



MONSTER HUNTER
WORLD.

THE BOARD GAME

✦ KULU-YA-KU ✦

RULEBOOK



CAPCOM

Introduction

Nearly all creatures protect their young ferociously; it's instinct, like the urge to eat, to defend yourself.

A monster that feeds on the eggs of monsters, stealing them away, is going to cause chaos. And that's exactly what Kulu-Ya-Ku does. Stealing through the forest, its long arms and unsettling, dextrous fingers extract the unhatched eggs of the most dangerous monsters from their nests.

The hunters sent on the trail of Kulu-Ya-Ku are hunting not just a dangerous creature, but venturing into a landscape the thieving of Kulu-Ya-Ku has rendered ever more dangerous!

Credits

Game Concept

Mat Hart

Product Owner

Alex Hall

Design & Development

Jamie Perkins
Sherwin Matthews
Steve Margetson
Jordan Connolly

Writing

Richard August

Sculpting

Russ Charles
Ben Charles
Tom Lishman
Holly Woolford

Graphic Design & Layout

Tom Hutchings
Cristina Ruiz
Abigail Thornton

Production

Candy Chan
Ben Clapperton
Matthew Elliott

Brand Management

Chynna-Blue Scott
Stuart Fenton

Editing

Eadwine Brown

Playtesting

Daniel Adams
Alena Argüello
Patricio Argüello
Joshua Armstrong
Andy Blinston
Henry Clark
Michael Coomber
Markus Copeland
James Docherty-Saunders
Matt Doran
Michael Early
Mindy Early
Matthew Gilway
Barry Gingel
Mike Jenkins
James Kingwell
John Laffan
Christopher Leffler
Juandr e Luchies
Ann-Marie Manwaring

Phil Manwaring
Alex Marrotta-Valencia
John Parish
Andrew Patras
Matt Price
Thomas Silcock
Michael Skalka
Daniel Werriss
Kate Warrington
Chris Willis

Special Thanks

Joshua Dahdrai, David Haddon, Marina Koh, Kanae Muraki, and Michele Pearce at @CAPCOM Europe

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

Steamforged Games Ltd. Team

Co-Founders

Mat Hart (CCO)
Rich Loxam (CEO)

Executive Chairman

Simon Spalding

Non-Executive Officers

Ron Ashtiani
Sir Ian Livingstone
CBE

Investment Director

Rob Jones

Design & Development

Richard August
Jordan Connolly
Alex Delaney
Fraser McFetridge
Steve Margetson
Sherwin Matthews
Jamie Perkins

Sculpting & Art

Ben Charles
Russ Charles
Lua Garo
Nathan Lane
Tom Lishman
Doug Telford
Holly Woolford

Graphic Design & Layout

Mike Hyslop
Elliott Smith
Adam Steel
Abigail Thornton
Kelly Vizma
David Wheeler

Production

Candy Chan
Matthew Elliott
Nicolas Lu
Carl Matthews
Tom Rochford

Finance & IT

Jo Bebb
John Higham
Adam King
Vanessa O'Brien
Amy Rapaport

Licensing & Commercial

Tom Hart
Emma Higgins
Toby Davies
Firoz Rana
Elise Rezendes
Jo Turner
Matthew Vann-
Hinton

Marketing & Community Management

Mike Appleton
Luuk Bolander
Rae Dixon
Stuart Fenton
Laurence Finch
Emma King
Stuart Lee
Aimee Neale
Chynna-Blue Scott
Nicole Holmes-De-
Wylliv Sinclair
Ben Taylor
Ross Thompson
Dylan Wilby

Human Resources

Gareth Reid

Operations & Fulfillment

Judy Guan
John Hockey
Richard Jennings
Susanna Ngai

Contents

Introduction.....	2
Game Components.....	4
Adding Kulu-Ya-Ku to your Campaign.....	6
Kulu-Ya-Ku Weapon Forge Reference	8
Kulu-Ya-Ku Armour Forge Reference	12
Kulu-Ya-Ku.....	14
Kulu-Ya-Ku Scoutfly Level	25
Downtime Activities	26
Arena Quests (Alternative Play Mode).....	28



Game Components



Kulu-Ya-Ku

Kulu-Ya-Ku is an odd bird wyvern that has developed limbs capable of carrying weapons. It's been spotted stealing eggs from nests found in the Ancient Forest and Wildspire Waste. Expect the unexpected in this encounter.

