

Monster Hunter Freedom 2 Yian Garuga FAQ

by Machienzo

Updated on Feb 25, 2009

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Monster Hunter Freedom 2: Garuga Killing Guide By: Machienzo

INTRODUCTION

Hi, my name is Machienzo. The purpose of this guide is to inform others of the dreaded monster bird wyvern known as the Yian Garuga. How to find it, how to fight it and what items it yields to those strong enough to slay this mighty beast. Enjoy!

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[YG01] About the Yian Garuga

The Yian Garuga, nicknamed 'The Lone Wolf' is a fierce black wyvern capable of poisoning it's opponents with sharp barbs on it's tail, as well as being able to shoot fireballs out of it's mouth. Also known for its excelling ability in flying, this evil wyvern can easily perform somersaults and quick ground to air takeoffs. The Kokoto Monster References, page 22 details it as followed:

Name: Yian Garuga

Type: Bird Wyvern

Bio: A breed of Yian Kut-Ku with a hard black shell and a long mane. Known for it's trap avoiding slyness and poison loaded tail, it is a particularly evil wyvern, so beware!

The origins of this being are scarce. Such theories suggest that it is the cross breed of Yian Kut-Ku and Rathian species, or even the cross breed of Yian Kut-Ku and Rathalos! Although this may not be the case, it is theoretical. One explanation states that it is the evolutionary branch of the Yian Kut-Ku, changing its appearance and abilities rapidly to adjust to the different environment it has evolved in, much like that of the Monoblos and Diablos. This theory is the most commonly believed and therefore accepted as the original origin of the Yian Garuga.

The Yian Garuga is a highly underestimated Wyvern. MyLifeisRandom said:

Perhaps hunters should not go into this battle thinking it will be anywhere near as simple to kill as a Yian Kut Ku. I've known many a hunter to be fooled by such a deceitful appearance. They simply thought it was a Kut Ku Queen/King and that it'd probably have a slight health boost. None of them where prepared for the slaughter they were lead into and their lack of info was the key to their downfall.

His message was as honest as things could get. The Yian Garuga is something almost every hunter takes for granted for the first time. Such a monster is of difficulty for even veteran hunters. A note of caution passed down from hunter to hunter is: always make sure you're prepared. Never ever think that the Garuga will be a walk in the park, even if you are a highly skilled hunter. Come over prepared, because

more supplies are better than just essentials.

[YG02] Unlocking it

Monster Hunter Freedom - First seen in 3* Elder Village Quest, "Slay the Velociprey" in area 10.

Monster Hunter Freedom 2 - Kill 10 Yian Kut-Ku and be up to 4* Elder Quests to unlock the 4* Elder Village Quest, "The Lone Black Garuga"

[YG03] Nests

Throughout different maps in different Monster Hunter games, the Yian Garuga is known to spawn at specific locations at the start of every quest as well as rest in that area when weak. These places are referred to as 'nests'. Keep in mind however; they are not the permanent home of the monster, as of course you know that monsters tend to travel a lot. Take note of the listed nests to be able to avoid or find the Garuga as fast as possible.

Monster Hunter Freedom
Forest and Hills - Area 10

Monster Hunter Freedom 2
Jungle - Area 6

[YG04] Strengths and Weaknesses (Elements)

This is a very simple list of the elements which Garuga is strong against, neutral against and weak against. Obviously, you'd look for a weapon addressing Garuga's weakness element.

Strengths - Fire, Dragon, Thunder
Neutral - Paralyze, Ice
Weaknesses - Water

[YG05] Status Effects

This will explain what status effects can happen to Garuga. It will then list how it effects Garuga.

Knocked Out (Flash Bombs): Garuga can only use 3 attacks. They include Tail Swipe, Beak Swipe & Growl

Poison: Negated. Garuga cannot be poisoned

Sleep: Sleeps for 25-30 seconds. Sometimes less.

Paralyze: Is paralysed for around 15-25 seconds.

