



# ANCIENT FOREST QUEST BOOK



# Introduction

Welcome hunters! This book contains all the quest details for *Monster Hunter World™: The Board Game - The Ancient Forest*.

## First time playing?

**Stop!** If you haven't read the rulebook yet, then you'll want to start there instead.



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### Special Thanks

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*Extra special thanks to all of our Kickstarter backers and late pledgers!*

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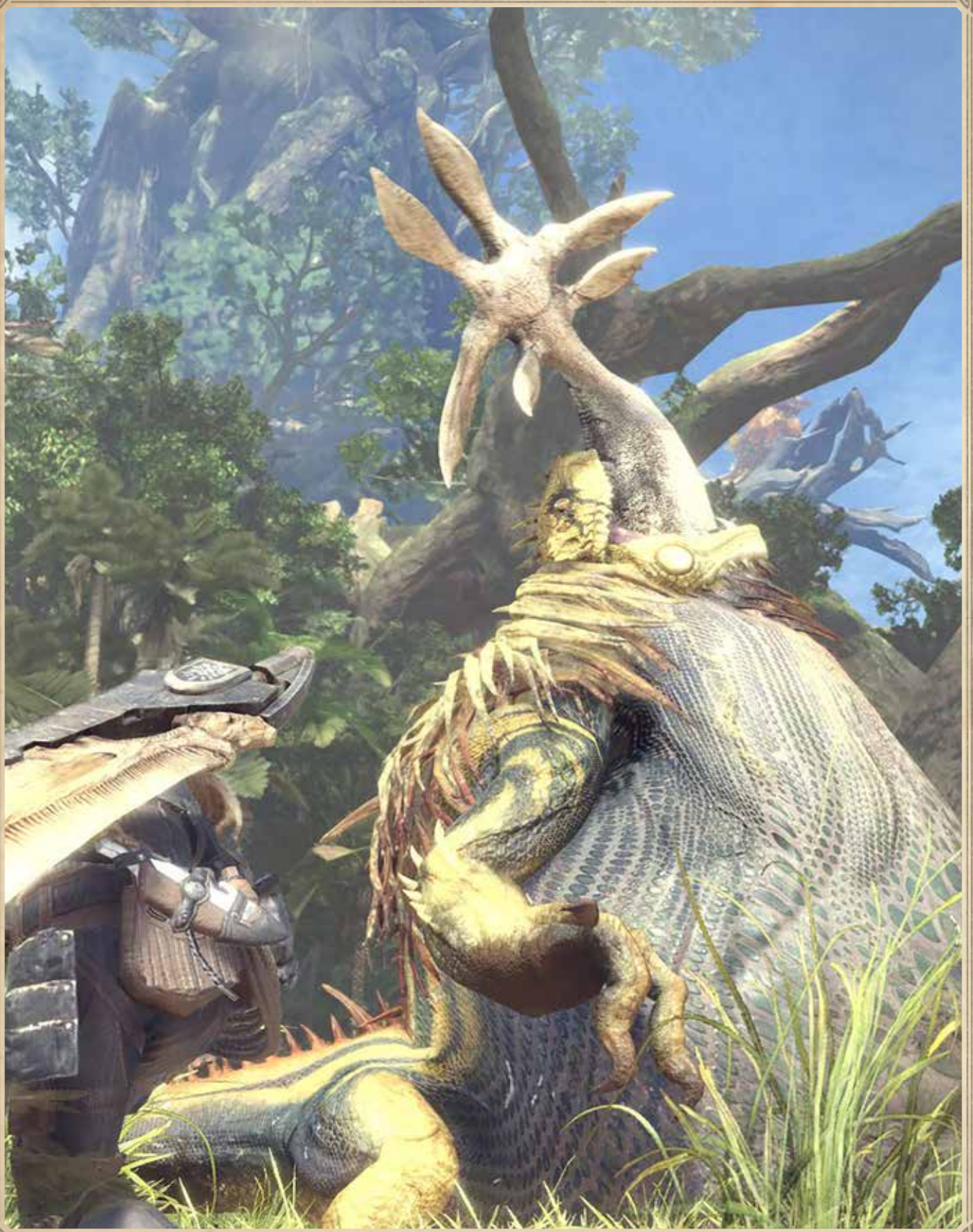
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# Great Jagras



A gluttonous creature infamous for attacking monsters even bigger than itself when hungry. It balloons to enormous proportions after each gigantic meal. Beware a crushing defeat.



## ★ Assigned Quest ★

Time Limit	35 time cards
Scoutfly Level	2-5
Assigned Starting Point	1



## ★★ Investigation Quest ★★

Time Limit	30 time cards
Scoutfly Level	3-6
Investigation Starting Point	2, 3, 4, 5



## ★★★ Tempered Investigation Quest ★★★

Time Limit	30 time cards
Scoutfly Level	4-7
Investigation Starting Point	2, 3, 4, 5



**1**

**Assigned Starting Point**

If starting the adventure here, the group gains 1 potion.



*The shoreline near the Southwest Camp basks in the overhead sun, bright light reflecting from the shallow pools where Kestodon and Aptonoth water. Ahead you see the entrance to the Ancient Forest, formed by an arch of thick boughs, yawning open like a gaping maw... the sounds from the world behind you fade away to silence as you step under the rich green canopy, leaving an all-too-brief sense of calm, soon broken as the Scoutflies excitedly cluster around a huge footprint in the soil.*

Follow the Scoutflies!

Discard 1 time card. Gain 1 track token.

Progress to entry 21.



**2**

**Investigation 1 Starting Point**

If starting the adventure here, the group gains 2 potions.



*A Great Jagras is on the loose; the last week has presented you with plentiful evidence – dozens of corpses, ripped apart in a frenzy, and left half eaten. This will be a hunt to test even the most experienced of trackers. You've heard of Jagras consuming hunters in a single bite. That won't be you.*

Each hunter gains 1 Great Jagras Claw.

Hit the trail running?

Gain 1 track token. Progress to entry 27.

or

Stay and dig around the remains?

Discard 1 time card.

Each hunter gains 1 Monster Bone medium.

Progress to entry 25.

or

Race to where your prey was last seen!

Discard 5 time cards. Progress to entry 30.



**3**

**Investigation 2 Starting Point**

If starting the adventure here, the group gains 1 potion.



*The handler standing by the tracks gives you an appraising glance. 'I'd be very careful pursuing this beast,' she says, idly scratching her chin. 'It's aggressive even by Jagras standards. But, if you insist on tracking it, take that route...' she gestures to a dirt path leading into the forest. 'It's still hungry. Good luck!' Her warning said, she vanishes into the forest.*

Follow her advice, and slowly advance.

Gain and reveal 1 track token, then choose whether to keep or discard it. Progress to entry 26.

or

With so many tracks, there's no time to waste!

Gain 2 track tokens. Progress to entry 16.

or

Race to where your prey was last seen!

Discard 5 time cards. Progress to entry 30.



**4**

**Investigation 3 Starting Point**

If starting the adventure here, the group gains 2 potions.



*The beach stretches out before you, an exquisite expanse of untouched sand. The sea surges across it, leaving glistening foam to mark each wave. The forest rises behind you, an oppressive memory, but you may have to withdraw back into its ferny grip and leave this beautiful scene behind. Do you...*

Head down the beach.

Discard 1 time card. Gain 1 track token.

Progress to entry 22.

or

Head back into the forest, towards a camp you can see between the trees.

Discard 1 time card. Progress to entry 9.

or

Race to where your prey was last seen!

Discard 5 time cards. Progress to entry 30.



5

**Investigation 4 Starting Point**



If starting the adventure here, the group gains 1 potion.

*The thunder of water threatens to distract your mind as you scan the nearby terrain. Great Jagras is on the hunt, and you're on its trail. The river below surges into the forest, and the thick foliage of the trees obscures the path of the creature you seek.*

Follow what tracks you can.  
Discard 1 time card. Gain 2 track tokens.  
Progress to entry 13.

or

Investigate the area.  
Discard 2 time cards. Each Hunter gains 1 Piercing Claw  
and 1 Monster Bone Large. Progress to entry 24.

or

Head downriver to where Great Jagras was last seen.  
Discard 1 time cards. Progress to entry 14.

or

Race to where your prey was last seen!  
Discard 5 time cards. Progress to entry 30.

6

*Just when you are about to lose heart you come across a pile of Great Jagras dung, left in the wake of your prey. It may be a grisly sight, but it fills your heart with hope as you head for a clearing ahead.*

No time to look back.  
Discard 1 time card. Gain 3 track tokens.  
Progress to entry 18.

or

Wait, listen... is that something behind us?  
Progress to entry 30.

7

*Flickering light paints eerie shadows across the walls, dancing pools of darkness that give mind to vicious predators. Your feet kick up dust and crunch through tiny bones, revealing sparkling metals and gems...*

Search the cave.  
Discard 1 time card.  
Each hunter rolls on the following table.

1-2 Gain 1 Dragonite ore  
3-4 Gain 1 Fucium ore  
5-6 Gain 1 Ancient Bone

Once each hunter has rolled.  
Progress to entry 11.

or

Turn back from this sinister place.  
Progress to entry 30.

8

*Have you been this way before? Things look familiar. But then...the forest always looks familiar. You're definitely lost. Eventually, you see a cave, something in the rocks outside glittering in the sun. You're about to use your pick, when you see some tracks, half buried in the dust.*

Discard 1 time card.

Mine the ore, then enter the cave.  
Discard 1 track token.  
Each hunter rolls on the following table.

1-2 Gain 1 Dragonite ore  
3-4 Gain 1 Fucium ore  
5-6 Gain 1 Firecell ore

Once each hunter has rolled. Progress to entry 7.

or

Follow the tracks you can see, and hope they're fresh.  
Discard 1 time card. Gain 1 track token. Progress to entry 6.

9

*A host of Palico gather at the edge of the camp as you draw near, mewing with interest. The creatures quickly resume their training drills, dodging and darting around the encampment as you take a few moments to rest. The hunt has to continue, but, for a few moments, being among the Palico is a cure for the perils of your work.*

**Discard 2 time cards.**

Ask for their aid.

**Each hunter that does not have a Palico draws a Palico card. They may use it during the next hunting phase, then it is discarded. Progress to entry 29.**

or

Ask for a guide.

**Gain and reveal 4 track tokens, then choose whether to keep or discard them. Progress to entry 19.**

10

*You've stalked through the forest, intricately and carefully made your way...to the same cave you've visited many times before. Still, perhaps, there might yet be some ore to be discovered.*

Roll a die.

On a 1-4 all of the ore has been mined.

**Time to hurry on. Progress to entry 18.**

On a 5-6 there's still some here. Discard 1 time card.

**Each hunter gains 1 Carbalite ore, and 1 Machalite ore. Progress to entry 7.**

11

*Something huge has clearly passed through this way, fresh markings cover the walls where it squeezed its huge bulk through the passageway. This warren is a maze; you can either rush on blindly, or stop to get your bearings.*

Keep moving!

**Discard 1 time card. Gain 2 track tokens.**

**Progress to entry 30.**

or

Advance carefully.

**Discard 1 time card. Reveal up to three tokens from the pool. Progress to entry 18.**

12

*Lightheaded and breathing heavily, you lean against the bark of a thick tree. Your arms ache, numbness creeping through them towards your shoulders. If only there were a way to relieve your parched throat...*

Force yourselves to go on.

**All hunters suffer 2 damage. Progress to entry 6.**

or

**(The hunters may only choose this option if they have at least 1 potion)**

Drink from your supplies.

**Discard 1 potion. Progress to entry 6.**

13

*'What can I help you with?' says the small man as you pass him. You should have recognised him as a trader sooner. He grins and gestures to the pack on his back. 'I've got anything you might need, just here!' You're sure he does, but you know it's going to cost you...*

**The players may discard any three resources, and add 1 Potion to the pool, or gain 1 track token. If they do, discard 1 time card. Progress to entry 10.**

14

*'Your prey is near... keep up the pace!' intones a voice, from somewhere amidst the trees. You can't locate the voice, but it isn't wrong. Great Jagras is close, and you're gaining on it. It won't take much to bring it to heel... but who is speaking to you?*

**Each hunter gains 1 Great Jagras Claw.**

Investigate the voice.

**Progress to entry 13.**

or

**(The players may only select this option if they have at least 1 Great Jagras Hide in their inventories).**

**Ignore it and continue searching through the creature's nest. Discard 2 time cards. Gain 1 Great Jagras Mane. Progress to entry 24.**



## 15

*The light has begun to dim, the sun setting behind the tall trees on the horizon. If you plan on maintaining the hunt, you'll need to race ahead, or you can make camp for the evening and resume tomorrow.*

We can't waste any time. Keep up the chase!  
Shuffle the Rushed Advance card into the time deck.  
Progress to entry 30.

or

Strike camp for the night.  
Discard 2 time cards, all hunters heal to full.  
Progress to entry 19.

## 16

*A roar fills the air, echoing across the forest. The beast is nearby. A discarded pack lies on the ground in the middle of the path, the strap torn. But is this a trap?*

Check the bag. Roll a die.

On a 1-2 No time!  
Progress to entry 27.

On a 3-4 Take the bag before it is upon you!  
Add 1 potion to the pool. Progress to entry 27.

On a 5-6 Snatch up the ores from the ground!  
Each hunter gains 1 Carbalite ore, and 1 Machalite ore.  
Progress to entry 27.

or

Leave it and explore through a gap in the trees.  
Progress to entry 29.



## 17

*Another dead Great Jagras. This one was brought down from above... some vast aerial predator ripped it to shreds. You scan the air carefully, desperate to ensure that you aren't surprised as Great Jagras was, but the corpse is intact. You want that hide... and those scales.*

Each hunter gains 1 Great Jagras Hide.

Carefully procure a scale?  
Discard 1 time card.  
Gain 1 Great Jagras Scale.  
Progress to entry 6.

or

The trail is growing cold!  
Progress to entry 28.