Time Cards

Additional time cards that may be added to the time deck during the gathering phase of Kulu-Ya-Ku quests. These cards are numbered 63-65.



Armour Cards

New armour forged from Kulu-Ya-Ku monster parts. These cards are numbered 15-26.



Weapon Cards

New weapons forged from Kulu-Ya-Ku monster parts. These cards are numbered 1-14.



Attack Cards

Additional attack cards used in combination with the new Kulu-Ya-Ku weapon cards. These cards are numbered 27-58.



Damage Cards

Additional damage cards to form the damage decks of Kulu-Ya-Ku weapons. These cards are numbered 59-62.



Physiology Cards

Physiology cards containing the vital statistics of Kulu-Ya-Ku. These cards are numbered 79-81.



Behaviour Cards

Kulu-Ya-Ku is controlled by a deck of behaviour cards featuring unique attacks. These cards are numbered 66-78.



Adding Kulu-Ya-Ku to your Campaign

Monster Hunter World: The Board Game - Kulu-Ya-Ku, known as the Kulu-Ya-Ku set, can be played with both *Monster Hunter World: The Board Game - The Ancient Forest* and *Monster Hunter World: The Board Game - The Wildspire Waste*, known as the Ancient Forest set and the Wildspire Waste set.

This gives hunters a unique new monster to hunt, and equipment to forge!

If including Kulu-Ya-Ku in your Ancient Forest set campaign or Wildspire Waste set campaign, follow the below steps in order:

1. Add 5 days to your campaign timer.
2. When you've completed your first quest, Great Jagras or Barroth, you may select the assigned quest for Kulu-Ya-Ku.
3. Completing the assigned quest for Kulu-Ya-Ku allows you to select the investigation quests for Kulu-Ya-Ku.





Kulu-Ya-Ku Weapon Forge Reference




 **Matched Slicers** 
Starting Weapon

1 x10 **2** x2

Use all attack cards with  to create your hunter attack deck.



 **Iron Bow** 
Starting Weapon

1 x8 **2** x4

Use all attack cards with  to create your hunter attack deck.



 **Iron Blade** 
Starting Weapon

1 x10 **2** x2

Use all attack cards with  to create your hunter attack deck.



 **Iron Katana** 
Starting Weapon

1 x9 **2** x3

Use all attack cards with  to create your hunter attack deck.


Kulu-Ya-Ku Weapon Forge Reference

 **Rending Beaks** 

Kulu-Ya-Ku Beak x1, Kulu-Ya-Ku Hide x2, Kulu-Ya-Ku Scale x4, Earth Crystal x3

1 x2 **2** x10 **3** x2

Remove: 2 Lunging Stab	Add: 2 Evasive Stab
----------------------------------	-------------------------------

 **Arcanaria** 

Kulu-Ya-Ku Beak x2, Kulu-Ya-Ku Hide x3, Kulu-Ya-Ku Plume x3, Boulder Bone x4

1 x2 **2** x10 **3** x4



Remove: 2 Lunging Stab, 2 Double Spin	Add: 2 Evasive Stab, 2 Dream Spin
--	--

 **Kulu Arrow** 

Kulu-Ya-Ku Beak x1, Kulu-Ya-Ku Hide x2, Kulu-Ya-Ku Scale x4, Earth Crystal x3

1 x3 **2** x7 **3** x4

Remove: 2 Power Coating	Add: 2 Sleep Coating
-----------------------------------	--------------------------------

 **Archer's Dance** 

Kulu-Ya-Ku Beak x2, Kulu-Ya-Ku Hide x3, Kulu-Ya-Ku Plume x3, Boulder Bone x4

1 x2 **2** x5 **3** x9

Remove: 2 Power Coating, 3 Charged Shot	Add: 2 Sleep Coating, 3 Blast Charged Shot
--	---

 **Kulu Blade** 

Kulu-Ya-Ku Beak x1, Kulu-Ya-Ku Hide x2, Kulu-Ya-Ku Scale x4, Earth Crystal x3

1 x4 **2** x5 **3** x5

Remove: 2 Reaping Slash	Add: 2 Reaching Slash
-----------------------------------	---------------------------------

 **Ya-Ku Wrath** 

Kulu-Ya-Ku Beak x2, Kulu-Ya-Ku Hide x3, Kulu-Ya-Ku Plume x3, Boulder Bone x4

1 x5 **2** x3 **3** x8



Remove: 2 Reaping Slash, 3 Wide Sweep	Add: 2 Reaching Slash, 3 Random Sweep
--	--