[YG06] Yian Garuga Attacks

Attack Name [Elemental Effect]

Description - Details about the early warning signs of the attack, as well as the attack itself and what happens.

Avoiding - General tips on how to avoid this attack while in battle. Things such as rolling can be interpreted as simply pressing X to do a standard roll, or holding the 'Run Button' (R1 for PS2, R for PSP) and pressing X (Without weapon out) to perform a lunge called a 'Close Call Dive', titled because it is most commonly used as a tactic to evade a 'close call'.

Advantages - This details what is best handled for this situation after avoiding the attack or when not in the attacks range to be damaged. This will lists things like the opportunities to attack or the risks of attacking the monster during this attack and provide suggestions if it's a good idea or not to attack the monster.

Damage - Notes damage taken or 'hit points' from this attack. Rather than listing the specific hit points, it will grade the attack from

'No damage', to the highest damage, 'Critical Damage'.

Effects - This will note what happens to the player when being hit by this attack. Things such as if your player will be thrown into the air, then the elemental status effects on the player, like being poisoned to being knocked out (stars around head).

[YG06A] Somersault Swipe [Poisonous]

Description - The Garuga steps back a few steps, before lunging into the air and performing a lightning fast back-flip to attack with its poisonous tail. You will always be poisoned by this attack when hit when Garuga's tail is still attached, however cutting the appendage off decreases the probability of being poisoned by around 20%.

Avoiding - By noticing the warning signs of Garuga, by seeing it step back a few steps you can easily avoid this attack by running to the side of the monster. However, if this is during the middle of a combo, unless you quick enough the chances are that your going to get hit pretty badly with this attack.

Advantages - If this attack is successfully avoided, you have a few (only a few) free hits while the Garuga is landing. Be careful however because of the wind blown from Garuga flying will make your character flinch, leaving you open in a very critical situation. Sometimes its best not to take risks like this.

Damage - Critical Damage

Effects - Knocks you into the air, Poison 100% (Tail attached), Poison 80% (Tail not attached)

[YG06B] Peck

Description - Pulls back its neck slightly then attempts to peck 4 times with a lot of speed.

Avoiding - There's not much help with avoiding this attack from close range. Usually it's too fast to be able to notice at first, especially in Rage Mode. If you're lucky, rolling a split-second after noticing it readying to attack will save you. Otherwise, you'll always get knocked away. Defending will do you no good as after 4 pecks, your stamina will be almost depleted. Its also bad when Garuga uses this attack at close range continuously.

Advantages - At close range, avoiding this attack will not supply you with any free hits. At a far distance, this will help with some open side and rear hits while Garuga is madly pecking at the ground. The attack is only fast enough to allow a small amount of shots.

Damage - Minor Damage

Effects - Knocks you to the ground

[YG06C] Jumping Peck

Description - Garuga leans backwards a bit then jumps in your vicinity while performing its peck attack.

Avoiding - Luckily, the Jumping Peck is easy to spot and allows you to easily avoid It if your quick to react. If not, you'll get knocked to the ground.

Advantages - By simply rolling or running out of the way, you've earned a small amount of shots to the side or rear. This is just like the standard peck attack, meaning you will have very limited time to attack. If you see no risk in it, take your opportunity.

Damage - Minor - Average

Effects - Knocks you to the ground.

[YG06D] Screech

Description - Garuga spreads its wings and legs out, lifts its head and opens its jaw before letting out an ear piercing screech which

will shock you if at close range. After screeching, Garuga will take a few tipsy steps back into its attack form.

Avoiding - There is no way to really avoid this attack at close range, as it has a pretty large radius of effect. Being caught in it will mean split seconds between life and death. Sometimes while far away, Garuga will still emit this high-pitched screech, causing no effect on the player.

Advantages - If used at long range and your character has no status affected, you have a hearty few seconds to rush over and contribute around a full combo of attack.