## 18

*You emerge into brilliant sunlight, a fast-flowing river gurgling beside you. A trail of fresh footprints has been stamped into the mud, a path leading you forward.*

Follow the tracks.  
Discard 1 time card. Gain 1 track token.  
Progress to entry 28.

or

Stop to examine them more closely.  
Discard 2 time cards. Discard 1 track token.  
Progress to entry 15.

## 19

*A new day dawns over the Ancient Forest, revealing fresh footprints through the morning dew. Your prey is close, and for a moment you wonder if you are the hunter or the hunted...*

If the group has four or less track tokens, gain 1 track token.  
Progress to entry 30.

20

*For a moment, as you move through the jungle, you're convinced the Great Jagras has caught you. Until the vast beast remains unmoving, even as you approach it. The creature is dead. Dead of old age, it looks like. Its eyes are pale with cataracts, its scales no longer vibrant. You've beaten the scavengers to the corpse, it's untouched. It won't last long.*

Scavenge the body.

Discard 2 time cards. Each hunter gains 1 Great Jagras Scale.

If the group has at least 1 Great Jagras Mane, each hunter also gains 1 additional Great Jagras Mane. Progress to entry 15.

or

Return to the trail, and head for a camp you can see between the trees.

Progress to entry 9.

21

*You follow a well-used trail, scrapes and gouges in the dirt and along the trees betraying the monsters that frequently pass through this way. The gnawed bone of a monster, picked clean of meat, lays discarded to one side.*

Each hunter gains 1 Monster Bone medium.

Hurry to follow the tracks along the trail?  
Gain 1 track token. Progress to entry 23.

or

Stop to search for other bones nearby?  
Discard 1 time card. Each hunter gains 1 Quality Bone and 1 Monster Bone Small. Progress to entry 23.



22

*Two butchered Kestodon lie exposed beneath the unforgiving sun. Their flesh is already starting to turn. You've only got a few hours before anything useful on either corpse will be ruined by descending scavengers.*

Prioritise scavenging.

Discard 1 time card. Each hunter gains 1 Piercing Claw, and 1 Monster Hardbone. Progress to entry 25.

or

Forget the corpse. Prioritise tracking.

Discard 1 time card. Gain 1 track tokens. Progress to entry 20.

23

*The trees ahead are far older and have considerably thicker foliage—it would be exhausting to hack through. Alternatively, a trail of ore along the path leads to a large cave opening in the distance. You might search there, in hope of finding your prey's den...*

Discard 1 time card.

Each hunter gains 1 Carbalite ore, and 1 Machalite ore.

Cut your way through the forest.  
Discard 1 time card. Progress to entry 12.

or

Backtrack to the cave entrance.  
Discard 2 time cards. Progress to entry 7.

24

*After an hour's exploration of the area, you stumble across something strange. A series of unusual shapes wreathed in green. You manage to strip away the moss and vines grown around the strange stone idols, before you recognise what they are. Ancient funeral stones, long forgotten.*

Discard 1 time card.

Swear to avenge the spirits.  
Discard 1 time card.  
Shuffle a Jagras Slayer card into time deck.  
Progress to entry 27.

or

Dip your head reverently... but hurry on.  
Shuffle an Unavenged card into time deck.  
Progress to entry 26.

25

*The brush nearby contains another corpse. Another dead Aptonoth. But it might be worth examining further. Gleaning any details about Great Jagras might be invaluable later.*

Spend some time cleaning the bones off so you can take them with you?  
Discard 2 time cards.  
Each hunter gains 1 Monster Bone Large and 1 Great Jagras Scale. Progress to entry 27.

or

We've spent enough time here.  
Progress to entry 8.

26

*A vast assemblage of bones, desiccated flesh, and shattered teeth greets you as you step out of the ring of trees. This is where the titans come to die; a monster graveyard. Nearby, there's a fresh carcass. From the marks on its throat, it was a victim of Great Jagras. Another one. You're on its trail though, and from what you know of the beast's path, there's a shortcut that should bring you out right on top of it...*

Take the time to strip the carcass.  
Discard 2 time cards. Each hunter gains 1 Monster Keenbone.  
Progress to entry 29.

or

Follow the shortcut.  
Discard 1 time card. Gain 2 track tokens.  
Progress to entry 28.

or

(The players may only choose this option if they have at least 1 Great Jagras hide in their inventories)

What's that shaggy pile over there?  
Progress to entry 17.

27

*Small Jagras erupt from the brush, surrounding and snapping at you with desperate hunger. You're overwhelmed, and, for a moment, think you might be dragged under. Your training gets you through, driving the pack away and giving you a moment to breathe. But they're about to attack again...*

Fight off the pack.  
Discard 2 time cards. Each hunter suffers 1 damage, then gains 1 Sharp Claw. Progress to entry 12.

or

Flee through the undergrowth.  
Discard 1 time card. Progress to entry 29.

28

*A scream cuts through the air. Up ahead, a bloodied satchel lays unattended on the ground—it seems that something has caught up with one of the field researchers. Surely you can't leave them to their fate, can you?*

No, we can't. Abandon the hunt to save them!  
Discard 1 track token and shuffle a Researcher's Favour card into the time deck. Progress to entry 15.

or

Yes, we can. Search the satchel, and head for a safer location.  
Discard 1 time card. Each hunter gains 1 Coral Crystal, then add 1 Potion to the pool. Progress to entry 19.



29

*The carcass you've stumbled upon is impossibly old. Older than mankind, you're sure. A creature long forgotten but still, even in death, magnificent. Your breath catches in your throat as you imagine the battles this creature must have fought.*

Reverently take a bone before leaving.  
Discard 1 time card. Each hunter gains 1 Ancient Bone.  
Progress to entry 6.

or

Leave this tranquil scene undisturbed.  
Discard 1 time card. Shuffle an Ancient Guardian card into time deck. Progress to entry 18.

30

*A deafening roar is your only warning, as you suddenly find yourself face to face with your prey! Now is the time to fight this terrifying adversary.*

Reveal your track tokens, check the Scoutfly level, and begin the hunting phase.

## Great Jagras Scoutfly Level

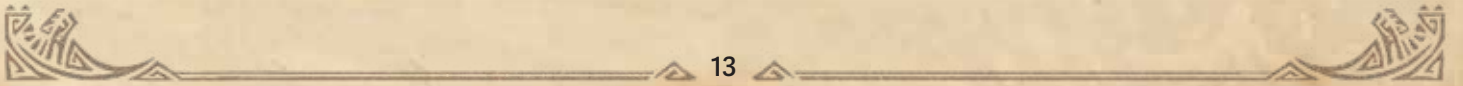
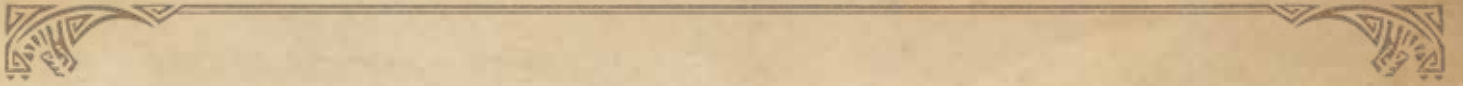
1. If you finish a Great Jagras adventure with equal to or fewer tracks than the minimum Scoutfly level, add **Forward Roll** to its behaviour deck.
2. If you finish a Great Jagras adventure with more tracks than the minimum but fewer than the maximum Scoutfly level, add **Jagras Spit** to its behaviour deck.
3. If you finish a Great Jagras adventure with equal to or more tracks than the maximum Scoutfly level, add **Retreat Swing** to its behaviour deck.

Assigned Quest Scoutfly Level: 2-5

Investigation Quest Scoutfly Level: 3-6

Tempered Investigation Quest Scoutfly Level: 4-7





# Tobi-Kadachi

As it moves, Tobi-Kadachi builds up a static charge in its fur, which may be discharged for spectacular and powerful attacks. Prepare for an electrifying encounter.



## ★ Assigned Quest ★

Time Limit	35 time cards
Scoutfly Level	2-5
Assigned Starting Point	1



## ★★ Investigation Quest ★★

Time Limit	35 time cards
Scoutfly Level	3-6
Investigation Starting Point	2, 3, 4, 5



## ★★★ Tempered Investigation Quest ★★★

Time Limit	35 time cards
Scoutfly Level	4-7
Investigation Starting Point	2, 3, 4, 5



**1**

**Assigned Starting Point**

If starting the adventure here, the group gains 1 potion.



*Always accompanied by the unmistakable scent of ozone, Tobi-Kadachi spears its way through the trees, dropping close to the ground in search of prey. Its hunger is legendary, as is the static electricity rippling along and across its fur. You're prepared to hunt it, or as prepared as you can be. The beast awaits, and you're on its tracks.*

Head into the dense forest.

Discard 1 time card. Each hunter gains 1 Dragonvein Crystal, and 1 Dragonite ore. Progress to entry 12.

or

Race to where your prey was last seen!  
Discard 6 time cards. Progress to entry 34.



**2**

**Investigation 1 Starting Point**

If starting the adventure here, the group gains 2 potions.



*Up in the boughs, something is waiting. It's a Tobi-Kadachi, you're certain of it. Clambering up the tree, your suspicions are confirmed. A nest... and it's still warm. The creature that built it is nearby.*

**(The hunters may only choose this option if they have completed the Tobi-Kadachi Assigned Quest)**

Wait at the nest for Tobi-Kadachi to return!  
Discard 6 time cards. Progress to entry 34.

or

The beast smashed through here...  
Each hunter gains 1 Tobi-Kadachi Pelt. Progress to entry 18.



**3**

**Investigation 2 Starting Point**

If starting the adventure here, the group gains 1 potion.



*Tobi-Kadachi is bold, and lethal. It's attacked a camp, leaving other hunters dead or injured. And you need to stop it, before the commission is driven from the forest altogether. Its depredations leave ruination behind it, and that's what you're standing in now. Ruins.*

Head to the last place the beast was seen.  
Progress to entry 10.

or

Make the best of it.  
Search for resources! Discard 1 time card. Each hunter gains 1 Monster Bone Small, and 1 Monster Hardbone.  
Progress to entry 25.

or

Race to where your prey was last seen!  
Discard 6 time cards. Progress to entry 34.



**4**

**Investigation 3 Starting Point**

If starting the adventure here, the group gains 2 potions.



*The sound of the waterfall drew you here. The endless pulsing roar is soothing, and you've heard that a good swimmer can find valuable things in the pool beneath. But as you watch the churning, seething waters, you catch the scent of ozone on the breeze, and bear the sound of wings lashing at the air. A Tobi-Kadachi is nearby. And you need to bring it down.*

Dive into the waterfall.  
Discard 2 time cards.  
Each hunter rolls on the following table.

1-2 Gain 1 Ancient Bone  
3-4 Gain 1 Warm Pelt  
5-6 Gain 1 Coral Crystal

Once each hunter has rolled, progress to entry 11.

or

Leave it behind and backtrack to the cave.  
Discard 1 time card. Progress to entry 29.

or

Race to where your prey was last seen!  
Discard 6 time cards. Progress to entry 34.



5



### Investigation 4 Starting Point

If starting the adventure here, the group gains 1 potion.

*You've rested up, recovered from the rigours of your last hunt. And now there's another hunt in the offing. You'd heard a Tobi-Kadachi was on the hunt but now it's being hunted by you. It's left plenty of evidence that it was here... stones kicked around all over the ground.*

*Time to get on the trail.*

Follow the Scoutflies.

Discard 2 time cards. Gain 4 track tokens.

Progress to entry 8.

or

**(The players may only choose this option if they have at least 1 Tobi-Kadachi Membrane in their inventories)**

This isn't a stone—I recognise it from before. Collect the discarded part, then follow the lonely trail to the graveyard.

Gain 3 track tokens. Each hunter gains 1

Tobi-Kadachi Membrane. Progress to entry 25.

or

Race to where your prey was last seen!

Discard 6 time cards. Progress to entry 34.

6

*A pile of smashed rock is strewn across the ground. Dropped by some flying predator, perhaps? Or tossed aside by a miner who didn't know what they'd found...ore glistens among the fragments of stone.*

*Yours for the taking!*

Gather up the stones?

Discard 1 time card. Each hunter rolls a die.

1-2 Gain 1 Dragonite ore

3-4 Gain 1 Dragonvein Crystal

5-6 Gain 1 Coral Crystal

Once each player has rolled, progress to entry 26.

or

Stop to examine your surroundings.

Discard 1 track token or gain 1 track token.

Progress to entry 35.

7

*It's a nest. Larger than any you've seen before, though you find it difficult to tell whether the creature still visits here. It's a strange place; electricity still lingers in the air, making your hair pick itself up off your skin.*

*Time to press on?*

Stay on the road.

Discard 2 time cards. Gain 2 track tokens.

Progress to entry 35.

or

**(The players may only select this option if they have at least 1 Electrode in their inventories)**

Hidden electrodes react to the one in your possession, crackling and making their locations easy to find.

Discard 1 time card. Gain 1 track token.

Each hunter gains 1 Tobi-Kadachi Electrode.

Progress to entry 17.

8

*It's been quite the journey, but you've returned to the nest. The creature is certain to return, all you need to do is wait, or you can examine the remains its left here. Learning how the creature hunts and kills is vital information, especially if you're going to take the beast down.*

Gather the remains, then get going!

Discard 1 time card. Gain 2 track tokens.

Each hunter gains 1 Monster Bone small or 1 Monster Bone large. Progress to entry 6.

or

**(The players may only choose this option if they have at least 1 Tobi-Kadachi Electrode in their inventories)**

It came here to die, looking at all of the parts dotted around the ground.

Discard 3 time cards. Discard all track tokens.

Each hunter gains 1 Tobi-Kadachi Claw, 1 Tobi-Kadachi Scale, 1 Electro Sac, and 1 Thunder Sac.

Progress to entry 35.