 **First Dance** 

Kulu-Ya-Ku Beak x1, Kulu-Ya-Ku Hide x2, Kulu-Ya-Ku Scale x4, Earth Crystal x3

1 x6 **2** x3 **3** x5

Remove: 2 Thrust	Add: 2 Evasive Thrust
----------------------------	---------------------------------

 **Last Dance** 

Kulu-Ya-Ku Beak x2, Kulu-Ya-Ku Hide x3, Kulu-Ya-Ku Plume x3, Boulder Bone x4

1 x5 **2** x7 **3** x4

Remove: 2 Thrust, 2 Overhead Slash	Add: 2 Evasive Thrust, 2 Evasive Overhead Slash
---	--

Kulu-Ya-Ku Weapon Forge Reference





 **Bone Bludgeon** 
Monster Bone Small x1

1 x7 **2** x2 **4** x1

Use all attack cards with  to create your hunter attack deck.



 **Iron Lance** 
Starting Weapon

 **1** **1** x8 **2** x4

Use all attack cards with  to create your hunter attack deck.



 **Metal Bagpipe** 
Starting Weapon

1 x10 **2** x2

Use all attack cards with  to create your hunter attack deck.

Kulu-Ya-Ku Weapon Forge Reference

 **Kulu Beak** 

Kulu-Ya-Ku Beak x1, Kulu-Ya-Ku Hide x2, Kulu-Ya-Ku Scale x4, Earth Crystal x3

1 x5 **2** x2 **4** x5

Remove:
2 Spinning Bludgeon

Add:
2 Diving Spiral Bludgeon

 **Crushing Beak** 

Kulu-Ya-Ku Beak x2, Kulu-Ya-Ku Hide x3, Kulu-Ya-Ku Plume x3, Boulder Bone x4

1 x5 **2** x3 **4** x6

Remove:
2 Spinning Bludgeon, 2 Side Smash

Add:
2 Diving Spiral Bludgeon, 2 Knock Out Side Smash

 **Kulu Lance** 

Kulu-Ya-Ku Beak x1, Kulu-Ya-Ku Hide x2, Kulu-Ya-Ku Scale x4, Earth Crystal x3

1 **1** x4 **2** x8 **3** x2

Remove:
3 High Thrust

Add:
3 Diving Thrust

 **Kulu Hasta** 

Kulu-Ya-Ku Beak x2, Kulu-Ya-Ku Hide x3, Kulu-Ya-Ku Plume x3, Boulder Bone x4

1 **1** x1 **2** x9 **3** x6

Remove:
3 High Thrust, 2 Mid Thrust

Add:
3 Diving Thrust, 2 Dream Thrust

 **Kulu Duda** 

Kulu-Ya-Ku Beak x1, Kulu-Ya-Ku Hide x2, Kulu-Ya-Ku Scale x4, Earth Crystal x3

1 x2 **2** x9 **3** x3

Remove:
2 Left Swing

Add:
2 Dive Swing

 **Dancing Duval** 

Kulu-Ya-Ku Beak x2, Kulu-Ya-Ku Hide x3, Kulu-Ya-Ku Plume x3, Boulder Bone x4

1 x3 **2** x6 **3** x7

Remove:
2 Left Swing, 2 Upward Swing

Add:
2 Dive Swing, Lullaby Smash

Kulu-Ya-Ku Armour Forge Reference



Kulu Headpiece

Kulu-Ya-Ku Scale x1,
Kulu-Ya-Ku Hide x1,
Kulu-Ya-Ku Plumex1



Weakness Exploit

Kulu-Ya-Ku Armour Forge Reference



Kulu Mail

*Kulu-Ya-Ku Hide x2,
Kulu-Ya-Ku Plume x1,
Kulu-Ya-Ku Beak x1,
Bird Wyvern Gem x1*

Critical Eye



Kulu Greaves

*Kulu-Ya-Ku Hide x1,
Kulu-Ya-Ku Scale x2,
Wingdrake Hide x3,
Earth Crystal x1*

Kulu-Ya-Ku



Assigned Quest



Time Limit 35 time cards

Scoutfly Level 2-5

Assigned Start Point 1



Investigation Quest



Time Limit 35 time cards

Scoutfly Level 3-6

Investigation Start Point 2, 3, 4, 5



Tempered Investigation Quest



Time Limit 35 time cards

Scoutfly Level 4-7

Investigation Start Point 2, 3, 4, 5





1



Assigned Starting Point
If starting the adventure here,
the group gains 2 potions.

