

# Monster Hunter Freedom 2 Lunastra/Teostra Guide Version 2.0

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Updated to v2.0 on Apr 13, 2008

## Lunastra/Teostra Guide

Quest help for Lunastra and Teostra, the two most annoying elder dragons. This is my first guide so I hope it's a good one on my first try.

This guide is for the Normal/Elder Lunastra and Teostra.

For monster hunter freedom 2 Version 2.0.

Lunastra- A brutal female elder dragon with breath of flame and expert control over fire. It is said that this control comes from the crown-like horns on its head, but this has not been confirmed.

Teostra- A brutal male elder dragon with breath of flame and expert control over fire. Its vile temperament means anyone who approaches is subject to fire and brimstone. Known to attack towns, guild keeps tabs on its movements.

### Updates:

Version 2.0 4/13/08- It's been awhile but I finally fixed some things on here. There were a lot of things to add so here they are.

Fixed grammar and spelling errors finally. Added Updates section finally. Changed bow/bowgun strategy to be more useful to give bow/bowgun people more help.

Added to Brief Weapon strategy Melee and ranged weapon. Also I finally put suggestions for armor in the Suggested Armor Weapons section.

Added notes to a few of the sections. Added my yahoo email made specifically to answer anyone's questions in. I will soon add a Q&A section.

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1. Introduction- By this time in the game you have fought off many types of monsters. If you thought Kushala Daora was a challenge wait until you take on these two demons. These two elder dragons are perhaps the two hardest with their high attack power, fast attacks, and their large amounts of health.

I'd say on your first try with these you will have to give it all you got.

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2. Important Items/

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Potions-10X

Mega Potions-10X (honey+potion) (You will take heavy damage)

Well done steaks-At least 3

Paintballs-Any amounts, at least 10

Bounce bomb-10

Herbs-10

Cool drinks-5

Flash bombs-5 (Flashbug + bomb material)

Additional items for bow/bowguns

Power/Poison/Paralysis coatings-max amounts (bring nitroshrooms and empty bottles to make more) Ammo (clust lvl 2, Crag lvl 2 are advised for gunners)

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### 3. Suggested Armor/Weapons/

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Note-These weapons are weapons that you can get before g-ranked quests. Remember that these may or may not be as effective and G-ranked versions of Lunastra and Teostra. Sword and Shield- Eternal Strife-Number one favorite. I highly advise this because of its dragon element. I find it much easier to fight with this

Lance-Growling Wyvern- Second favorite. I advise this weapon because of its dragon element, sharpness, and its guarding helps you out a lot. This can be obtained by Greatsword-Titernia- Decent attack and has dragon element. You will require pink Rathian items in order to make this. Upgraded from bone blade, I suggest looking at a weapon tree.

Hunting Horn-Bone Horn+- Upgraded from starter hunting horn, fairly good.

Longsword- Fire Dragonsword- pretty good against them or you can use Devil Slicer since they don't really have defense against electricity.

BowGun-Grenade Launcher-fast, uses good ammo.

Bow- Daimyo's Warbow || or ||| -These guys are weak against water so these should be good.

### Armor

Full Monoblos set- Gives you extra health and potential skill which greatly heightens attack and defense when your health is under 40%, provides fire defense.

Full Garuga with Garuga Mask- Also provides fire defense and gives sharpness skill, expert, and can provide high grade earplug if you attach earplug decorations.

Full Gravios, Gravios D set- Both provides fire defense and extra guard & defense abilities.

Full Diablo, Diablo D set- Has the highest fire defense which is a good thing; the skills however aren't as useful, provides sharpness and WindPress.

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### 4. Attacks (This applies to both dragons since they do the same things)/

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Fire Aura: Just like the Kushala Daora having a wind aura these two have a fire aura. With this you get damages like you would if you stood next to lava.

If you attack their crowns a lot eventually the aura will go away for good.

Charge: By far the most annoying of their attacks. With this they can literally turn on a dime. Sometimes guarding is your only option but try dodging if you can.

Tail Swipe: Does minimal damage, but is easily avoided. You can recognize this when rears up her tail then she swipes it from left to right. (Possible opening for an attack!!!)

Roar: Stand clear of this! They will stand up on their back legs and then they will roar. Following up this roar they will land on their front feet again but will send a blast of air knocking you off your feet.

Fire Beam: Avoid this at all costs, especially if you have horrible fire resistance. This attack is however easily avoided. Noticed by when she shoots an extended beam of fire and moves it back and forth with her head.

Hover Fire Beam: Remember the Kushala Daora hovering then shooting an ice beam? Same thing here except with fire. (I suggest bounce bombs to get some damage in.)

Spark Bombs: If you see one of these dragons shoot off little parks all around them watch

out. They will ignite these making explosions that will send you flying.  
I know it looks cool but watch out, they can do this at close rang, mid range, and far range.

Claw Swipe: Very annoying attack that is hard to watch out for. Much like Congalala's claw swipe.

Backwards Leap: They will jump backwards sometimes sending you flying yet again

Forward Leap: They will leap forward this time and will also send you flying.

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5. Known Areas to Visit/  
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Ok there is a difference in the areas they visit in the volcano. They will both go to area 4&7 and with Lunastra she will go to 8 and Teostra 6.  
Teostra will go to areas 2&5 at the desert and Lunastra in Tower will go to 5 and 10 depending on which round.