9

*The boughs above you are snapped, broken in the distinctive way you recognise as evidence of a Tobi-Kadachi passing by. It came through here, and recently. You're gaining on it.*

**Each hunter gains 1 Monster Keenbone.**

**Climb up to the new location.  
Discard 1 time card. Gain 2 track tokens.  
Progress to entry 2.**

10

*On the road again. Trekking through the forest, you find yourself alongside another dead body. Another victim of Tobi-Kadachi's wrath. You can see the distinctive pattern of scorch marks around the dead man's neck – the remnants of static electricity from the creature's fur.*

**Scavenge through the corpse's pack.  
Discard 1 time card. Gain 1 potion. Progress to entry 29.**

or

**Prioritise tracking.  
Discard 1 time card. Gain 2 track tokens.  
Progress to entry 22.**

11

*A hideous roar arrests your progress. It's a familiar noise, hoarse and filled with predatory fury. It doesn't sound like a Tobi-Kadachi, though...*

**Hunker down in the bone pile!  
Discard 1 time card. Each hunter gains 1 Quality Bone  
or 1 Monster Bone large. Progress to entry 35.**

or

**Give chase towards the sound!  
Progress to entry 17.**

12

*The trees crowd in around you. The forest is so dense here, so dense the light scarcely makes its way through the fronds. After an arduous trek through the foliage, you arrive at a small cave. Ore glistens in the poor light, a valuable resource if you can claim it.*

**Each hunter gains 1 Carbalite ore, and 1 Fucium ore.**

**You've got enough.  
Follow the tracks. Discard 1 time card.  
Gain 1 track token. Progress to entry 23.**

or

**Stop to mine for more ore.  
Discard 1 time card. Each hunter gains 1 Machalite ore,  
and 1 Firecell Stone. Progress to entry 16.**

13

*What are those noises? They're coming from somewhere in front of you, their source obscured by trees. It could be Tobi-Kadachi, but you're not certain. They are coming closer, though. Closer, and closer.*

**If the hunters are playing Investigation 3, progress to entry 31.**

**Wait and see what happens.  
Discard 2 time cards. Each hunter gains 1 Tobi-Kadachi Scale.  
Progress to entry 34.**

or

**Retreat. We're not ready.  
Progress to entry 32.**

14

*You're concerned you've spent too much time examining the brush and gorse, as Tobi-Kadachi increases its lead. You must press on if you don't want to lose the beast altogether.*

**We can't waste any time. Keep up the chase!  
Shuffle the Time Waster card into the time deck.  
Progress to entry 34.**

15

*You follow your rival's trail, but it soon becomes obvious you aren't going to catch them. You find your discarded pack in a pile of bones, a half-drunk potion next to it. You retrieve both, and top up the bottle with water.*

**Discard 2 time cards. Gain 1 Potion. Each hunter gains 1 Monster Bone small. Progress to entry 11.**

16

*The digging is hard, but you're sure it will be worth it. The minerals you're searching for aren't easy to find, and a lot of what you're uncovering looks like fossils, but... wait, what was that? You look up suddenly. A strange noise echoes from somewhere deeper in the cave...*

**Discard 1 time card.**

**Continue digging.**

**Discard 1 time card. Each hunter gains 1 Boulder Bone, and 1 Monster Hardbone. Progress to entry 14.**

or

**Investigate the noises.  
Progress to entry 21.**

17

*Up ahead you see the shadows of not one, but two monsters fighting!*

**Wait and see what happens?  
Progress to entry 34.**

or

**Rush headlong into the fray!  
Shuffle the Turf War card into the time deck.  
Each hunter gains 1 Boulder Bone. Progress to entry 35.**

18

*Usually, a Tobi-Kadachi's trail is minimal—bent branches, flat grass—but in this case, the beast broke through with unparalleled violence. The treeline is smashed apart, utterly ruined. Is this a trap? or is the creature trying to lure you away from something?*

**Go back and investigate the nest after all.  
Discard 1 time card. Progress to entry 30.**

or

**Advance, it can't have gone far!  
Discard 1 time card. Gain 2 track tokens.  
Progress to entry 20.**

19

*By the time you're ready to continue the hunt, you realise the trail has long gone cold. It's going to be hard to find again, but you have to try.*

**Try to find it again.**

**Discard all track tokens. Each hunter gains 1 Wingdrake Hide.  
Progress to entry 14.**

20

*A new path; Tobi-Kadachi was trying to throw you off its tail, but you spotted the ruse. Just. It's a slippery customer, this one, and you need to keep your wits about you. Soon, you're confronted with another diverging path...where do you go?*

**Head down the dark path teeming with bugs.  
Discard 1 time card. Progress to entry 32.**

or

**Keep to the route you're on.  
Discard 1 time card. Gain 1 track token.  
Progress to entry 28.**

## 21

*The body of a researcher lies in your path. You hope their end was swift and painless... get on the wrong side of a monster and it can be anything but. It doesn't look as though the unfortunate researcher was a victim of a Tobi-Kadachi though. This might be a false turn.*

Search the body.  
Discard 2 time card. Progress to entry 23.

1-2 Gain 1 Potion  
3-4 Gain 1 Ancient Bone  
5-6 Gain 1 Wingdrake Hide

or

Backtrack.  
Discard 1 time cards. Progress to entry 16.

## 22

*The endless thunder of water plummets into a pool below, foaming white like the clouds above. You stare down, sure you see something twinkling invitingly up at you in the water at the bottom of the cascade.*

Dive in.  
Discard 2 time cards.  
Each hunter rolls on the following table.

1-2 Gain 1 Dragonvein Crystal  
3-4 Gain 1 Electro Sac  
5-6 Gain 1 Firecell Stone

Once each hunter has rolled, progress to entry 35.

## 23

*Tobi-Kadachi's trail is obvious from the disturbed trees and grass. You need to keep up the pursuit, to ensure it doesn't get too far ahead, but there are bones strewn along the route. Tobi-Kadachi's prey? It might be worth checking... you never know what you'll find.*

Hurry to follow the tracks along the trail?  
Discard 1 time card. Gain 1 track token. Progress to entry 9.

or

Stop to search for other bones nearby?  
Discard 1 time card. Each hunter gains 1 Quality Bone and 1 Monster Bone small. Progress to entry 14.

## 24

*You're almost surprised when a rival hunter steps out of the shadows. Almost. But you'd spotted them before you entered the chamber, so you're able to nod suavely. You swap tales of the trail, and they offer you a useful tip on the location of Tobi-Kadachi. If you believe them, of course..*

Trust your rival.  
Progress to entry 27.

or

Don't trust your rival.  
Progress to entry 7.

## 25

*Bodies, bodies everywhere. Tobi-Kadachi descended on its prey here like a tsunami, sweeping aside any resistance with contemptuous ease. There's only blood and bone left to alert you to what happened.*

Take the time to strip the carcasses.  
Discard 1 time card.  
Each hunter rolls on the following table.

1-2 Gain 1 Quality Bone  
3-4 Gain 1 Ancient Bone  
5-6 Gain 1 Boulder Bone

Once each hunter has rolled, progress to entry 33.

or

This place stinks of death. Move quickly on.  
Progress to entry 10.

## 26

*There's a peculiar sound from the bush nearby. You seize your weapons and ready for battle... as a wild palico stumbles out in front of you, and raises its snout in adorable confusion. It holds out its hands, something like a smile splitting its feline face.*

Trade with it.  
Discard 1 time card.  
You may choose to discard 1 potion to shuffle the Palico Assistant card into the time deck. Progress to entry 35.

or

Ignore the critter. The hunt must continue!  
Gain 1 track token. Progress to entry 32.

27

*You knew they were far too eager to offer advice. You should have trusted your instincts. The floor gave way as soon as you stepped into the stone chamber, plunging you into a pit. You'll be able to climb out quickly enough, but by that time, that traitorous hunter will be long gone, with your prey in their sights... and most of your potions in their pack!*

Discard all but 1 potion.

Hunt your rival down!  
Progress to entry 15.

or

What's done is done.  
Progress to entry 11.

28

*The trail is starting to feel cold.  
Perhaps you should have taken the other path, after all.*

If the party has less than three track tokens,  
shuffle the Aimless Wandering card into the time deck.  
Progress to entry 26.

or

No. This is the right route. Keep going.  
Discard 1 time card.  
Reveal a token from the pool.  
Progress to entry 6.

29

*The earth opens up beneath you, revealing a dark gulf. A cave.  
You could just ignore it, focus on hunting Tobi-Kadachi.  
But the glitter of ore in the darkness tells you it might be worth  
spending some time pretending to be a miner, rather than a hunter.*

Enter and start mining.  
Discard 1 time card. Each hunter gains 1 Carbalite ore.  
The hunters may then discard another 2 time cards to each  
gain 1 Machalite ore, 1 Fucium ore, and 1 Dragonite ore.  
Progress to entry 13.

or

Search out the trail.  
Discard 3 time cards. Gain and reveal 2 track tokens.  
Progress to entry 22.

30

*Long minutes begin to stretch into an hour, and there's no sign or sound of anything. Your impatience gets the better of you—the beast may never return at this rate. As you look around in disappointment, something catches your eye, and you realise this might not have been such a waste of time after all!*

Each hunter gains 1 Electro Sac and 1 Warm Pelt.

This is a dead end. Head back to the old trail.  
Discard 2 time cards. Progress to entry 20.

or

Explore around the area where you  
found the discarded pelt for more tracks.  
Discard 3 time cards. Progress to entry 28.

31

*After an exhausting trek through the forest, you reach a stone outcrop  
stretching out of the earth and into the air, blocking your path.  
A narrow fissure allows ingress, however, into a cave. A small network of  
tunnels diverts off here, which is just as well, as the cave itself is empty.*

Leave through the west passage.  
Discard 1 time card. Progress to entry 24.

or

Leave through the east passage.  
Progress to entry 7.

32

*There's little light here. The trees cluster in, and you're uncomfortably  
aware that you can't discern the path ahead. Then you're thrown from  
your feet as a Jagras bursts from somewhere to your left. A sharp pain tells  
you you've been wounded, as does the Jagras claw lodged in your shoulder.*

Take the claw and defend yourself.  
Each hunter suffers 3 damage.  
Shuffle the Jagras Slayer card into the time deck.  
Progress to entry 34.

or

(The players may only choose this option if the  
Unavenged card hasn't been shuffled into the time deck)

Flee!  
Shuffle the Unavenged card into the time deck.  
Progress to entry 6.

### 33

*There are so many bodies here that even after several hours of committed, strenuous work you've barely made a start. Your arms ache from the effort, and the sun is growing lower in the sky.*

Keep digging.

**If there are fewer than 2 discarded time cards, discard 1 time card and progress to entry 25.**

or

Enough. Where's the trail?

**If there are exactly 2 discarded time cards, progress to entry 19.**

or

Move on!

**If there are 3 or more discarded time cards, progress to entry 10.**

### 34

*The air is filled with the hum of static, as you suddenly find yourself face to face with your prey! Now is the time to fight this terrifying adversary.*

**Gain 2 track tokens. Reveal your track tokens, check the Scoutfly level, and begin the hunting phase.**

### 35

*There's something wrong. The noise of the forest is gone, replaced by a buzzing noise. A buzzing noise like insects or... static electricity. You duck, just in time, as a swooping Tobi-Kadachi nearly removes your head. You've walked into its trap. It's time to fight!*

**Discard 1 time card. Reveal your track tokens, check the Scoutfly level, and begin the hunting phase.**

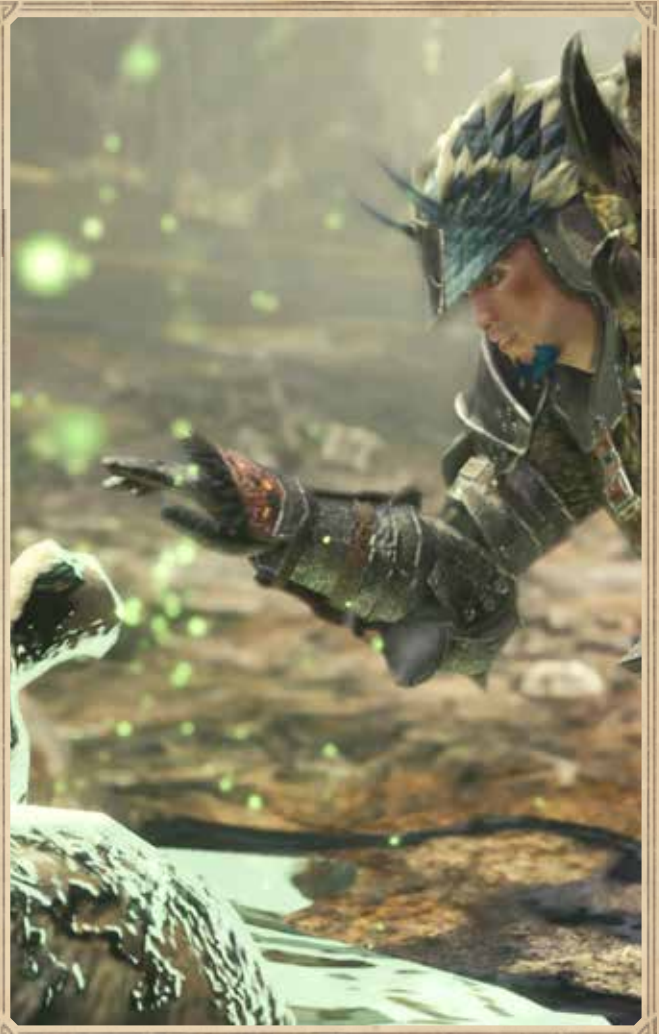
## Tobi-Kadachi Scoutfly Level

1. If you finish a Tobi-Kadachi adventure with equal to or fewer tracks than the minimum Scoutfly level, add **Front Flip Slam** to its behaviour deck.
2. If you finish a Tobi-Kadachi adventure with more tracks than the minimum but fewer than the maximum Scoutfly level, add **Leap Quick Bite** to its behaviour deck.
3. If you finish a Tobi-Kadachi adventure with equal to or more tracks than the maximum Scoutfly level, add **Gliding Tail Cleave** to its behaviour deck.