There's chaos among the settlements, the forest is in uproar. Hunters, like yourselves, are almost overwhelmed. The Commission is desperate for some explanation, for some reason for the violence seizing the forest. It takes some time for a potential answer to be found: eggs are going missing.

Something is stealing eggs from the monster's nests. And you know what that means: Kulu-Ya-Ku.

The bizarre wyvern thing, with its long arms and prehensile, almost human, thumbs. Almost human, and used for filching eggs... so now you're on its trail. Find it, stop its thievery, restore some semblance of peace to the forest.

Proceed into the depths of the forest. Each hunter gains 1 Monster Bone Small and 1 Monster Hardbone. Discard 1 time card. Progress to entry 29.

or

Skirt the fringes of the forest, looking for the creature's trail. Each hunter gains 1 Machalite Ore. Discard 1 time card. Gain 1 track token. Progress to entry 25.

or

Spend some time planning your route. Each hunter gains 1 Carbalite Ore. Discard 2 time card. Gain 2 track tokens. Progress to entry 21.

or

Ignore everything else. Head for the last place Kulu-Ya-Ku was seen. Discard 6 time cards. Progress to entry 31.



2



Investigation 1 Starting Point
If starting the adventure here,
the group gains 3 potions.

You're hunting the creature causing utter pandemonium in the forest. You're hunting it because you're the only one who can; someone needs to stop Kulu-Ya-Ku's rampage of egg thievery. It's dragging the entire forest into a state of mayhem. But, if you find the monster, and end things now, you might just be able to calm everything down. Before you left, a member of the Commission gave you an item from a Kulu-Ya-Ku to guide you.

What did you take?

Each hunter gains 1 Kulu-Ya-Ku Beak. Discard 1 time card. Progress to entry 23.

or

Each hunter gains 1 Kulu-Ya-Ku Plume. Discard 1 time card. Progress to entry 14.

or

Ignore everything else. Head for the last place Kulu-Ya-Ku was seen.

Discard 6 time cards.
Progress to entry 31.



3



Investigation 2 Starting Point
If starting the adventure here,
the group gains 2 potions.

The hunt for Kulu-Ya-Ku is on, and you're already forcing your way through the densest foliage in the forest. It's an urgent hunt, the kind you've not been on in some time. The creature's recent emergence, and its predilection for stealing the unhatched eggs of the most ferocious creatures in the forest is causing a significant problem for everyone dwelling nearby. So you're on its trail.

Press on with all available speed.
Gain 1 track token. Progress to entry 26.

or

Take some time to learn about the creature you're hunting. Knowing more might be invaluable.

Each hunter gains 1 Kulu-Ya-Ku Hide.
Gain 1 track token. Discard 1 time card.
Progress to entry 18.

or

Ignore everything else. Head for the last place Kulu-Ya-Ku was seen.
Discard 6 time cards.
Progress to entry 31.



4



Investigation 3 Starting Point
If starting the adventure here,
the group gains 3 potions.

Once more, into the forest. This time, to hunt a creature causing the sort of havoc that threatens settlements several miles away, as monsters rampage around the nearby area, hunting for their stolen eggs. Kulu-Ya-Ku, the egg-thief, is on the prowl, and you need to halt its thievery as quickly, and effectively, as you can.

Plunge into the forest.
Each hunter gains 1 Kulu-Ya-Ku Scale.
Discard 1 time card. Gain 1 track token.
Progress to entry 9.

or

You've heard the creature was seen near the forest's edge, sheltering.
Each hunter gains 1 Kulu-Ya-Ku Hide.
Discard 1 time card. Gain 2 track tokens.
Progress to entry 6.

or

You know where the thing is.
Head straight for the creature!
Discard 6 time cards. Progress to entry 31.



5



Investigation 4 Starting Point
If starting the adventure here,
the group gains 2 potion.

The theft of eggs is liable to drive any animal, any species, into a rage. With a Kulu-Ya-Ku in the forest, every single monster seems to be on the verge of a rampage. The creature must be stopped before things get really bloody. There are already stories of crushed settlements, of gigantic battles deep into the forest, of conflagrations among the trees. There's only one way of preventing more bloodshed. Get hunting.

