy to see once you see it once or twice) then triangle+circle him. Fairly simple, effective enough, anytime you land a triangle+circle you should be able to get at least a triangle, circle after it, if not more. all the time pretty much circle him at a close-medium distance and just wait for openings."

Snowybellz:

"I use SnS; I wait till it shoots it's thunder (the front one), and when it's about to end just tri+O it's head, roll away. repeat. If it does the area one just stay far away, when it's about to end use the tri+O again. If it falls just chop it's head, or use a large bomb+small bomb. I defeated it with frostedge (3 sharpens) the first time, timing was, the paintball just weared off."

\*\*Great Sword:

Journey89:

"For GS, ALWAYS sheath your sword. This allows for faster movements so you can avoid attacks. And always use the unsheath attack, because it's much faster than the normal triangle attack. Roll; always roll. P.S. I forgot. I call Kirin the electric ass, put it in your faq plz :D"

LordZerra:

"Make sure you keep moving and roll a lot to avoid its attacks. Heal when you feel your potions will put you back up to full health. If you can eat blessed Wine and Cheese at the cats, and take and power and defence raising items you have.

Best chance to attack is when it has a 'rest' and sort of 'scratches' at the floor(Proud Stance) with its hoofs. Run up to it and make sure you hit its head, as thats the only place your sword will cut through.Hopefully you will knock it over - if not keep attacking until it starts running around again. If you knock it over, attack it until it gets up. A risky attack is when it makes bolts of thunder attack around it, this is fairly powerful and will knock you back. But if you time it right you can land an extra hit on its head. This can take a while but its probably the best and safest way to kill it whilst avoiding death. Fire element seems to work well against it also."

\*\*Dual Swords:

Dual Swords, while fast, are a poor choice for fighting Kirin. Their long combos are hard to break, and do very little damage. If you MUST use a lance, just use the stabbing draw attack. Pull off one full combo on the Kirin when it does its Proud Stance. Otherwise, stay on the lookout, and use hit and run tactics.

\*\*Lance:

When lancing, attempt to use the stabbing draw attack a lot. While many attacks can be blocked, Kirin's trample will drain your stamina fast, so unless you have around 150 stamina, hit and runs are effective. However,

stabbing continuously may knock over of flinch Kirin, giving you more time to lpay some deadly attacks. So, like Hammer, you must attack either the safe rear, or go for the flinch so that you can attack the front. If you do pick the second choice, remember to block the Lightning. Using the sidestep is helpful also, but make sure you get completely out of the way.

**\*\*Hammer:**

For items you are going to want to bring whetstones and whatever healing equipment you want, that's all you'll really need. In the Elder's urgent quest you'll want to start by killing the prey, if its the Kirin+ then killing the prey won't really matter since they spawn for a while, but you can still kill them if you want to. What you mainly want to watch out for is the Inner Lightning bolt and the Circle Lightning. Hitting Kirin in the head will sometimes make it flinch which will stop its attacks but you shouldn't expect it to flinch everytime. So you have two choices: you can either attack its head hoping it will flinch or you can attack its rear so the only attacks that can hit you are the inner lightning bolt and the Circle Lightning. When it uses its Proud Stance, attack the head this will occasionally send it flying and you can attack it while it's down. If you want to be less likely to be hit you can wait for Kirin to finish its attack and then attack it, or you can attack its rear when its preparing to attack, but of course you can get hit if its the inner lightning bolt, or the Circle Lightning. If you need to heal you can either wait for it to attack and be at a safe distance or you can exit to area four. I recomend sharpenning your weapon in area four although you could use it if you feel your out of the range of the kirins attack when its preparing to use lightning. When the Kirin charges and gets stuck in the corner it usually will turn around before it attacks which gives you a chance to land a few hits. If you need to just wait for Kirin to use proud stance or get stuck in a corner to hit it for some damage without getting hit, and you should be able to take it down in no time.

**\*\*Bowgun:**

Bowguns are a great way to do heavy damage to Kirin while staying away and taking very little damage yourself. When using a bowgun, timing it everything. I must stress this: WHEN USING A BOWGUN, ONLY RELOAD AND FIRE WHEN KIRIN IS ATTACKING AND YOU ARE OUT OF RANGE. I cannot say how difficult it is to try firing with a Kirin charging you. Only reload, put away/take out your gun, or fire when Kirin is doing an attack, such as Lightning, and you are far enough away that it won't hurt you.

Ammunition is the essence of a Kirin/Bowgun battle. You will want to bring:

Normal Shot Lv.1  
Normal Shot Lv.2  
Clust Lv.2  
Pellet Lv.2  
Ice Shot  
Crag Lv.2  
99x Sm. Bone Husk  
50x Wyvern Claw

This will essentially be more than enough to kill a Kirin. I usually end up using 3 Crag Lv.2, 60 Pellet lv.2 (For killing Prey and damaging Kirin), 30 Clust lv2., and a few ice shot. This may seem like a lot, but you can use even less if you hit more in the head. The horn and head are the best places to aim, but I make a lot of no-scoped body shots.







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