**Assigned Quest Scoutfly Level: 2-5**

**Investigation Quest Scoutfly Level: 3-6**

**Tempered Investigation Quest Scoutfly Level: 4-7**





# Anjanath



A ferocious predator that prowls the Ancient Forest in constant search of prey. It is extremely aggressive and will attack without being provoked. Its bite is far worse than its bark.



## ★ Assigned Quest ★

Time Limit	35 time cards
Scoutfly Level	2-5
Assigned Starting Point	1



## ★★ Investigation Quest ★★

Time Limit	35 time cards
Scoutfly Level	3-6
Investigation Starting Point	2, 3, 4, 5



## ★★★ Tempered Investigation Quest ★★★

Time Limit	35 time cards
Scoutfly Level	4-7
Investigation Starting Point	2, 3, 4, 5



**1**

**Assigned Starting Point**



If starting the adventure here, the group gains 1 potion.

*An Anjanath, this close to the camp? Well, it will save your boots, but the creature's proximity isn't going to end well for anyone. It needs to be dealt with, and soon. So, what are you waiting for? Get hunting!*

*The forest near the encampment is rich with Aptonoth—the brute's favourite meal—and its constant search for prey always brings it this way. A brief search of the area reveals a few Aptonoth bones, picked clean.*

*The start of a trail, perhaps? But there are rumours of Anjanath in the next valley. What do your hunter's instincts say?*

Follow the trail of bones, and head to the pond.

Discard 1 time card. Each hunter gains 1 Monster Hardbone.  
Progress to entry 12.

or

Race to where your prey was last seen!  
Discard 7 time cards. Progress to entry 29.



**2**

**Investigation 1 Starting Point**



If starting the adventure here, the group gains 2 potions.

*The journey to camp has been hard. A hike through close-packed forest, swarming with insect life determined to snack on you. After hours of backing through foliage, you emerge onto the shore of a lake, at the edge of which lies a bloated corpse. Flies bum around spoiling meat. Judging by the bite radius, it was an Anjanath that slaughtered it. You spit, trying to cleanse your mouth of the taste of rotting flesh, and then brace yourself for the hunt.*

Ignore the corpse.

You've learned all you can. Look around for tracks.  
Progress to entry 17.

or

Dig through the remains.  
Each hunter gains 1 Monster Keenbone, and 1 Quality Bone.  
Progress to entry 21.

or

(The players may only choose this option if they have at least 1 Anjanath Fang in their inventories)

Size it up and follow the trail!

Discard 1 time card. Gain 1 track token.

Each hunter gains 1 Anjanath Fang. Progress to entry 22.

or

Race to where your prey was last seen!  
Discard 7 time cards. Progress to entry 29.



**3**

**Investigation 2 Starting Point**



If starting the adventure here, the group gains 1 potion.

*The stench of marshland is impossible to escape, filling your nostrils. The ground is soft underfoot, sucking your boots beneath the surface, as you push aside reeds and try to determine where is safe to step next. It's strange ground for an Anjanath hunt, but the rumours say that one has been seen nearby. And you trust your sources. So here you are, trying to avoid sinking too deeply into the quagmire, on the trail of an Anjanath...*

Stay and dig around.

Discard 2 time cards. Each hunter gains 1 Potion, and 1 Monster Hardbone. Progress to entry 18.

or

Search for tracks.

Gain 3 track tokens. Discard two time cards and place them to one side of the deck. Progress to entry 22.

or

Race to where your prey was last seen!  
Discard 7 time cards. Progress to entry 29.



**4**

**Investigation 3 Starting Point**



If starting the adventure here, the group gains 2 potions.

*You're in the caves, surrounded by granite and quartz, and the inescapable smell of Anjanath. Singed fur, decomposing meat, and broken teeth lie on the sandy floor. The stench of predation and death is everywhere.*

Follow the tracks of the creature out of the cave.  
Shuffle an Aimless Wandering card into the time deck.  
Progress to entry 18.

or

Head deeper into the caves.  
Discard 1 time card. Gain 2 track tokens. Progress to entry 6.

or

(The players may only choose this option if they have at least 1 Anjanath Fang in their inventories)

Take a fang, then move on!

Discard 1 time card. Each hunter gains 1 Anjanath Tail.  
Progress to entry 20.

or

Race to where your prey was last seen!  
Discard 7 time cards. Progress to entry 29.





5

**Investigation 4 Starting Point**



If starting the adventure here, the group gains 1 potion.

*A brutal fight happened here. Blood is everywhere, along with ruined teeth, and hunks of ragged flesh. A trail leads off into the forest; a wounded Anjanath is on the loose. You'll need to move quickly if you want to catch it, but be wary... a wounded Anjanath can be lethal.*

**Each hunter gains 1 Anjanath Nosebone.**

This is all familiar!  
Progress to entry 4.

or

Let's head to the plains!  
Progress to entry 22.

or

(The players may only choose this option if they have at least 1 Anjanath Pelt in their inventories)

Collect yourself a tail.  
Discard 1 time card. Each hunter gains 1 Anjanath Tail.  
Progress to entry 8.

or

Race to where your prey was last seen!  
Discard 7 time cards. Progress to entry 29.

6

*The shrill calls of Rathalos echo around you. Three, four, five of them? And then other calls behind you! This place is alive with Rathalos. A nest... and you've stumbled right into the midst of it. Anjanath might have been here, but it didn't stay long. It wouldn't be alive if it had...*

Run before Rathalos catches your scent.  
Get away from this place!  
Each hunter gains 1 Anjanath Fang.  
Progress to entry 28.

7

*The forest recedes a little, giving you a moment to try and orient yourself. The intensity of the pursuit has left you lost... but the tracks are still clear. Do you really need to know where you are?*

**Discard 1 time card and place it to one side of the deck.**

Keep following the tracks.  
You can work out where you are later.  
Gain 1 track token.  
Progress to entry 8.

or

Stop to get your bearings.  
Discard 2 time cards.  
Reveal and discard any number of track tokens.  
Discard any time cards to the side of the time deck.  
Progress to entry 8.

8

*The sun makes your eyes water but it's a struggle to shut them. It had felt, for a few minutes as you dragged yourself out of that cave, like you might never see the sun again. But enough sentiment. There's an Anjanath to hunt. Time to get on with it.*

**Gain 1 track token.**

You trudge onward.  
Discard 1 time card and place it to one side of the deck.  
Progress to entry 14.

or

(The players may only choose this option if they are on the assigned quest)

Somewhere nearby you hear a hoarse roar...  
Progress to entry 30.

9

*Clambering out of the pit is hard work. Several times, your hands slip, and the abrasive coral scrapes your skin and armour, but inch by inch you near the glinting light at the top of the cavern. Finally, after an hour of hard struggle, you drag yourself over the edge, rolling gratefully onto the forest floor.*

**Each hunter suffers 2 damage.  
Progress to entry 8.**

## 10

*Driven on by sheer grit, you find yourself facing a wall of stone, stratified with quartz, and crystal. The rock is sheer, but breaches nearby; a hole, leading down into darkness. What lies in the shadows?*

Do you drop through the hole in the wall?  
Progress to entry 24.

or

Stay in the light.  
Discard 1 time card.  
Progress to entry 26.

## 11

*The earth seems to shift, throwing you from your feet and sending you falling, down, down, into darkness! You land heavily, and groan as the air is driven from your lungs.*

Each hunter suffers 2 damage. Roll a die.

On a 1-2 you find yourself in a cave with a wide open entrance leading back to the forest.  
Progress to entry 27.

On a 3-4 you find yourself in a chamber that looks like someone has mined here in the past.  
Discard 1 time card. Progress to entry 16.

On a 5-6 you find yourself lost in the darkness.  
Discard 1 time card. Progress to entry 10.

## 12

*The smell hits you before you've even taken a step into the clearing around the pond. Spoiling meat and blood. Anjanath was here, you're certain of it. But it isn't anymore. The corpse of a small Jagras is, though. Its throat has been torn out, most of its innards are gone. Anjanath fed well, which means it's moving slower now. The hunt is on!*

Gain 1 track token.

Each hunter gains 1 Monster Keenbone, and 1 Quality Bone.

Look around for more tracks.  
Progress to entry 17.

or

Look around for more remains.  
Progress to entry 21.

## 13

*The entrance to the cave is far more slippery than it appeared...slick with rain water and mucus and blood. With a yell of alarm, you scramble to steady yourself as you slip backwards, tumbling off the rocky outcrop and back into the dense morass of the swamp.*

Discard 1 time card and place it to one side of the deck.  
Each hunter suffers 2 damage.

Look around for more tracks.  
Progress to entry 17.

or

Clamber back onto the rock,  
and look around for more remains.  
Progress to entry 21.

## 14

*Your choice to press on, against the dust and the sun, was the right one. Ahead, you hear the unmistakable bellow of the beast you seek. Fear and anticipation courses along your spine. You draw your weapons, and steel yourself. Battle is nearly upon you.*

Discard 1 time card.

If the number of time cards to the side of the deck is equal to or less than the number of track tokens, discard the cards then progress to entry 31.

If the number of time cards to the side of the deck is higher than the number of track tokens, discard the cards then progress to entry 30.

## 15

*Where are you? You're uncertain. You thought you knew this part of the forest, but things are suddenly subtly wrong; the roots trip you, the trees loom over you. You're lost.*

Stop to rest.

Each hunter recovers 2 health. Discard 1 track token, then if the party has less than three track tokens, shuffle an Aimless Wandering card into the time deck.  
Progress to entry 23.

or

Time to break out of here!  
Discard 1 time card. Progress to entry 9.

## 16

*There's still some ore here, you think. But it'll require considerable work to extricate it. Do you want to spend the time, hacking at solid rock?  
Or track your prey through the stone corridors?*

I want to dig!

Discard 2 time cards.

Each hunter gains 1 Fucium ore, and 1 Dragonite ore.

Progress to entry 28.

or

Explore further down the shaft.

Discard 1 time card. Progress to entry 20.

or

Explore through the east passage.

Discard 1 time card. Progress to entry 10.

## 17

*Anjanath moved this way. Its tracks are closer together; it's moving slower, satiated from feeding so heavily. It's far from difficult to follow.*

Discard 1 time card.

Each hunter rolls on the following table.

1-2 Gain 2 track tokens, then progress to entry 11

3-4 Gain or reveal 1 track token

5-6 Gain 2 track tokens

Once each hunter has rolled, progress to entry 19.

## 18

*You clamber onto a rocky outcrop, pleased to be out of the mud and ooze of the swamp. It's bigger than it appeared from below; there's an opening in the stone, a cave, stretching back several metres into the darkness. The scent of damp fur and urine seeps from the shadows...*

Go deeper into the nest.

Discard 1 time card.

Each hunter suffers 2 damage, and gains 1 Anjanath Pelt.

Progress to entry 26.

or

Leave through the east passage.

Progress to entry 22.

or

(The players may only choose this option if they have at least 11 Anjanath Fang in their inventories)

Size it up and follow the trail!

Discard 1 time card. Gain 1 track token.

Each hunter gains 1 Anjanath Fang.

Progress to entry 13.

## 19

*You pass out beyond the fringe of trees, confronted by the dizzying expanse of the great plains. Huge, unyielding flatness stretching beyond you, almost blinding after the closeness of the forest. You can't see Anjanath, but it can't hide out here. If, of course, it went this way...*

Strike out across the great plain.

Progress to entry 25.

or

You need to rest. Shelter in a nearby cavern, that has a discarded pick outside.

Discard 1 time card. Progress to entry 16.

## 20

*A violent shudder is your only warning before a crevasse opens beneath you, sending you tumbling into a new chamber with a hard bump. Lighting a torch, you survey your surroundings. Soft, chalky blue coral surrounds you on all sides. There's something alluring about it, gentle almost. You run your hands over the crumbling rock. It may be beautiful, but you're trapped. How will you get out?*

**Each hunter gains 1 Coral Crystal, and 1 Dragonvein Crystal.**

Try and climb up, out through a skylight.  
Discard 3 time cards. Progress to entry 9.

## 21

Discard 1 time card.

*The Jagras isn't the only corpse. The forest here is littered with kills, leading up to a cave. A lair, maybe. Anjanath hasn't even bothered to feed; the killing was enough. Something like fear twists in your stomach; this is a creature that kills for sport, not simply for food.*

**Each hunter rolls on the following table.**

1-2 Gain 1 Boulder Bone  
3-4 Gain 1 Warm Pelt  
5-6 Gain 1 Potion

Once each hunter has rolled, progress to entry 19.

or

(The players may only choose this option if they have at least 1 Anjanath Scale in their inventories)

Climb down into the cave.  
Discard 1 time card. Gain 1 track token.  
Each hunter gains 1 Anjanath Fang.  
Progress to entry 10.

## 22

*You start out immediately, trying to deduce the route the monster followed through the forest. You've been at this work a long time now; you know what you're doing. And soon, you're onto its trail. A trail marked with the bones of its victims.*

**Each hunter gains 1 Monster Bone large.**

Keep following the remains,  
and follow them up into the valley.  
Discard 1 time card. Each hunter gains 1 Flame Sac.  
Progress to entry 7.

or

Turn back to the trail.  
Progress to entry 19.