Start the hunt now, and quickly.
Discard 2 time cards. Gain 3 track
tokens. Progress to entry 2.

or

Head towards the despoiled nests, you
might catch the sated Kulu-Ya-Ku nearby.
Discard 2 time cards. Shuffle the Wake Up!
card into the time deck.
Progress to entry 3.

or

Proceed cautiously, see what you can discover.
Discard 1 time card. Gain 1 track token.
Progress to entry 4.

or

Ignore everything else. Head for the last
place Kulu-Ya-Ku was seen.
Discard 6 time cards.
Progress to entry 31.

6

The fringes of the forest are always the brightest part; the sun makes the trees shimmer slightly, wreathed in filigreed light. Today, they are even more beautiful, dressed with the plumage of Kulu-Ya-Ku.

Take the feathers.
Each hunter gains 1 Kulu-Ya-Ku Plume.
Discard 1 time card. Progress to entry 26.

7

More yowling, shrieking calls. The sound of branches being broken by something moving quickly, but there's something distinct about this sound. Something to distinguish it from the usual noises of monsters moving at speed; the branches are being snapped deliberately, as though by hands. You've got it now.

Close the distance.
Discard 1 time card. Gain 1 track token.
Progress to entry 31.

8

So far, nothing conclusive to tell you where Kulu-Ya-Ku went. Nothing except more branches, more trees, and more signs of abject chaos. Time to pause, consider your next move.

Consult your maps.

There might be a clue there.

Discard 1 time card. Progress to entry 21.

or

Try getting up higher. See if you can see anything that way. Each hunter gains 1 Dragonvein Crystal. Gain 1 track token. Progress to entry 30.

or

Just keep going. Don't stop.
Gain 1 track token. Shuffle the Determined card into the time deck.
Progress to entry 15.

9

You were certain you knew where you needed to be; where the creature was. Turns out you may have overestimated your hunter's instincts this time.

Continue on this route, and hope your instincts come good. Each hunter gains 1 Kulu-Ya-Ku Beak. Shuffle the Aimlessly Wandering card into the time deck. Progress to entry 29.

or

Turn back.
Discard 2 time cards. Progress to entry 23.

10

Too long. You've spent too long looking through the remnants of the battle and now you've lost the trail. The tracks are almost gone, obscured by the relentless passage of dozens of other creatures passing this way. You curse.

Some of those passing creatures are engaged in battle. That might attract Kulu-Ya-Ku.

Discard 1 time card.
Shuffle the Surprise Attack card into the time deck. Progress to entry 17.

11

The marks of long fingers are plain in this nest, you can see the way Kulu-Ya-Ku swats aside earth to reveal the eggs it craves. See how it selects the largest. From the footprints, you can see how it watches for the nest's guardian to return. Useful information. Remember it.

Discard 1 time card.

Shuffle the Studied Quarry card into the time deck. Progress to entry 27.

12

The battle continues for some time, before, bloodied and furious, both beasts retreat into the depths of the forest. The wreckage they leave behind them is substantial, but there's something to be found amidst the splintered trees and gouged up ground...

Roll a die.

On a 1-2 just a trick of the light.

Discard 1 time card.

Shuffle the Aimless Wandering card into the time deck. Progress to entry 21.

On a 3-4 definitely something!

Each hunter gains 1 Ancient Bone. Gain 2 track tokens. Progress to entry 17.

On a 5-6 now this is useful!

The group gain 1 potion.

Progress to entry 11.

13

Keeping low, hunkering to the ground, you follow the tracks.

Kulu-Ya-Ku is just below you, lowering its head to drink from the pool. You prepare to attack... when the ground gives way beneath you entirely, sending you slipping and sliding towards the bottom of the muddy bank. By the time you're in any state to stand up, Kulu-Ya-Ku is long gone.

Discard 1 time card. Roll a die.

On a 1-2 you skid straight into the pool.

All hunters suffer 2 damage

On a 3-4 you find something of use.

The group gains 1 potion.

On a 5-6 you find a gift Kulu-Ya-Ku left behind.

Each hunter gains 1 Kulu-Ya-Ku Scale.

Progress to entry 30.

14

Evidence of the madness Kulu-Ya-Ku engenders in the forest is scattered through the trees. There was a fight here. A big one. Perhaps three or four large creatures. At least one could fly. There's a lot to collect, if you want to take the time.

Grab what you can and keep hunting. Each hunter gains 1 Monster Bone Medium. Discard 1 time card. Progress to entry 29.

or

Search for the best stuff you can find. Each hunter gains 1 Quality Bone. Gain 1 track token. Progress to entry 10.