Damage - No damage

Effects - Shocks player for a few seconds

[YG06E] Jump Back Screech

Description - Garuga spreads its wings and suddenly flaps them to give a quick jolt backwards while emitting a screech.

Avoiding - Once again, consult the standard screech attack above.

At close range, you can't really avoid it.

Advantages - If far away, you have enough time to rush in and swipe at Garuga just as its landing from the jump back. But after a few hits, its best to retreat again.

Damage - No damage

Effects - Shocks player for a few seconds, blown air makes player flinch

[YG06F] Growl

Description - Garuga scratches the ground with its right foot, arches its back downwards while lifting its head in the sky and emits a small growl.

Avoiding - No need to avoid. Does no damage.

Advantages - This is the perfect opportunity for massive damage. This 'attack' will leave the Garuga open for a long time period without the risk of being counter-attacked. Do as much force as possible before Garuga finishes.

Damage - No damage

Effects - No player effects

[YG06G] Fireball

Description - Garuga slightly arches its back downwards and lifts its wings in the air and releases a large fireball towards the player. This attack is usually cause by player inactivity, meaning when you leave the player in the same spot for a small period of time, allowing an easy shot from Garuga. Its much like a long ranged sniper attack. The fireball will stay in the air indefinitely and be a very accurate shot towards the player.

Avoiding - A simple roll will suffice. The fireball is large and brightly colour and will not be too hard to avoid head on.

Advantages - If you manage to roll out of the way and stick close the Garuga, you have a reasonable opportunity to attack side on. However, staying close by for too long will leave you open.

Damage - Medium - High

Effects - Knocks player into air on fire

[YG06H] Ground Fireball

Description - Garuga slightly arches its back downwards and lifts its wings in the air and releases a large fireball towards the player's feet. Much like the standard fireball, the Garuga will use this when you stay in a spot for a period of time, but aren't close enough for a close range attack like a peck or a beak swipe.

Avoiding - Why stroll when you can roll? Simply running away may not

provide enough ground to avoid the attack when it smashes into the ground, causing the player to fly into the air on fire.

Advantages - Rolling out will give a few seconds or attacking opportunity. This will once again leave you open to close ranged attacks. If you feel you can take a risk, do so.

Damage - Medium - High

Effects - Knocks player into air on fire

[YG06I] Triple Ground Fireball

Description - Garuga slightly arches its back downwards and lifts its wings in the air and releases three large fireballs towards the player's feet. First directly to the player, second to the Garuga's right, and then to Garuga's left.

Avoiding - Rolling or running away from the attack and away from Garuga is the best way to go because if you try to rush to the left or right, you will most like get hit by the second or third fireball.

Advantages - Rolling out will give a few seconds or attacking opportunity. However, there may not be enough time to actually dodge the attack and attack afterwards, so there's not much advantage.

Damage - Medium - High

Effects - Knocks player into air on fire

[YG06J] Tail Swipe

Description - Garuga will growl of some sort, like grunting to move and swing its tail in an anti-clockwise motion twice in the same direction always.

Avoiding - Attack on the left side of Garuga. That's the Garuga's left side from its point of view. Rolling underneath the tail is the safe way to go. The closer you are to the Garuga itself when you roll, the better chance of evading the attack.

Advantages - Being on the Garuga's left side will mean you can easily spot this attack while in a combo and easily avoid it. This allows a nifty chance of offensive chaos.

Damage - Medium Damage

Effects - Knocks player into air, Poison 50% (Tail attached), Poison 30% (Tail not attached)

[YG06K] Fury Mode

Description - Garuga lifts its body upwards, stretches it's wings and madly jumps up and down. This is not essentially an attack, but the initiation of 'Fury Mode'. In 'Fury Mode', Garuga has increased attack, defence and speed.

Avoiding - Keep your distance.

Advantages - Not much advantage. This just means that you've got more hell to endure at twice the pace.