## 23

*Lost. You don't want to admit it, but you are. The forest presses in on all sides, an indistinguishable mass of green foliage. You force your way through endless boughs and brush, snatching at your face and hands, the squawk of birds a mocking chorus to your lack of progress.*

**Discard 3 time cards.**

**Progress to entry 29.**

## 24

*You squeeze through into the cool, dry, darkness of the cave. You lick drops of blood from your fingers—scraping in through the narrow fissure in the stone wall was a tighter fit than you'd expected. You take a deep breath. You almost feel safe...*

**Each hunter suffers 2 damage. Progress to entry 20.**

## 25

*The heat and sparseness of the plains makes crossing it exhausting work. The ground beneath your feet is parched, cracked open by the sun. The relentless pulse of the sun on your back is a burden you can't shake off. The fatigue settles in your bones. What's your next move?*

**Discard 1 time card. Discard 1 potion.**  
**If the hunters cannot discard a potion,**  
**each hunter suffers 2 damage.**

Not the easiest choice, but the right one. You turn back.  
**Discard 3 time cards. Progress to entry 27.**

or

You haven't come this far to retreat now.  
**Discard 1 time card and place it to one side of the deck.**  
**Progress to entry 14.**

or

**(The hunters may only choose this option if they have completed the Anjanath assigned quest)**

Your instincts tell you you're close to something big. It might not look it, but you're close. You just know it.  
**Discard 1 time card. Each hunter gains 1 Wingdrake Hide, and 1 Firecell Stone. Progress to entry 7.**

## 26

*You've found a new path through the forest. Has this been formed by the passage of an Anjanath, its bulk forcing aside foliage, yielding a different route through the trees? or is it the work of a different creature, leading you further away from your goal?*

**Gain 2 track tokens.**

Follow the south-west trail.  
**Discard 1 time card. Reveal 1 track token.**  
**Progress to entry 27.**

or

Follow the tracks.  
**Discard 1 time card. Gain 1 track token.**  
**Progress to entry 15.**

## 27

*The journey across the plains left you utterly exhausted. The ache in your limbs is constant, and lifting your weapons requires an energy you barely possess. You stumble across a small clearing on the forest's fringes. It's open; easily defensible... as close to safe as anything gets out here.*

**Make camp, and recover.**  
**Discard 2 time cards. Each hunter recovers 2 health.**  
**Progress to entry 28.**

or

Tiredness is no excuse. No time to lose. You push on.  
**Progress to entry 10.**

## 28

*Building a campfire was a good idea; the warmth seeps into your skin, soothing away some of the pains of the trek. Fire and rest won't be enough to cure your fatigue by themselves, but it's a damn fine start.*

**Discard 1 potion. If the players cannot discard a potion, shuffle the Exhaustion card into the time deck.**

You can recover a little, but a short rest does only so much.  
**Discard 1 time card. Progress to entry 15.**

## 29

*The shrieking of birds suddenly drops away, leaving you in a sudden moment of silence. Then a roar sunders the silence, so loud it leaves your head shaking with its echo. Anjanath is upon you, its jaws snapping inches from your face as it sprints out of the forest's embrace.*

**Reveal your track tokens, check the Scoutfly level, and begin the hunting phase.**

30

*The roar was closer than you thought. Much closer. As in, right behind you. You weren't hunting it. It's been hunting you, and now, it strikes, giving you no chance to prepare. With a sudden, violent snap of its neck, it tries to knock you from your feet. Battle is joined.*

**Reveal your track tokens, check the Scoutfly level, and begin the hunting phase.**

31

*Anjanath stalks the ground, just ahead of you, its vast bulk shaking dust clouds from the dry earth. The creature's distinctive crest flares from its head, the scent of charred flesh and sulphur hanging heavy over the scene. You grasp your weapons tightly in clammy hands, armour straps biting slightly into your flesh. It's time to fight!*

**Discard 2 time cards. Gain 4 track tokens. Reveal your track tokens, check the Scoutfly level, and begin the hunting phase.**

## Anjanath Scoutfly Level

1. If you finish an Anjanath adventure with equal to or fewer tracks than the minimum Scoutfly level, add **Crushing Charge** to its behaviour deck.
2. If you finish an Anjanath adventure with more tracks than the minimum but fewer than the maximum Scoutfly level, add **Deadly Bludgeon** to its behaviour deck.
3. If you finish an Anjanath adventure with equal to or more tracks than the maximum Scoutfly level, add **Right Flame Spray** to its behaviour deck.

**Assigned Quest Scoutfly Level: 2-5**

**Investigation Quest Scoutfly Level: 3-6**

**Tempered Investigation Quest Scoutfly Level: 4-7**





# Rathalos

An apex predator and the biggest threat in the Ancient Forest. Territorial and hostile, its fiery breath and vicious claws make it a daunting prospect indeed. Be prepared for burning terror.



## Assigned Quest



Time Limit	40 time cards
Scoutfly Level	2-5
Assigned Starting Point	1



## Investigation Quest



Time Limit	40 time cards
Scoutfly Level	3-6
Investigation Starting Point	2, 3, 4, 5



## Tempered Investigation Quest



Time Limit	45 time cards
Scoutfly Level	4-7
Investigation Starting Point	2, 3, 4, 5





**1**

**Assigned Starting Point**

If starting the adventure here, the group gains 1 potion.



*You aren't hunters until you've brought down a Rathalos. The great wyverns swoop over the forest, descending on their prey and slaughtering them with vicious buffets of their wings and slashing talons. You need to unseat the king from its fiery throne atop the forest in order to prove your worth. This won't be easy.*

*How do you intend to hunt the creature? Two options...trace it across the forest and take it by surprise, or stake out a trap and wait for it to come to you?*

Search for its trail.

Each hunter gains 1 Ancient Bone. Gain and 1 track token.  
Discard 1 time card. Progress to entry 11.

or

Set a trap.

The hunters discard 8 time cards.  
Progress to entry 32.



**2**

**Investigation 1 Starting Point**

If starting the adventure here, the group gains 2 potions.



*A dead Rathalos lies in your way, its ribs exposed to the air, its Inferno Sac fortunately still intact. What did this? Above you, a piercing shriek answers your question. Another Rathalos. Younger, stronger, bigger, more deadly. Another hunt begins!*

*You need to move quickly if you want to gain any ground on Rathalos, but an Inferno Sac is worth retrieving. What to do?*

Scavenge from Rathalos corpse.

Each hunter gains 1 Inferno Sac. Discard 1 time card.  
Progress to entry 1.

or

Press on quickly; there's no time to lose!  
Gain 1 track token.

Shuffle the Rathalos Slayer card into the time deck.  
Progress to entry 17.

or

Set a trap.

The hunters discard 8 time cards.  
Progress to entry 32.



**3**

**Investigation 2 Starting Point**

If starting the adventure here, the group gains 1 potion.



*A strange place for a Rathalos to have made its nest, but that's what you're confronted by here. It's only been vacated recently; the creature must be nearby. You check the edge of your weapons, that your armour sits right, and ready yourself for the chase. Do you spend time investigating the nest, gaining clues to Rathalos' patterns? or chase after it immediately, and hope your instincts are correct?*

Check the nest. There's sure to be something there.  
Each hunter gains 1 Rathalos Wing.  
Progress to entry 2.

or

Start chasing immediately!  
Each hunter gains 1 Rathalos Medulla.  
Gain 1 track token. Progress to entry 6.

or

Set a trap.  
The hunters discard 8 time cards.  
Progress to entry 32.



**4**

**Investigation 3 Starting Point**

If starting the adventure here, the group gains 2 potions.



*Whatever happened here was brutal. Two Rathalos fought, you're certain. Matted fur clings to the trees, and viscera litters the earth. Did one survive, or both? You're unsure, but there are the beginnings of a trail nearby...*

Follow the trail before it grows too cold.  
Gain 1 track token. Discard 1 time card.  
Progress to entry 13.

or

Search the area first.  
Each hunter gains 1 Rathalos Tail.  
Progress to entry 23.

or

Set a trap.  
The hunters discard 8 time cards.  
Progress to entry 32.



## 5

### Investigation 4 Starting Point

If starting the adventure here, the group gains 1 potion.

*The forest is still smoking from Rathalos' breath. The earth is stripped of life, blackened by fire. It shouldn't be too difficult to track, you hope.*

*It was here recently. Let's hunt!*

Explore the immediate area.  
Each hunter gains 1 Inferno Sac.  
Progress to entry 4.

or

Follow the trail.  
Each hunter gains 1 Warm Pelt.  
Progress to entry 22.

or

Set a trap.  
The hunters discard 8 time cards.  
Progress to entry 32.

## 6

*The creature is ahead of you, but you're gaining, slowly and surely. Does it know it's being pursued? You can't tell, but it's leaving a clear trail for you to follow.*

The hunters gain 1 Rathalos Carapace each.  
Progress to entry 17.

## 7

*Finally, after an apparently endless trek through the forest, you see broken foliage in the forest canopy you instantly recognise. It's where Rathalos plunged downward upon its prey. The beast is back, and the hunt is on again!*

Gain 1 track token. Progress to entry 24.

## 8

*The scales you've gathered indicate Rathalos is wounded; they were plainly ripped off in the midst of some vicious fight. Specks of blood stain the ground, splashed over leaves and soil.*

*A wounded quarry is, you know, a double-edged blade; they may not fight as long, but they fight even more ferociously...*

Follow the blood trail.  
Gain 2 track tokens.  
Discard 1 time card and roll a die.

On a 1-3 progress to entry 21.  
On a 4-6 reduce Rathalos' health dial by the amount rolled.  
Progress to entry 30.

or

Search the area.  
Each hunter gains 1 Quality Bone and 1 Monster Bone Small.  
Progress to entry 21.

## 9

*Your journey continues; you press deeper, deeper into the forest. The foliage is thicker here, the trees older, bigger. You proceed ever deeper into the shadows, the tiredness in your limbs increasing, the cold settling on your chest. And then you stumble across a fissure in the earth as a spar of sunlight penetrating the dense trees glistens across exposed ore. A moment of beauty amidst the rigours of the hunt.*

Each hunter gains 1 Fucium ore.  
Gain 1 track token.  
Progress to entry 20.



## 10

*The evening draws in as you descend back to the forest floor. The air is closer down here, but you're grateful to be less exposed to the keen eyes of Rathalos beneath the fronds of the trees. Something caught your eye as you clamber down, clinging to a high-up branch.*

*Worth taking the time to retrieve it?*

Ignore it. Rathalos is your target.  
Gain 1 track token. Progress to entry 9.

or

It's worth claiming.  
Each hunter gains 1 Wingdrake Hide.  
Progress to entry 31.

## 11

*Following Rathalos isn't easy. It drops down into the forest, before soaring away. Following its spore requires cunning, and expert knowledge of the creature. After combing through trees with meticulous care, you feel you're growing closer. Several times you hear the steady snap of mighty pinions opening above you, but you've yet to catch a glimpse of your quarry.*

*Do you:*

Continue to pursue Rathalos through the forest.  
Gain 2 track tokens. Discard 1 time card.  
Progress to entry 16.

or

Head upwards, scaling the nearby cliffs in the hope of finding a nest.  
Each hunters gains 1 Carbalite ore.  
Gain 1 track token. Discard 1 time card.  
Progress to entry 25.

## 12

*Whatever prey Rathalos descended on at the edge of the forest put up quite a fight. It ripped the tail clean off the creature and sprayed blood across the trees, leaves slick with ichor. The fight is several hours old, Rathalos escaped its infuriated prey. The tail, however, remains behind.*

Each hunter gains 1 Rathalos tail. Gain 1 track token.  
Progress to entry 21.

## 13

*Another Rathalos corpse. This one is small, a hatchling. The beast you're tracking is ruthless, and extremely deadly. It must be taking out any possible competition for itself, making this place its own fiefdom.*  
*You examine the diminutive Rathalos corpse.*

Scavenging a corpse of so young a creature feels wrong, but still yields resources.  
Each hunter gains 1 Rathalos Marrow.  
Shuffle the Fumbled Carving card into the time deck.  
Progress to entry 29.

or

(This option can only be chosen if the hunters have at least 1 Rathalos Marrow in their inventories)

You don't need to add to the misery of this scene.  
Leave this sorry sight behind you.

Gain 1 track token.  
Progress to entry 15.

## 14

*Evening sunshine cascades in through the fronds of the trees, dappling your face. But there's still no sign of Rathalos. You're frustrated. It's managed to evade you for longer than it should, given its injuries.*  
*Press on, you'll catch it.*

Push deeper into the forest. Perhaps it's skulking there.  
Gain 1 track token. Discard 1 time card.  
Progress to entry 15.

or

Keep following the path you're on.  
Progress to entry 18.

## 15

*The day whiles on, and you grow ever more frustrated. No Rathalos. You reassure yourself the creature must re-emerge. It was badly injured. It needs food if it's to have the energy to heal. Keep going, you tell yourself.*  
*Keep going.*

Shuffle the Recovery card into the time deck.  
Progress to entry 7.

## 16

*The forest is clearly Rathalos' favoured hunting ground. You find discarded bones and flesh hanging from branches, and, in several places, the half-devoured remnants of recent meals.*

Continue to stalk your prey through the forest.  
Gain 1 track token. Progress to entry 12.

or

Examine the devoured prey more closely.  
Each hunter gains 1 Rathalos Scale. Discard 2 time cards.  
Progress to entry 29.

or

(This option can only be chosen if the hunters have at least 1 Rathalos Scale in their inventories)

Are those...more Rathalos scales?  
You'd recognise them anywhere.  
Discard 1 time card.  
Progress to entry 8.

## 17

*Tracking the creature leads you to the edge of a small lake. It dives to drink from the water but you're too far away to capitalise on the opportunity. Instead, as Rathalos soars back into the air, you wonder whether sifting through the sand on the lake shore might reveal anything of value, or perhaps it's time to head back into the forest?*

Explore the small beach.  
Each hunter gains 1 Coral Crystal and 1 Rathalos Shell.  
Progress to entry 22.

or

Plunge back into the trees.  
Each hunter gains 1 Warm Pelt.  
Gain 1 track token.  
Progress to entry 13.

## 18

*You're near to it. You're certain. The disturbances in the trees are the sign you've been looking for. Don't let it get away!*

Discard 1 time card.  
Progress to entry 35.

## 19

*A Rathalos nest—just ahead of you! It's empty but... if you can reach it... you're sure it contains something that'll help you trap your prey. It's just a short climb up a sheer cliff. What could go wrong?*

Roll a die.

On a 1-3 The hunters each suffer 2 damage as they tumble downwards and have to scramble back up.  
Discard 2 time cards. Progress to entry 28.  
On a 4-6 The hunters gain 3 track tokens as they make the climb unscathed.  
Discard 1 time card. Progress to entry 28

## 20

*The peace of the forest is absolute. No sounds, nothing... except the stench of rotting meat assailing you, suddenly, from somewhere nearby. And then, above you, you hear something!*

Rathalos!