15

The route is hard, exhausting, but you've been able to hear faint yaps from time to time. Deadened by the trees, yes, but the call of the Kulu-Ya-Ku is distinctive, and you're pretty sure you heard it. So press on, there's no time to lose.

Try and triangulate those noises. Gain 1 track token. Progress to entry 30.

or

You're certain you know where the beast is. Trust your instincts. Discard 1 time card. Progress to entry 23.

16

The chase is most certainly on; the branches whip at your face as you plunge onwards, forwards, deeper into the forest. You grab at the things striking you in the face, plunging them into your pack as you run on. You're unsure if you're on the right path any longer but you can hear something ahead of you, something you're closing in on. Is it Kulu-Ya-Ku? It must be.

Don't drop the pace now! Each hunter gains 1 Earth Crystal and 1 Quality Bone. Discard 1 time card. Progress to entry 30.

17

The sounds of the battle recede into the ambient noise of the forest. The chirrup of birds, the rasping of the river, and the cries of monsters above everything else. You've heard of dozens such battles erupting in recent days; finding Kulu-Ya-Ku is vital, before the entire forest becomes a war zone.

(The group may only choose this option if they have at least one Kulu-Ya-Ku Beak in their inventories)

Kulu-Ya-Ku tracks. You're certain. Each hunter gains 1 Bird Wyvern Gem. Gain 1 track token. Progress to entry 20.

or

Plunge deeper into the forest. Discard 1 time card. Gain 2 Track tokens. Progress to entry 11.

18

Learning about the creature was useful; you have a sense of it now, a sense of where it might search for food. All you have to do now is catch it. Easy enough, right?

What's that sound?

Chase it down and find out!

Discard 1 time card. Gain 1 track token.

Progress to entry 16.

or

Follow its spore, carefully.

Each hunter gains 1 Kulu-Ya-Ku Beak.

Discard 2 time cards.

Progress to entry 13.

19

There's a great deal of detritus to be sifted through; mounds of it, in fact. Kulu-Ya-Ku seems to enjoy picking up more than just eggs. Mounds of rubbish are strewn across the small clearing. Better hope there's something worth keeping in them, or this has been a huge waste of time.

Better than nothing. Just...

Each Hunter gains 1 Bird Wyvern Crystal.

Discard 1 time card. Progress to entry 1.

20

The tracks are deep. The creature stood for a while, contemplating its next move. You examine the area, and find something else... something confirming you're closing in.

Pick it up, then press on.

Each hunter gains 1 Kulu-Ya-Ku Beak.

Discard 2 time cards.

Progress to entry 27.

21

Your close scrutiny of the map suggests two likely routes Kulu-Ya-Ku is taking through the forest, giving it plentiful opportunities to purloin the eggs of the larger creatures dwelling within. Which one are you going to follow?

Follow the path near the river.

Each hunter gains 1 Dragonite Ore

Discard 1 time card. Progress to entry 11.

or

Hunt via the cliffs.

Each hunter gains 1 Monster Keenbone.

Discard 1 time card. Progress to entry 15.

22

You were right! Kulu-Ya-Ku was here. And it left traces of itself behind. You're on the right path. Not only that, but you're certain you're nearby.

Each hunter gains 1 Kulu-Ya-Ku Plume.

Move towards the edges of the forest. The creature has probably headed that way. Discard 1 time card. Gain 1 track token. Progress to entry 25.

or

Lie in wait here. You sense the beast might return. Discard 4 time cards. Progress to entry 31.



23

You're lucky. Almost immediately you stumbled into Kulu-Ya-Ku's nest; the place is a morass of shattered eggshells. Is it coming back here? Or do you head off, in pursuit of the creature. The nest looks as though it's gone untouched for some time. Abandoned?

(The group may only choose this option if they have at least one Kulu-Ya-Ku Hide in their inventories)

You can hear something big nearby. Investigate. Discard 1 time card. Progress to entry 17.

or

See what there is to find in the nest. Each hunter gains 1 Kulu-Ya-Ku Scale. Discard 1 time card. Progress to entry 19.

24

Kulu-Ya-Ku was definitely running from something, not toward it. And it gave its pursuer the slip. You need to make sure it doesn't leave you in its wake, either.

Hurry. You don't have much time. Discard 1 time card. Progress to entry 16.

25

You pick up Kulu-Ya-Ku's trail near the edge of the forest.