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6. Lunastra Quest Info/  
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The Empress' Blazing Throne

Items:

Map

Mini Whetstone-2

First aid med-3

Ration-3

Cool drink 2-

Normal S 1

Pellet S 1 X 10

Poison Coating X 5

Bounce bomb X 5

Immunizer-1

Poison Thrw Knf X 5

In the quest Lunastra will go to areas 8, 4, and 7. Just be aware of not killing yourself in the lava.

Overseer of the Ancients

Items:

Map

Mini Whetstone-2

First aid med-3

Ration-3

Normal S 1

Pellet S 1 X 10

Poison Coating X 5

Bounce bomb X 5

Immunizer-1

Poison Thrw Knf X 5

When you start this quest she will be in area 10 if it's your first time. I discovered that she can be in area 5 if you go to this area in your first round of fighting here.

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7. Teostra Quest Info/  
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Emperor of Flame

Items:

Map

Mini Whetstone-2

First aid med-3  
Ration-3  
Cool drink 2-  
Normal S 1  
Pellet S 1 X 10  
Poison Coating X 5  
Bounce bomb X 5  
Immunizer-1  
Poison Thrw Knf X 5

He goes to all of the areas as Lunastra except 8. In this case if it's your first time fighting him head to 6 where you will watch a cut scene then fight him. Take all previous precautions.

A Sun with Fangs

Items:

Map  
Mini Whetstone-2  
First aid med-3  
Ration-3  
Cool drink 2-  
Normal S 1  
Pellet S 1 X 10  
Poison Coating X 5  
Bounce bomb X 5  
Immunizer-1

By the time you have this opened up the Teostra should be pretty weak. He only goes to areas 2 and 5. You don't have to really worry about other monsters attacking you but don't forget your cool drinks.

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8. Offensive/Defensive Strategy/  
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Offensive-(note these areas that are about to be presented is for the volcano zone. Refer to the areas they go to in the Known Areas to Visit section for the Desert and Tower zones.) If it is your first time fighting Lunastra head to area 8 after you have collected your supplies. As for Teostra go to area 6 and that's where you will fight him at first. Once you get to the area you will have to watch a cut scene of the dragon. Paintball ball them as soon as possible.

The key to fighting them is attacking them in their very few opens spots. One of these is when they jump backwards and roar.

This gives you a small amount of time to attack their head. Another moment is when they shoot their fire beams in front of them.

While they do this you should attack their back legs. If they ever fly into the air, take out those bounce bombs I told you to get and set them off under them.

Lastly when they rear up their tails to do their tail attack go for their head. Often times you will stun them by making them fall to the ground.

This is a small opportunity to attack their wings if you need webbing or just attack their head to cause some damage.

Defensive-This part of the strategy will be just as important as the offensive. One of their most dangerous moves is their charge.

Don't just stand to the side thinking you're safe, because they can turn very sharply, just dodge if possible or guard. Also they will sometimes shoot sparks off of them and then ignite them making a huge amount of explosions around them. When you see them give off the sparks, get a good distance away.

For their flame beam just don't go anywhere near their head because this can cause heavy damage. As for their hover flame beam just stay under them and they won't get you with it. Note that they can swipe you with their tail while you're under them and their wind won't affect you. Finally there is their forward/backwards leap.

They do this with little warning other than you see them hurtling towards you. Probably

the only thing you can do is guard. It is vital when fighting these guys that you bring mega potions because it is hard to even heal properly with these crazy things trampling you over and over. If you need to heal or sharpen your weapon, either go to the nearest area or wait until they do their spark explosion move. You have just enough time to heal or sharpen during this move.

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9. Brief Weapon Strategy/  
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Melee Weapons-The reason I put all the melee weapons into one strategy is because you won't exactly be doing anything more than running in and attacking at any possible moment. Just attack the legs and head a lot but make sure you don't hang around too close for very long. Eventually they will blow you up with their spark move and send you flying away from them. As soon as they finish their beam move they always roar afterward leaving them wide open. Attack their head at this moment to get some good damage in. As an alternate attack their back legs which makes them flinch a lot.

Bow/Bowgun- To fight with a bow or bowgun the very first thing I would suggest getting is evade + 2. This increases the amount of time you are invincible while you are dodging. For bows and bowguns try using poison to get rid of the fire auras. Also if you bring bombs with you try to put them to sleep and bomb them in their sleep. With the bow saying that you do have evade + 2 wait until the Lunastra/Teostra turns around to face you. At this moment shoot them in the head and dodge out of the way. If you use clusts with your gun try to shoot them in the side to make them flinch a lot.

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10. Carves/Rewards/Drops/Weaknesses/  
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Note- You can ONLY break their horns if you are using a dragon element weapon.

Lunastra Carves/Rewards- Number of carves 4

Fire Drgn Webbng (Attack wings for reward)

Fire dragon claw

Fire Dragon Scale

Lunastra shell

Lunastra Horn

Lunastra Mane

Elder Drgn Blood

Elder dragon bones

Tail Carve

Lunastra Tail

Lunastra shell

Drops

Fire Dragon Scale

Dragon Treasure

Elder Dragon Blood

Breakable Parts

Mane

Wings

Tail

Weaknesses

Dragon element/Water Elements

Teostra Carves/Rewards- Number of carves 4

Fire Drgn Webbng

Fire dragon claw

Fire Dragon Scale

Teostra shell

Teostra Horn

Teostra Mane

Elder Drgn Blood

Elder dragon bones  
Tail Carve  
Teostra Tail  
Teostra shell  
Drops  
Fire Dragon Scale  
Dragon Treasure  
Elder Dragon Blood  
Breakable Parts  
Mane  
Wings  
Tail  
Weaknesses  
Dragon element/Water Elements

I sure hope that this helps out a lot!

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