Damage - Minor Damage (Being hit by Garuga's jumping)

Effects - Knocks player to ground

[YG06L] Beak Swipe

Description - Garuga leans to its right, then swipes at the player with its beak.

Avoiding - Roll or dive to the Garuga's left, or keep your distance.

Advantages - The slight delay of the Garuga during this attack can leave you sheer seconds of open attack. Just be careful you don't get caught by this attack while going head on to the front of Garuga.

Damage - Minor - Medium

Effects - Knocks player into the air

[YG06M] Rush

Description - Garuga sprints towards the player, head first in an arched position. It flails its neck slightly, before tripping and sliding onto the ground to a stop.

Avoiding - The standard "Close Call Dive" will see this attack dodged nearly every time. If you want some opportunity to attack, roll away a few seconds before impact to insure some free attacks. Getting caught in this attack will see your opportunity for attack the Garuga disappear immediately, and may even put you in some spot of trouble.

Advantages - By missing this attack, you've earned some quality time with a stumbled Garuga, which cannot attack back until it manages to get back up.

Damage - Medium - High

Effects - Knocks player into air

[YG06N] Waddle Attack

Description - The Garuga stretches its wings out and waddles towards the player, running on its hind legs with its wings out and head up and open. Used when far away from player. After reaching player, it will just stop and perform another attack. Most like a 'Peck' or 'Beak Swipe'.

Avoiding - It's easy to spot as Garuga isn't exactly fast when waddling. Running out of the way is easy and simple enough to evade.

Advantages - The Garuga will be hard to hit as it still is pretty fast to track. As soon as it stops, it will immediately attack, not giving much time to think. Attack as much as possible and you will get a few hits in. As soon as Garuga has stopped, retreat immediately.

Damage - Minor - Medium

Effects - Knocks player to the ground

[YG06O] Waddle Jump

Description - The Garuga stretches its wings out and waddles towards the player, running on its hind legs with its wings out and head up and open. Used when far away from player. After reaching player, it will jump up as if it stepped on a pin or something sharp.

Afterwards, it will either attack or flee the area. When Garuga is waddling, it's best to incapacitate it to prevent it from leaving.

Avoiding - It's easy to spot as Garuga isn't exactly fast when waddling. Running out of the way is easy and simple.

Advantages - The Garuga will be hard to hit as it still is pretty fast to track. As soon as it stops, it will jump up. Attack as much as possible as it will retreat in a few seconds if you don't incapacitate it. Try as much as possible to get it to fall down, even flash bomb it but just make sure it doesn't get off the ground.

Damage - Minor - Medium

Effects - Knocks player to the ground

[YG07] Weapons

Weapons will be listed in the form of a 'flow chain'. This will give an outline of how the weapon starts off as, and progresses to become what it is. The recommended weapon will later be fully explained about. Just because a weapon recommended is the last of a weapon tree branch doesn't mean you have to go to extremes to obtain the items needed to craft that weapon. Using the 'flow chain', you can see if there are any other weapons that can be used on the way of making the strongest listed weapon, and are in financial problems or need item gathering help. Understand that? Phew.

'Flow Chain' Info (Applies to 'Flow Chain' only)

Weapons in Bold are recommended weapons for killing a Garuga based

on elemental damage.

Weapons in Italics are recommended weapons based on raw damage, or simply anything with raw damage over 750.

Weapons both Bold and Italics are obviously recommended for Raw Damage and Elemental Damage.

Please note that weapon types not listed here indicate that there are no suitable weapons of that class recommended to use against Garuga.