Gain 1 track token. Progress to entry 32.

## 21

*Your progress stalls. You were so close. But now, Rathalos seems to have fled from the beating it took at the claws of its intended prey. No sightings and no evidence of it can be found. You won't turn back, but you can't prevent yourself from becoming somewhat dispirited.*

Progress to entry 15.



22

*The clifftops are rich with evidence of Rathalos activity. At least one creature frequents this place regularly, though it no longer uses this place for its nest. If you wish to catch it, you must move on. But it might be worth making camp here; Rathalos may return, and you could use the rest.*

Ignore the tiredness in your bones. Keep hunting.  
The hunters gain 1 track token. Progress to entry 10.

or

Shelter here for the night.  
Each hunter recovers 2 health. Discard 1 time card.  
Shuffle the Wake Up! card into the time deck.  
Progress to entry 29.

23

*One of the combatants certainly came this way. If you're the judge, probably the one that came off best in the fight. But that's a relative term. There are splashes of blood even this far into the forest.*

Explore the area.  
Gain 1 track token. Discard 1 time card.  
Progress to entry 19.

or

Keep up the pursuit.  
Each hunter gains 1 Rathalos Tail.  
Progress to entry 14.

24

*You can hear it. The creature is so near you're certain you can smell its fetid breath. You push aside branches, waiting to catch a glimpse of the prey you've tracked for so long...*

It's ahead. You're certain.  
Hunker down, and tread carefully.  
Gain 1 track token.  
Progress to entry 33.

or

(This option can only be chosen if the hunters have at least 1 Rathalos Plate in their inventories)  
The trail of the plates continues...keep to the route.  
Progress to entry 34.

25

*Scaling the cliffs is a difficult, laborious process. Birds and insects flutter around you, but, as you reach the top, you can finally see the forest stretching out below you—a glistening, breathing organism. You can see how Rathalos picks its targets. Now to start tracking it to its lair.*

Keep climbing, there's a nest above.  
Discard 2 time cards. Gain 1 track token.  
Progress to entry 28.

or

There's another nest, somewhere over to your left.  
Each hunter gains 1 Rathalos Webbing.  
Discard 1 time card. Progress to entry 19.

26

*You keep trekking into the forest, examining the air and the spruce-covered floor for some sign of Rathalos, but it seems to have evaded you. For the moment, at least.*

It might be worth finding a new perspective for the hunt.  
Progress to entry 22.

or

Keep on this path through the forest.  
Gain 1 track token. Progress to entry 7.

27

*Clambering down the rock face in the morning is surprisingly profitable; the brightness of the new sun illuminates a seam of machalite you might have missed had you risked the journey in the dark.*

Each hunter gains 1 Machalite ore. Progress to entry 12.

28

*An old Rathalos nest. No living creature has dwelled here in some time, but the detritus scattered about the cliff top might contain something of value.*

Collect what we can, then continue the hunt.  
Each hunter gains 1 Boulder Bone.  
Progress to entry 22.

29

*Refreshed from the momentary pause in the hunt, you ready yourself for the next stage of the pursuit.*

**Gain 1 track token. Progress to entry 27.**

30

*Rathalos screams, and wheels above you. Is it watching you? or has it spied other prey, deeper into the forest? You can't tell, but for safety's sake, you duck back into the shelter of the trees as the wyvern claws at the canopy above.*

Sharp spines fall like a deadly rain from above, dislodged by thick bark.

**Each hunter gains 1 Rathalos Wingtalon.**

**Gain 1 track token.**

**Progress to entry 10.**

or

Something plummets towards you, fallen from between it's claws. You rush to catch it.

**Each hunter gains 1 Dragonvein Crystal.**

**Progress to entry 26.**

31

*Another victim of Rathalos? You're not sure, but you know you're close. You can feel it. Feel the growing adrenaline in your gut. But then you're confronted by something you didn't expect... a vast mound of Rathalos droppings. Do you stop and see what Rathalos has consumed lately?*

**What kind of hunter stops to sift through excrement?**

**Gain 1 track token.**

**Progress to entry 32.**

or

**Every scrap of information might be useful!**

**Each hunter rolls on the following table.**

1-2 Dragonite ore

3-4 Firecell Stone

5-6 Rathalos Shell

**Discard 1 time card. Progress to entry 20.**

32

*A deafening roar tears the sky above you, the sun momentarily blocked out by the unfurling of vast, leathery wings. You duck as Rathalos descends, trying to seize you in its talons. It roars again, in agonised frustration. You ready your weapons. Now, it's time to fight.*

**Discard 2 time cards. Reveal your track tokens, check the Scoutfly level, and begin the hunting phase.**



33

*There it is! Rathalos. The beast squats over its prey, huge wings curved around the corpse and shielding it from other predators. It sniffs at the air, then bellows in fury as it senses your presence. You respond with a war cry of your own. Battle begins!*

Gain 2 track tokens. Reveal your track tokens, check the Scoutfly level, and begin the hunting phase.

34

*There's a roar of fury from ahead of you. At last, Rathalos, the creature from which you've been charged to collect a trophy, waits in the clearing. You charge toward it, the joy of the hunt singing in your muscles!*

Reveal your track tokens, check the Scoutfly level, and begin the hunting phase.

35

*Compacted air blasts your face, and the sound of vast wings deafens you, quickly replaced by a furious shriek. Rathalos is upon you! The physical impressiveness of the creature still leaves you gasping. You shake yourself, curse under your breath, and hurl yourself upon your prey!*

The hunters each suffer 1 damage. Reveal your track tokens, check the Scoutfly level, and begin the hunting phase.



## Rathalos Scoutfly Level

1. If you finish a Rathalos adventure with equal to or fewer tracks than the minimum Scoutfly level, add **Stunning Spin** to its behaviour deck.
2. If you finish a Rathalos adventure with more tracks than the minimum but fewer than the maximum Scoutfly level, add **Molten Bite** to its behaviour deck.
3. If you finish a Rathalos adventure with equal to or more tracks than the maximum Scoutfly level, add **Charging Swoop** to its behaviour deck.

Assigned Quest Scoutfly Level: 2-5

Investigation Quest Scoutfly Level: 3-6

Tempered Investigation Quest Scoutfly Level: 4-7





# Azure Rathalos



Azure Rathalos is a subspecies of Rathalos. Take all of the aspects that make Rathalos such a devastating foe and make it faster. Brace for an airborne onslaught.



## Assigned Quest



Time Limit	40 time cards
Scoutfly Level	2-5
Assigned Starting Point	1



## Investigation Quest



Time Limit	40 time cards
Scoutfly Level	3-6
Investigation Starting Point	2, 3, 4, 5



## Tempered Investigation Quest



Time Limit	45 time cards
Scoutfly Level	4-7
Investigation Starting Point	2, 3, 4, 5



**1**

**Assigned Starting Point**



If starting the adventure here, the group gains 1 potion.

*The forests are hunting grounds for Azure Rathalos. Faster and more agile than its cousin, it twists and swoops over the trees, stalking its prey from above. It waits, waits, and then dives with the speed and ferocity of lightning from a storm cloud.*

*Little escapes Azure Rathalos' claws, or its insatiable hunger. And now you're hunting it. Someone has to, you suppose. Good luck!*

*How do you intend to hunt the creature? Two options...trace it across the forest and take it by surprise, or stake out a trap and wait for it to come to you?*

There's no time to lose – set out now!  
Each hunter gains 1 Ancient Bone. Gain 1 track token.  
Discard 1 time card.  
Progress to entry 24.

or

Be cautious and set a trap.  
Discard 8 time cards.  
Progress to entry 31.



**2**

**Investigation 1 Starting Point**



If starting the adventure here, the group gains 2 potions.

*A dead Rathalos lies in your way, its ribs exposed to the air, its Inferno Sac fortunately still intact. What did this? Above you, a piercing shriek answers your question. An Azure Rathalos... its speed left this beast stunned, unable to react as its foe left vast gashes in its side, filleting it alive.*

*You need to move quickly if you want to gain any ground on Azure Rathalos, but an Inferno Sac is worth retrieving. What to do?*

Scavenge from the Azure Rathalos corpse.  
Each hunter gains 1 Inferno Sac. Discard 1 time card.  
Progress to entry 1.

or

Press on quickly; there's no time to lose!  
Gain 1 track token.  
Progress to entry 29.

or

Be cautious and set a trap.  
Discard 8 time cards.  
Progress to entry 31.



**3**

**Investigation 2 Starting Point**



If starting the adventure here, the group gains 1 potion.

*An Azure Rathalos is on the hunt; merchants and travellers are going missing, or else navigating their way through the corpses of partially digested creatures. So, as usual, you're on its trail.*

*You've stumbled upon what was once its lair, though not so anymore. It spent a long time here; grew from a fledgling to an adult, or so it seems. But do you have time to investigate the nest, gaining clues to Azure Rathalos' patterns? Or should you chase after it immediately, and hope your instincts are correct?*

Check the nest.  
Each hunter gains 1 Azure Rathalos Wingtalon  
and 1 Azure Rathalos Shell. Discard 2 time cards.  
Progress to entry 2.

or

Start chasing!  
Gain 1 track token.  
Progress to entry 22.

or

Be cautious and set a trap.  
Discard 8 time cards.  
Progress to entry 31.



**4**

**Investigation 3 Starting Point**



If starting the adventure here, the group gains 2 potions.

*Azure Rathalos you've been sent to bring down came off worse here. You're not sure what creature it picked a fight with – another Azure Rathalos, maybe, or an Anjanath – but it took something of a mauling. There's scales embedded, six inches, into the soft soil, and a detached Azure Rathalos tail still twitches in the grass. Some hunters would get running at this point, desperate to catch the beast, but you're not so naive. A wounded Azure Rathalos is perhaps even more dangerous than an intact one. Tread carefully.*

We have no time to waste!  
Gain 1 track token. Progress to entry 7.

or

Gather the resources before blindly charging ahead.  
Discard 1 time card. Each hunter gains 1 Azure Rathalos tail.  
Progress to entry 12.

or

Be cautious and set a trap.  
Discard 8 time cards. Progress to entry 31.



5

**Investigation 4 Starting Point**



If starting the adventure here, the group gains 1 potion.

*Cooked flesh. That's what you can smell. Smells like that felyne's kitchen you've heard of. But this isn't medium rare, and served with salad. This is charred flesh, clinging to a skeleton that an Azure Rathalos has badly mauled. The beast isn't here now, but it can't have gone far...*

Hunt for clues near to the corpse.  
Each hunter gains 1 Inferno Sac.  
Progress to entry 4.

or

Follow the trail.  
Each hunter gains 1 Warm Pelt.  
Shuffle the Turf War card into the time deck.  
Progress to entry 10.

or

Be cautious and set a trap.  
Discard 8 time cards. Progress to entry 31.

6

*Is that it? The curtain of trees in front of you ripples, like the surface of a lake at the passing of a pike. You crouch, uncertain if Azure Rathalos is moments from attacking you, or if you've been deceived by the wind.*

**(This option can only be chosen if the hunters have at least 1 piece of Azure Rathalos armour equipped)**

It's just the wind. Explore the area.  
Gain 1 track token. Discard 1 time card.  
Progress to entry 30.

or

Stay put – don't take risks.  
Discard 1 time card.  
Progress to entry 34.



7

*A chunk of dead Rathalos, dropped by the glutton Azure Rathalos as it soared above the forests. Strewing the remnants of its victims across the trees is making it easier to track, even if stepping in mulched meat isn't your favourite experience...*

Harvest precious parts.  
Each hunter gains 1 Azure Rathalos Marrow.  
Progress to entry 23.

or

Ignore the remains, and hit the trail.  
Gain 1 track token.  
Progress to entry 9.

8

*You keep trekking into the forest, examining the air and the spruce-covered floor for some sign of Azure Rathalos, but it seems to have evaded you. For the moment, at least.*

Continue on this path.  
Progress to entry 10.

or

Strike out in a new direction entirely.  
Gain 1 track token.  
Progress to entry 13.

9

*You're exhausted, and Azure Rathalos is still out there; you've heard it a couple of times now. Roaring in frenzied defiance, its wings ruffling the tops of the trees, you can almost believe you're being taunted. But that's the madness of the hunt starting to get to you. Probably.*

Each hunter gains 1 Azure Rathalos Tail. Gain 1 track token.  
Progress to entry 13.

## 10

*The weariness is starting to tell. The pack on your back, your armour and weapons, they dig into your flesh in a way they didn't this morning. The clearing you find yourself in is, for this forest, apparently safe. You could camp here. But the trail is still calling you...*

Ignore the tiredness in your bones. Keep hunting.  
Gain 1 track token. Progress to entry 28.

or

(This option can only be chosen if the hunters have at least 1 Azure Rathalos Tail in their inventories)

Shelter here for the night.  
Each hunter recovers 2 health. Discard 1 time card.  
Progress to entry 23.

## 11

*A corpse lies before you; utterly eviscerated, it is almost impossible to guess what the creature originally was. You can see the teeth marks of the Azure Rathalos in the pulped flesh, though, and the blistering of fire breath. There might be clues to be found in this hunk of meat.*

Examine the devoured prey more closely.  
Each hunter gains 1 Azure Rathalos scale.  
Discard 2 time cards. Progress to entry 23.

or

(This option can only be chosen if the hunters have at least 1 Azure Rathalos scale in their inventories)

We know what killed it – push on.  
Discard 1 time card. Progress to entry 30.

## 12

*The wounded azure Azure Rathalos certainly flew this way. It's no longer as fast, or nimble, as it was. But it's certainly still alive. And that means you need to keep following it.*

Keep on this route.  
Discard 1 time card.  
Each hunter gains 1 Azure Rathalos tail.  
Progress to entry 17.

## 13

*Finally, after an apparently endless trek through the forest, you see broken foliage in the forest canopy that you recognise instantly. It's where the Azure Rathalos plunged downward upon its prey. The beast is back, and the hunt is on again!*

Gain 1 track token. Progress to entry 18.