It's definitely been here, you can tell by the way the leaves have been parted; the tell-tale fingermarks.

Too long to be human, but too dextrous to simply be claws or paws. Now to get hunting...

Keep on this track.

Each hunter gains 1 Bird Wyvern Gem.

Discard 1 time card. Progress to entry 28.

26

It came this way. You can discern the snapped branches, the upturned earth from where Kulu-Ya-Ku dug for eggs, or whatever food it could find. A scan of the area tells you there's something to be found here, something that might let you know the creature's next moves.

Are those... Kulu-Ya-Ku tracks?

Each hunter gains 1 Bird Wyvern Gem.

Gain 1 track token. Progress to entry 24.

or

Move through the area carefully, there might be more to find.

Each hunter gains 1 Earth Crystal.

Discard 1 time card. Progress to entry 22.

27

Kulu-Ya-Ku has been digging; must have thought there were eggs buried here, but all you can find is exposed ore. Still, you'll take it. It must be tired after all this exertion, though. Maybe it needs a rest?

Continue the hunt.

Each hunter gains 1 Fucium Ore.

Discard 1 time card. Shuffle the Wake Up! card into the time deck.

Progress to entry 31.

28

The creature came this way. And it moved quickly. You can tell by the way the tracks are spaced. Long strides, close to the ground. Was it searching for eggs? Or had it attracted some unwanted attention? Only one way to find out.

The tracks seem to end, but they went that way...

Each hunter gains 1 Boulder Bone.

Discard 1 time card. Progress to entry 8.

or

(The group may only choose this option if they have at least one Kulu-Ya-Ku Plume in their inventories)

The thing doubled back.

And left something behind!

Each hunter gains 1 Kulu-Ya-Ku Beak.

Gain 1 track token. Progress to entry 24.

29

The chaos in the forest is unending, and it's proving dangerous for everyone. Especially you. As you slink past a copse of trees, a blast of fire nearly lights you up. Before you know it, a Diablos and a Rathalos erupt through the branches, locked in vicious combat. Claws and fangs and spikes rip out chunks of flesh, and all you can do is watch.

All hunters suffer 2 damage.

Get out of here! Now!

Gain 3 track tokens. Progress to entry 17.

or

Hunker down, and hope there's something left over when the fight is finished.

Each hunter gains 1 Earth Crystal.

Gain 1 track token. Progress to entry 12.

30

There are calls ahead of you. Or... are they ahead of you? Is the creature somewhere to your left? Maybe even the right. The acoustics are strange in the forest, and, slightly disoriented, you aren't certain. But conviction fills you; keep going. The beast is nearly yours.

Stay the course.

Discard 1 time card. Progress to entry 7.

31

The arms of Kulu-Ya-Ku are raised, as if in prayer or submission. But the bird-like face behind them shows no signs of anything but animal fury, as its jaws open with a piercing screech. You heft your weapons. Blood is about to be shed.

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

Kulu-Ya-Ku Scoutfly Level

1. If you finish a Kulu-Ya-Ku adventure with equal to or fewer tracks than the minimum Scoutfly level, add **Double Peck** to its behaviour deck.
2. If you finish a Kulu-Ya-Ku adventure with more tracks than the minimum but fewer than the maximum Scoutfly level, add **Solid Rock Throw** to its behaviour deck.
3. If you finish a Kulu-Ya-Ku adventure with equal to or more tracks than the maximum Scoutfly level, add **Aggressive Rock Slam** 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)













★ Kulu-Ya-Ku Assigned Arena Quest ★



Time Limit: 30 time cards

Ancient Forest Set



	   			
	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

	     			
	Bone Reaper	Bone Helm	Jagras Mail	Bone Greaves
	Grandrock	Alloy Helm	Alloy Mail	Jagras Greaves
	Great Bone Gunlance	Alloy Helm	Alloy Mail	Jagras Greaves
	Sniper Shot	Bone Helm	Jagras Mail	Bone Greaves
	Heavy Bone Lance	Alloy Helm	Alloy Mail	Jagras Greaves
	Heavy Bone Horn	Bone Helm	Jagras Mail	Bone Greaves

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

★ Kulu-Ya-Ku Assigned Arena Quest ★

Time Limit: 30 time cards

Wildspire Waste Set



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

	Bone Reaper						Bone Helm	Barroth Mail	Bone Greaves
		Grandrock					Alloy Helm	Alloy Mail	Barroth Greaves
			Great Bone Gunlance				Barroth Helm	Alloy Mail	Chainmail Trousers
				Sniper Shot			Bone Helm	Barroth Mail	Bone Greaves
					Heavy Bone Lance		Barroth Helm	Alloy Mail	Chainmail Trousers
						Heavy Bone Horn	Bone Helm	Barroth Mail	Bone Greaves