Example:

Name of Strongest branch weapon here

Flow Chart: Weapon Name here (Raw Damage here) [Elemental Damage Here]

Raw Damage: The basic damage of the weapon

Elemental Damage: The elemental effect it has. (eg. Fire, Lightning, Poison)

Money Needed: Money needed just for that weapon

Total Money Needed: Money needed in total for creating that weapon in conjunction with the 'flow chain'

Materials Needed: Materials needed just for that weapon. This is not to be confused with items needed to create this weapon immediately

Total Materials Needed: Materials needed in total for creating that weapon in conjunction with the 'flow chart'

[YG07A] Long Sword/Tachi Blade - Iron Katana Path

Frost Ripper

Flow Chart: Iron Katana (480)> Iron Katana Grace (528) > Dark Scythe (624) > Crimson Scythe (624) [Fire 120] > White Mantis (672) [Water 210] > Frost Ripper (912) [Water 240]

Raw Damage: 912

Elemental Damage: Water 240

Money Needed: 70000z

Total Money Needed: 82650z

Materials Needed: 3 White Monoblos Horns (Wht Monoblos Hrn), 2 Large Lobstershells (Lg LobsterShell), 1 Monoblos Heart

Total Materials Needed: 8 Machalite Ores, 18 Iron Ores, 20 Earth

Crystals, 8 Ice Crystals, 8 Carpenter Bugs, 1 Blood Red Horn, 3

Flame Sacs, 5 Monster Fluids, 4 White Monoblos Horns (Wht Monoblos

Hrn), 4 White Monoblos Spines (Wht Monoblos Spn), 2 Hercudromes, 2

Large Lobstershells (Lg LobsterShell), 1 Monoblos Heart

[YG07B] Great Sword - Bone Blade Path

Plesioth Azureblade

Flow Chart: Bone Blade (336)> Bone Blade + (384)> Bone Slasher (432)>

Finblade (480) [Water 260]> Plesioth Watersword (576) [Water 390]>

Plesioth Crystasword (672) [Water 470]> Plesioth Azureblade (816) [Water 620]

Raw Damage: 816

Elemental Damage: Water 620

Money Needed: 55000z

Total Money Needed: 69600z

Materials Needed: 4 Green Plesioth Fin+ (Grn Plsioth Fin+), 5 Green

Plesioth Scale+ (Grn Plsioth Scal+), 5 Plesioth Scale+

Total Materials Needed: 10 Small Monster Bone (Sm Monster Bone), 4

Brute Bone, 5 Carpenterbug, 2 Cephalos Fin, 2 Large Monster Bone

(Lg Monster Bone), 3 Machalite Ore, 3 Plesioth Fin, 4 Plesioth Scale,

1 Mega Demondrug, 4 Green Plesioth Fin, 5 Green Plesioth Scale (Green

Plesioth Scl), 2 Monster Bone +, 4 Green Plesioth Fin+ (Grn Plsioth

Fin+), 5 Green Plesioth Scale+ (Grn Plsioth Scal+), 5 Plesioth Scale+

[YG07C] Lance & Gunlance - Iron Lance Path

Emerald Spear

Flow Chart: Iron Lance (138)> Iron Lance + (161)> Steel Lance (207)> Paladin Lance (253)> Rampart (299)> Growling Wyvern (345) [Dragon 100]> Knight Lance (437)> Aqua Spear (368) [Water 350]> Aqua Spear + (391) [Water 400]> Emerald Spear (414) [Water 450]

Raw Damage: 414

Elemental Damage: Water 450

Money Needed: 55000z

Total Money Needed: 182300z

Materials Needed: 6 Green Plesioth Fin+ (Grn Plsioth Fin+) 12 Green Plesioth Scale+ (Grn Plsioth Scl+), 2 Wyvern Stone

Total Materials Needed: 21 Iron Ore, 4 Disk Stone, 27 Machalite Ore, 20 Earth Crystal, 2 Lightcrystal, 20 Dragonite ore, 10 Black Gravios Shells (Blk Gravios Shl), 3 Carbalite Ore, 20 Velociprey Scale, 10 Plesioth Fin, 4 Cephalos Scale+, 4 Plesioth Fin+, 8 Plesioth Scale+, 6 Cephalos Fin+, 6 Green Plesioth Fin+ (Grn Plsioth Fin+) 12 Green Plesioth Scale+ (Grn Plsioth Scl+), 2 Wyvern Stone