## 14

*Clambering down the rock face in the morning is surprisingly profitable; the brightness of the new sun illuminates a seam of machalite you might have missed had you risked the journey in the dark.*

Each hunter gains 1 Machalite ore. Progress to entry 9.

## 15

*An Azure Rathalos nest. Definitely empty, abandoned. There's something in there, though, isn't there? It could be the key to trapping the beast. Just need to scramble upwards a little way. Not too hard. Surely.*

Roll a die.

On a 1-3 the hunters tumble downwards and have scramble back up. Each hunter suffers 2 damage. Discard 2 time cards.  
Progress to entry 21.

On a 4-6 the hunters make the climb unscathed.  
Gain 3 track tokens. Discard 1 time card. Progress to entry 21.

## 16

*Azure Rathalos is a difficult quarry. Always moving, slipping through the trees before you've even time to collect your weapons. You jump at the slightest sound. Several times you hear the steady snap of mighty pinions, but you've yet to actually see the beast you hunt.*

Continue to pursue Azure Rathalos through the forest.  
Gain 2 track tokens. Discard 1 time card.  
Progress to entry 11.

17

*There's still no sign of Azure Rathalos. You shake your head, partially in exasperation and partially in awe. To be this difficult to catch, even given the blood loss it's endured, is an impressive feat. And it's going to make fighting the beast that much more dangerous. If you can catch it.*

Take the new path you've found. This trail is turning cold.  
Gain 1 track token. Discard 1 time card.  
Shuffle the Recovery card into the time deck.  
Progress to entry 11.

or

Keep following the path you're on.  
Progress to entry 6.

18

*You can hear it. The creature is so near you're certain you can smell it's fetid breath. You push aside branches, waiting to catch a glimpse of the prey you've tracked for so long...*

Are you ready for the fight?  
Gain 1 track token. Progress to entry 32.

or

(This option can only be chosen if the hunters have at least 1 Azure Rathalos plate in their inventories)  
There's something not quite right. Hold your ground.  
Progress to entry 33.

19

*It's nearby. You know it. You've stalked each other through this forest, gaining and losing ground, but now... it's close. So close.*

Gain 1 track token. Progress to entry 31.

20

*There's exposed ore, tumours of glistening crystal sparkling in the evening sunlight. It's not an Azure Rathalos, but it's at least something to convince you this entire expedition isn't a waste of time. Get digging.*

Each hunter gains 1 Fucium ore. Gain 1 track token.  
Progress to entry 19.

21

*The journey to the top is exhausting, and when you get there... no Azure Rathalos. Not even any sign that one has definitely been here recently. At least not yet. Still, might as well scout around while there's still light.*

Each hunter gains 1 Boulder Bone. Progress to entry 10.

22

*Is the beast wounded? Or does it simply not care that it's being chased? Either way, the trail it leaves for you to follow is so obvious a blind felyne could follow it.*

Each hunter gains 1 Azure Rathalos Marrow.  
Progress to entry 29.

23

*Refreshed from the momentary pause in the hunt, you ready yourself for the next stage of the pursuit.*

Gain 1 track token. Progress to entry 14.

24

*Scaling the cliffs is a difficult, laborious process. Birds and insects flutter around you, but, as you reach the top, you can finally see the forest stretching out below you. Azure Rathalos was here; you can smell the sulphur-scent of its breath, see the marks left by talons.*

Keep up the pace.  
Gain 1 track token. Progress to entry 21.

or

Study the area.  
Each hunter gains 1 Azure Rathalos webbing.  
Discard 2 time cards. Progress to entry 15.

or

Head upwards, scaling the nearby cliffs and hoping to find a nest.  
Each hunter gains 1 Carbalite ore. Gain 1 track token.  
Discard 1 time card. Progress to entry 16.

## 25

*Azure Rathalos screams, and wheels above you. Is it watching you? Or has it spied other prey, deeper into the forest. You can't tell, but for safety's sake, you duck back into the shelter of the trees as the wyvern claws at the canopy.*

Sharp spines fall like a deadly rain from above, dislodged by thick bark.

Each hunter gains 1 Azure Rathalos Wingtalon.  
Gain 1 track token. Progress to entry 28.

or

Something plummets towards you, fallen from between it's claws. You rush to catch it.

Each hunter gains 1 Dragonvein Drystal.  
Progress to entry 8.

## 26

*Where has it gone? You were nearly upon it, you're sure you were. You still hold your weapons at the ready, you can feel the tension in your muscles, the adrenaline gathered and unspent... you try to calm yourself, and continue the hunt.*

Progress to entry 9.

## 27

*Blood is strewn across the clearing and the contents of the slaughtered creature's stomach is splashed across the sparse grass. The scent of the dead thing is almost overwhelming, but there might be something of value in the putrid mass of flesh.*

Are you really going to hunt through dead flesh?  
Of course not.

Gain 1 track token. Progress to entry 31.

or

Every scrap of information might be useful!  
Each hunter rolls once on the following table.

- 1-2 Each hunter gains 1 Dragonite ore
- 3-4 Each hunter gains 1 Firecell Stone
- 5-6 Each hunter gains 1 Azure Rathalos Shell

Discard 1 time card.

Shuffle the Fumbled Carving card into the time deck.  
Progress to entry 19.

## 28

*The evening draws in as you descend back to the forest floor. Azure Rathalos is still above you, somewhere. It's too intelligent to not have realised something is on its trail. As you clamber down, you spot another of the beast's victims. There's something to be claimed there though...*

Ignore it. Azure Rathalos is your target.  
Gain 1 track token. Progress to entry 20.

or

It's worth claiming.  
Each hunter gains 1 Wingdrake Hide.  
Progress to entry 27.

## 29

*Sand under your feet, the gentle susurration of the waves, the noise of birds above. It's so idyllic you begin to question whether it's worth continuing the hunt at all. You could just sit here, eat your rations, enjoy the sun. And then something in the water catches your eye... an Azure Rathalos shell. The creature was here and recently.*

Dive into the water, and retrieve the shell.  
Each hunter gains 1 Coral Crystal and 1 Azure Rathalos Shell.  
Progress to entry 10.

or

Get back to the hunt immediately.  
Each hunter gains 1 Warm Pelt. Gain 1 track token.  
Progress to entry 7.



30

*The scales you've gathered indicate Azure Rathalos is wounded; they were plainly ripped off in the midst of some vicious fight. Specks of blood stain the ground, splashed over leaves and soil. A wounded quarry is, you know, a double-edged blade; they may not fight as long, but they fight even more ferociously...*

Follow the blood trail.

Gain 2 track tokens.

Discard 1 time card and roll a die.

On a 1-3 progress to entry 26.

On a 4-6 Reduce Azure Rathalos' health dial by the amount rolled. Progress to entry 25.

or

Search the area.

Each hunter gains 1 Quality Bone and 1 Monster Bone Small.

Progress to entry 26.

31

*A deafening cry tears the sky above you, the scream of the Azure Rathalos merging with the roaring of the wind as it descends upon you. There's the flashing of claws, teeth, and the plume of fire burning in its gullet... time to fight.*

Gain 2 track tokens.

Reveal your track tokens, check the Scoutfly level, and begin the hunting phase.

32

*The sound of chewing is impossible to mistake; the relentless sloppy noises of saliva and and torn flesh. The Azure Rathalos is gorging itself on its latest prey, ripping hunks free and tossing them into the air. Now's your chance. Don't let it escape!*

Discard 2 time cards. Reveal your track tokens, check the Scoutfly level, and begin the hunting phase.

33

*The forest canopy bends, then breaks, Azure Rathalos drops in front of you, eyes piercing you like a knife blade. Desperate to escape you plummet through the foliage, barely escaping the searing flame flickering past you.*

Reveal your track tokens, check the Scoutfly level, and begin the hunting phase.

34

*You were right. Azure Rathalos had hunkered down behind the trees, trying to find a moment to recuperate, but your persistent pursuit has angered it. Now it flings itself up into the air and catches a current, using it wheel about. Its wings open to their fullest extent, and a roar like the crumbling of mountains batters your senses. Be ready to fight for your lives!*

Gain 1 track token. Reveal your track tokens, check the Scoutfly level, and begin the hunting phase.

## Azure Rathalos Scoutfly Level

1. If you finish an Azure Rathalos adventure with equal to or fewer tracks than the minimum Scoutfly level, add **Fire Spin** to its behaviour deck.
2. If you finish an Azure Rathalos adventure with more tracks than the minimum but fewer than the maximum Scoutfly level, add **Fireball** to its behaviour deck.
3. If you finish an Azure Rathalos adventure with equal to or more tracks than the maximum Scoutfly level, add **Talon Dive** to its behaviour deck.

Assigned Quest Scoutfly Level: 2-5

Investigation Quest Scoutfly Level: 3-6

Tempered Investigation Quest Scoutfly Level: 4-7

# Downtime Activities

In addition to selecting a new quest, campaign days may be spent performing downtime activities at the Astera basecamp.

Of the 25 days you have to complete the campaign (where each quest takes up 1 day), you may spend 1 day at a time performing downtime activities.

When you spend a campaign day on downtime, you may choose up to 3 activities to perform. Each activity is chosen as a group and may only be completed once per day. You all perform the activity once one has been chosen.

## 1. Visit the Resource Centre

Each player may roll two dice and check their result on the following table.

2d6 Roll Result	Resource Gained
2	Carbalite ore
3	Machalite ore
4	Dragonite ore
5	Fucium ore
6	Quality Bone
7	Monster Bone Small
8	Ancient Bone
9	Dragonvein Crystal
10	Boulder Bone
11	Coral Crystal
12	Firecell Stone

## 2. Visit the Provisions Stockpile

Each player may remove any 3 common ores, bones, or hides from their character sheets to receive any 1 common ore, bone, hide or potion in return.

## 3. Visit the Meowscular Chef

Select one elemental type. Each hunter gains +1 resistance to the selected elemental type for the duration of the next quest.

Each player takes a token of the selected elemental type and places it on their weapon card as a reminder.

## 4. Visit the Handler

As a group, select a single investigation or tempered investigation quest and play it again regardless of how many times the group has already attempted the quest. The selected quest must be played next.

For example, if a group has already attempted a total of four Great Jagras investigation quests and wish to attempt a fifth, they must do so by visiting the Handler. If the group were to fail this fifth quest they could attempt it again for a sixth time, again, by visiting the Handler.

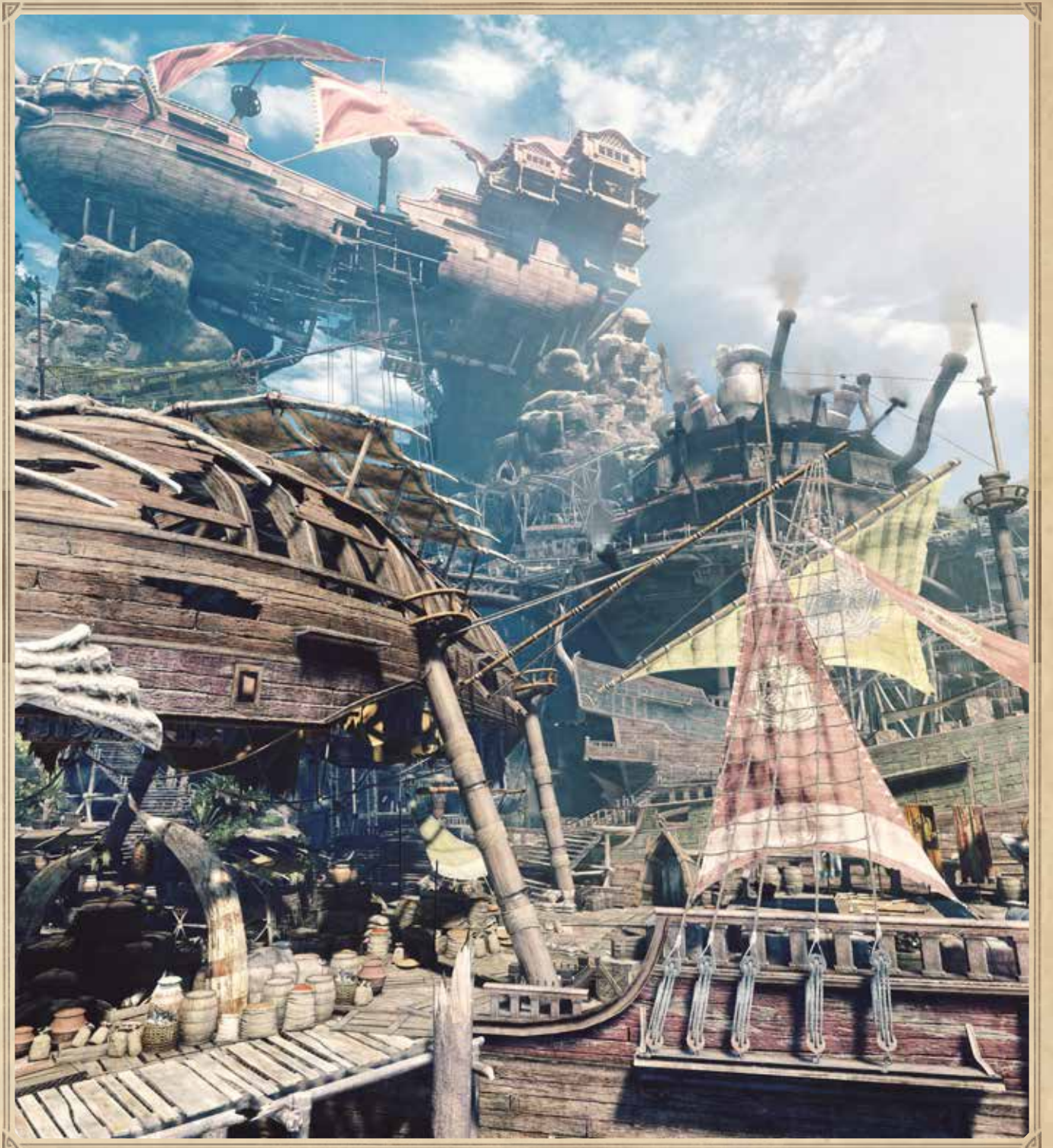
## 5. Pet the Poogie

Pet the Poogie; some believe this brings you luck, others believe this is a myth.