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

Kulu-Ya-Ku Investigation Arena Quest



Time Limit: 30 time cards

Ancient Forest Set



	   			
	Jagras Blade	Alloy Helm	Kulu Mail	Jagras Greaves
	Strong Hatchets	Kulu Headpiece	Jagras Mail	Bone Greaves
	Jagras Edge	Bone Helm	Jagras Mail	Kulu Greaves
	Hunter Proud Bow	Alloy Helm	Kulu Mail	Jagras Greaves

	     			
	Bone Reaper	Kulu Headpiece	Jagras Mail	Bone Greaves
	Grandrock	Kulu Headpiece	Alloy Mail	Jagras Greaves
	Jagras Gunlance	Alloy Helm	Kulu Mail	Jagras Greaves
	Jagras Blitz	Bone Helm	Jagras Mail	Kulu Greaves
	Heavy Bone Lance	Alloy Helm	Kulu Mail	Jagras Greaves
	Heavy Bone Horn	Kulu Headpiece	Jagras Mail	Bone Greaves

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
















Kulu-Ya-Ku Investigation Arena Quest



Time Limit: 30 time cards

Wildspire Waste Set



   			
 Carapace Axe	Alloy Helm	Kulu Mail	Barroth Greaves
 Aerial Magus	Kulu Headpiece	Barroth Mail	Bone Greaves
 Mighty Strongarm	Barroth Helm	Kulu Mail	Bone Greaves
 Power Shooter	Alloy Helm	Kulu Mail	Barroth Greaves

     			
 Bone Reaper	Kulu Headpiece	Barroth Mail	Bone Greaves
 Carapace Sledge	Alloy Helm	Kulu Mail	Barroth Greaves
 Carapace Cannon	Barroth Helm	Alloy Mail	Kulu Greaves
 Carapace Rifle	Bone Helm	Barroth Mail	Kulu Greaves
 Carapace Lance	Barroth Helm	Alloy Mail	Kulu Greaves
 Heavy Bone Horn	Kulu Headpiece	Barroth Mail	Bone Greaves

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












Kulu-Ya-Ku Tempered Investigation Arena Quest





Time Limit: 30 time cards

Ancient Forest Set



	   			
	Jagras Blade	Kulu Headpiece	Kulu Mail	Bone Greaves
	Rending Beaks	Kulu Headpiece	Jagras Mail	Bone Greaves
	Jagras Edge	Kulu Headpiece	Kulu Mail	Bone Greaves
	Kulu Arrow	Alloy Helm	Kulu Mail	Jagras Greaves

	     			
	First Dance	Kulu Headpiece	Jagras Mail	Bone Greaves
	Kulu Beak	Kulu Headpiece	Alloy Mail	Jagras Greaves
	Jagras Gunlance	Kulu Headpiece	Kulu Mail	Bone Greaves
	Jagras Fire	Kulu Headpiece	Kulu Mail	Bone Greaves
	Kulu Lance	Alloy Helm	Kulu Mail	Jagras Greaves
	Kulu Duda	Kulu Headpiece	Jagras Mail	Bone Greaves











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





Kulu-Ya-Ku Tempered Investigation Arena Quest





Time Limit: 30 time cards

Wildspire Waste Set

	   			
	Carapace Axe	Kulu Headpiece	Kulu Mail	Bone Greaves
	Kulu Blade	Kulu Headpiece	Barroth Mail	Bone Greaves
	Mighty Strongarm	Barroth Helm	Kulu Mail	Kulu Greaves
	Power Shooter	Kulu Headpiece	Alloy Mail	Kulu Greaves

	     			
	First Dance	Kulu Headpiece	Barroth Mail	Bone Greaves
	Kulu Beak	Alloy Helm	Kulu Mail	Barroth Greaves
	Carapace Cannon	Barroth Helm	Kulu Mail	Kulu Greaves
	Carapace Rifle	Kulu Headpiece	Alloy Mail	Kulu Greaves
	Kulu Lance	Barroth Helm	Alloy Mail	Kulu Greaves
	Kulu Duda	Kulu Headpiece	Barroth Mail	Bone Greaves

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