[YG07D] Hammers and Hunting Horns - War Hammer Path

Anchor Crusher

Flow Chart: War Hammer (312)> War Hammer + (364)> War Mace (468)> Anchor Hammer (572) [Water 100]> Anchor Hammer+ (728) [Water 290]> Anchor Crusher (884) [Water 380]

Raw Damage: 884

Elemental Damage: Water 380

Money Needed: 65000z

Total Money Needed: 74300z

Materials Needed: 20 Dragonite Ore, 5 Ancient Fish, 5 Plesioth Fin+, 20 Union Ore

Total Materials Needed: 18 Iron Ore, 27 Disc Stone, 1 Speartuna, 2 Cephalos Fin, 5 Glutton Tuna, 5 Plesioth Fin, 20 Dragonite Ore, 5 Ancient Fish, 5 Plesioth Fin+, 20 Union Ore

[YG07E] Sword and Shield - Hunter's Dagger Path

Odyssey Blade

Flow Chart: Hunter's Dagger (84)> Hunter's Dagger + (112)> Assassin's Dagger (140)> Velocidrome Bite (168)> Velocidrome Bite + (252)> Odyssey (266)> Odyssey+ (266) [Water 300]> Odyssey Blade (280) [Water 350]

Raw Damage: 280

Elemental damage: Water 350

Money Needed: 55000z

Total Money Needed: 121300z

Materials Needed: 1 Gravios Brain Stem (Gravios BrainStm), 1 Ceanataur Claw+, 1 Rathian Ruby

Total Materials Needed: 7 Iron Ore, 1 Disk Stone, 14 Machalite Ore, 3 Earth Crystal, 10 Velocidrome Claw, 4 Velocidrome Head, 5 Striped Skin, 2 Carbalite Ore, 5 Dragonite Ore, 8 Union Ore, 1 Basarios Tears, 1 Rathian Plate, 1 Gravios Brain Stem (Gravios BrainStm), 1 Ceanataur Claw+, 1 Rathian Ruby

[YG08] Breakable Garuga Appendages

The list of breakable Garuga appendages are as followed:

3x Head

1x Back

2x Wings (1x Each)

2x-4x Tail (After 1 break of tail, it remains a stub. Explained later)

Head [Beak]

Garuga needs to flinch from attacking the beak twice before it breaks.
The right side of Garuga's beak will become cracked.

Results: Beak Items in Rewards

Head [Left Side]

Attack Garuga's left side to make Garuga flinch up to 4 times before it breaks. A sign is the stubby ear breaking off.

Results: Ear, Shell & Mane in Rewards

Head [Right Side]

Attack Garuga's right side to get him flinch up to 6 times before the side breaks. A sign is the ear breaking off.

Results: Ear, Shell, Scale & Mane in Rewards

Back Spine

Best method is to use long range weapons such as Bows, Bowguns and Gunlances. To however break with blades, get Garuga to fall onto the ground and hack at back spikes.

Results: Scale & Shell in Rewards

Tail

Can only be broken by a Blademaster. Tail is cut off, allowing 1 carve from the fallen appendage.

Results: 1 Carve of Tail (Garuga Tail, Garuga Scale, Garuga Shell)

Tail Stub

After cutting off Garuga's tail, continually attacking the stub will soon result in the same animation when Garuga's tail was cut off. This indicates a 'break'.

Results: Extra Garuga Plate

Wings (Left & Right)

Attack the wings until the wings has flinched 2 before it breaks.
(2 flinches per wing)

Results: Garuga Wing, Garuga Shells, Garuga Scale in Rewards

[YG09] Garuga Item Series

Elder Village Garuga

Garuga Scale

Garuga Shell

Garuga Ear

Sharpened Beak

Garuga Wing

Garuga Tail

Garuga Mane

Guild Rank Garuga

Garuga Carapace

Garuga Strong Wing

Beak

Ear

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