# Arena Quests (Alternative Play Mode)





## Great Jagras Assigned Arena Quest



Time Limit: 25 time cards



	Bone Blade	Chainmail Headgear	Chainmail Vest	Chainmail Trousers
	Bone Hatchets	Leather Headgear	Leather Mail	Leather Trousers
	Bone Kukri	Leather Headgear	Leather Mail	Leather Trousers
	Hunter Bow	Chainmail Headgear	Chainmail Vest	Chainmail Trousers

	Bone Axe	Chainmail Headgear	Chainmail Vest	Chainmail Trousers
	Bone Rod	Chainmail Headgear	Chainmail Vest	Chainmail Trousers
	Bone Strongarm	Leather Headgear	Leather Mail	Leather Trousers
	Bone Shooter	Leather Headgear	Leather Mail	Leather Trousers

	2 Hunters	3 Hunters	4 Hunters
	1 Potion	1 Potion	1 Potion
	Palicos	No Palicos	No Palicos



## Great Jagras Investigation Arena Quest



Time Limit: 25 time cards



	Bone Slasher	Alloy Helm	Chainmail Vest	Chainmail Trousers
	Wild Hatchets	Bone Helm	Leather Mail	Leather Trousers
	Chief Kukri	Bone Helm	Leather Mail	Leather Trousers
	Hunter Stoutbow	Alloy Helm	Chainmail Vest	Chainmail Trousers

	Bone Smasher	Alloy Helm	Chainmail Vest	Chainmail Trousers
	Hard Bone Rod	Alloy Helm	Chainmail Vest	Chainmail Trousers
	Hard Bone Strongarm	Bone Helm	Leather Mail	Leather Trousers
	Heavy Shooter	Bone Helm	Leather Mail	Leather Trousers

	2 Hunters	3 Hunters	4 Hunters
	1 Potion	1 Potion	1 Potion
	Palicos	No Palicos	No Palicos



## Great Jagras Tempered Investigation Arena Quest



Time Limit: 25 time cards



	Giant Jawblade	Alloy Helm	Chainmail Vest	Jagras Greaves
	Strong Hatchets	Bone Helm	Jagras Mail	Leather Trousers
	Grand Barong	Bone Helm	Jagras Mail	Leather Trousers
	Hunter Proudbow	Alloy Helm	Chainmail Vest	Jagras Greaves

	Power Smasher	Alloy Helm	Chainmail Vest	Jagras Greaves
	Aerial Magus	Alloy Helm	Chainmail Vest	Jagras Greaves
	Mighty Strongarm	Bone Helm	Jagras Mail	Leather Trousers
	Power Shooter	Bone Helm	Jagras Mail	Leather Trousers

	2 Hunters	3 Hunters	4 Hunters
	2 Potions	1 Potion	1 Potion
	Palicos	No Palicos	No Palicos



## Tobi-Kadachi Assigned Arena Quest



Time Limit: 30 time cards



	Giant Jawblade	Alloy Helm	Alloy Mail	Jagras Greaves
	Strong Hatchets	Bone Helm	Jagras Mail	Bone Greaves
	Grand Barong	Bone Helm	Jagras Mail	Bone Greaves
	Hunter Proudbow	Alloy Helm	Alloy Mail	Jagras Greaves

	Power Smasher	Alloy Helm	Alloy Mail	Jagras Greaves
	Aerial Magus	Bone Helm	Jagras Mail	Bone Greaves
	Mighty Strongarm	Bone Helm	Jagras Mail	Bone Greaves
	Power Shooter	Alloy Helm	Alloy Mail	Jagras Greaves

	2 Hunters	3 Hunters	4 Hunters
	1 Potion	1 Potion	1 Potion
	Palicos	No Palicos	No Palicos

## Tobi-Kadachi Investigation Arena Quest

Time Limit: 30 time cards



Jagras Blade	Alloy Helm	Kadachi Mail	Jagras Greaves	
Strong Hatchets	Kadachi Helm	Jagras Mail	Bone Greaves	
Jagras Edge	Jagras Helm	Kadachi Mail	Bone Greaves	
Hunter Proudbow	Kadachi Helm	Alloy Mail	Jagras Greaves	

Power Smasher	Kadachi Helm	Alloy Mail	Jagras Greaves
Aerial Magus	Kadachi Helm	Jagras Mail	Bone Greaves
Jagras Strongarm	Jagras Helm	Kadachi Mail	Bone Greaves
Jagras Assault	Alloy Helm	Kadachi Mail	Jagras Greaves

	2 Hunters	3 Hunters	4 Hunters
	2 Potions	1 Potion	1 Potion
	Palicos	No Palicos	No Palicos

## Tobi-Kadachi Tempered Investigation Arena Quest

Time Limit: 30 time cards



Jagras Blade	Kadachi Helm	Kadachi Mail	Bone Greaves	
Pulsar Hatchets	Bone Helm	Kadachi Mail	Kadachi Greaves	
Jagras Edge	Kadachi Helm	Kadachi Mail	Bone Greaves	
Pulsar Bow	Alloy Helm	Kadachi Mail	Kadachi Greaves	

Power Smasher	Kadachi Helm	Kadachi Mail	Bone Greaves
Aerial Magus	Kadachi Helm	Kadachi Mail	Bone Greaves
Pulsar Strongarm	Bone Helm	Kadachi Mail	Kadachi Greaves
Pulsar Shooter	Alloy Helm	Kadachi Mail	Kadachi Greaves

	2 Hunters	3 Hunters	4 Hunters
	3 Potions	2 Potions	1 Potion
	Palicos	No Palicos	No Palicos



## Anjanath Assigned Arena Quest



Time Limit: 30 time cards



Jagras Hacker	Jagras Helm	Kadachi Mail	Bone Greaves	
Kadachi Claws	Bone Helm	Kadachi Mail	Kadachi Greaves	
Jagras Garotte	Jagras Greaves	Kadachi Mail	Bone Greaves	
Flying Kadachi Strikebow	Alloy Helm	Kadachi Mail	Kadachi Greaves	

Power Smasher	Jagras Helm	Kadachi Mail	Jagras Greaves	
Aerial Magus	Jagras Helm	Kadachi Mail	Jagras Greaves	
Kadachi Kaina	Bone Helm	Kadachi Mail	Kadachi Greaves	
Kadachi Lion	Alloy Helm	Kadachi Mail	Kadachi Greaves	

	2 Hunters	3 Hunters	4 Hunters
	2 Potions	1 Potion	1 Potion
	Palicos	No Palicos	No Palicos



## Anjanath Investigation Arena Quest



Time Limit: 30 time cards



Jagras Hacker	Jagras Helm	Anja Mail	Jagras Greaves	
Kadachi Claws	Anja Helm	Kadachi Mail	Kadachi Greaves	
Jagras Garotte	Jagras Helm	Anja Mail	Jagras Greaves	
Flying Kadachi Strikebow	Anja Helm	Kadachi Mail	Kadachi Greaves	

Flamenbeil	Anja Helm	Kadachi Mail	Jagras Greaves	
Flammenkafer	Anja Helm	Kadachi Mail	Jagras Greaves	
Kadachi Kaina	Jagras Helm	Anja Mail	Kadachi Greaves	
Kadachi Lion	Jagras Helm	Anja Mail	Kadachi Greaves	

	2 Hunters	3 Hunters	4 Hunters
	3 Potions	2 Potions	1 Potion
	Palicos	No Palicos	No Palicos

## Anjanath Tempered Investigation Arena Quest

Time Limit: 30 time cards



Jagras Hacker	Jagras Helm	Anja Mail	Anja Greaves	
Anja Cyclone	Anja Helm	Anja Mail	Jagras Greaves	
Jagras Garotte	Jagras Helm	Anja Mail	Anja Greaves	
Anja Arch	Anja Helm	Anja Mail	Jagras Greaves	

Gnashing Flamenbeil	Anja Helm	Anja Mail	Jagras Greaves
Gnashing Flammenkafer	Anja Helm	Anja Mail	Jagras Greaves
Kadachi Kaina	Jagras Helm	Kadachi Mail	Anja Greaves
Kadachi Lion	Jagras Helm	Kadachi Mail	Anja Greaves

	2 Hunters	3 Hunters	4 Hunters
3 Potions	3 Potions	2 Potions	
Palicos	No Palicos	No Palicos	

## Rathalos Assigned Arena Quest

Time Limit: 35 time cards



Jagras Hacker	Jagras Helm	Anja Mail	Anja Greaves	
Anja Cyclone	Anja Helm	Anja Mail	Jagras Greaves	
Jagras Garotte	Jagras Helm	Anja Mail	Anja Greaves	
Anja Arch	Anja Helm	Anja Mail	Jagras Greaves	

Gnashing Flamenbeil	Anja Helm	Anja Mail	Jagras Greaves
Gnashing Flammenkafer	Anja Helm	Anja Mail	Jagras Greaves
Kadachi Kaina	Jagras Helm	Anja Mail	Anja Greaves
Kadachi Lion	Jagras Helm	Anja Mail	Anja Greaves

	2 Hunters	3 Hunters	4 Hunters
3 Potions	2 Potions	1 Potion	
Palicos	No Palicos	No Palicos	

## Rathalos Investigation Arena Quest

Time Limit: 35 time cards



Jagras Hacker	Jagras Helm	Rathalos Mail	Anja Greaves	
Anja Cyclone	Anja Helm	Anja Mail	Rathalos Greaves	
Jagras Garotte	Jagras Helm	Rathalos Mail	Anja Greaves	
Anja Arch	Anja Helm	Anja Mail	Rathalos Greaves	

Gnashing Flamenbeil	Anja Helm	Anja Mail	Rathalos Greaves
Gnashing Flammenkafer	Anja Helm	Anja Mail	Rathalos Greaves
Kadachi Kaina	Jagras Helm	Rathalos Mail	Anja Greaves
Kadachi Lion	Jagras Helm	Rathalos Mail	Anja Greaves

	2 Hunters	3 Hunters	4 Hunters
3 Potions	3 Potions	2 Potions	
Palicos	No Palicos	No Palicos	

## Rathalos Tempered Investigation Arena Quest

Time Limit: 40 time cards



Red Wing	Rathalos Helm	Anja Mail	Rathalos Greaves	
Anja Cyclone	Rathalos Helm	Rathalos Mail	Anja Greaves	
Heat Edge	Rathalos Helm	Anja Mail	Rathalos Greaves	
Anja Arch	Rathalos Helm	Rathalos Mail	Anja Greaves	

Rathbringer Axe	Rathalos Helm	Anja Mail	Rathalos Greaves
Rathmaul	Rathalos Helm	Anja Mail	Rathalos Greaves
Kadachi Kaina	Rathalos Helm	Rathalos Mail	Anja Greaves
Kadachi Lion	Rathalos Helm	Rathalos Mail	Anja Greaves

	2 Hunters	3 Hunters	4 Hunters
3 Potions	3 Potions	3 Potions	
Palicos	No Palicos	No Palicos	



## Azure Rathalos Assigned Arena Quest



Time Limit: 35 time cards



Jagras Hacker	Jagras Helm	Anja Mail	Anja Greaves	
Anja Cyclone	Anja Helm	Anja Mail	Jagras Greaves	
Jagras Garotte	Jagras Helm	Anja Mail	Anja Greaves	
Anja Arch	Anja Helm	Anja Mail	Jagras Greaves	

Gnashing Flamenbeil	Anja Helm	Anja Mail	Jagras Greaves
Gnashing Flammenkafer	Anja Helm	Anja Mail	Jagras Greaves
Kadachi Kaina	Jagras Helm	Anja Mail	Anja Greaves
Kadachi Lion	Jagras Helm	Anja Mail	Anja Greaves

	2 Hunters	3 Hunters	4 Hunters
3 Potions	2 Potions	1 Potion	
Palicos	No Palicos	No Palicos	



## Azure Rathalos Investigation Arena Quest



Time Limit: 35 time cards



Jagras Hacker	Jagras Helm	Rath Soul Mail	Anja Greaves	
Anja Cyclone	Anja Helm	Anja Mail	Rath Soul Greaves	
Jagras Garotte	Jagras Helm	Rath Soul Mail	Anja Greaves	
Anja Arch	Anja Helm	Anja Mail	Rath Soul Greaves	

Gnashing Flamenbeil	Anja Helm	Anja Mail	Rath Soul Greaves
Gnashing Flammenkafer	Anja Helm	Anja Mail	Rath Soul Greaves
Kadachi Kaina	Jagras Helm	Rath Soul Mail	Anja Greaves
Kadachi Lion	Jagras Helm	Rath Soul Mail	Anja Greaves

	2 Hunters	3 Hunters	4 Hunters
3 Potions	3 Potions	2 Potions	
Palicos	No Palicos	No Palicos	



# Azure Rathalos Tempered Investigation Arena Quest

Time Limit: 40 time cards



	Red Wing	Rath Soul Helm	Anja Mail	Rath Soul Greaves
	Anja Cyclone	Rath Soul Helm	Rath Soul Mail	Rath Soul Greaves
	Heat Edge	Rath Soul Helm	Anja Mail	Rath Soul Greaves
	Anja Arch	Rath Soul Helm	Rath Soul Mail	Rath Soul Greaves

	Rathbringer Axe	Rath Soul Helm	Anja Mail	Rath Soul Greaves
	Rathmaul	Rath Soul Helm	Anja Mail	Rath Soul Greaves
	Kadachi Kaina	Rath Soul Helm	Rath Soul Mail	Rath Soul Greaves
	Kadachi Lion	Rath Soul Helm	Rath Soul Mail	Rath Soul Greaves

	2 Hunters	3 Hunters	4 Hunters
	3 Potions	3 Potions	3 Potions
	Palicos	No Palicos	No Palicos



