A detailed illustration of the monster Kushala Daora, a large, dark, scaly creature with a long, spiky tail and a fierce expression. The background is a fiery, orange and red landscape with a bright light source in the upper right. The title text is overlaid on the scene.

MONSTER HUNTER WORLD

THE BOARD GAME

❖ KUSHALA DAORA ❖

RULEBOOK



CAPCOM

Introduction

Teeth like the fangs of winter itself, scales harder than the ice of the glacier, Kushala Daora is an elder dragon capable of reducing even the hardest of hunters to shivering wrecks... and not just because of the cold. Hunters prepared to head into the wilderness in search of such a creature should be wary; Kushala Daora might not be the most hostile of the elder dragons, but the living storm is capable of sweeping all before it once roused.



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Game Components

Kushala Daora

Kushala Daora is an elder dragon that shields itself with fierce winds, preventing anyone from approaching it. Its skin—hard, metallic scales—is proof against all but the strongest weapons. Prepare to have your mind blown.



Time Cards

Additional time cards that may be added to the time deck during the gathering phase of Kushala Daora quests. These cards are numbered 89-92.



Armour Cards

Sturdy armour forged from Kushala Daora monster parts. These cards are numbered 19-30.



Weapon Cards

Powerful weapons for each hunter forged from Kushala Daora monster parts. These cards are numbered 1-18.



Attack Cards

Additional attack cards used in combination with the new Kushala Daora weapon cards. These cards are numbered 31-72.



Damage Cards

Additional damage cards to form the damage decks of Kushala Daora weapons. These cards are numbered 73-88.



Physiology Cards

Physiology cards containing the vital statistics of Kushala Daora. These cards are numbered 106-108.



Behaviour Cards

Kushala Daora is controlled by a deck of behaviour cards featuring unique attacks. These cards are numbered 93-105.



Tokens

6 Wind Tokens
Powerful winds that engulf Kushala Daora's body during the hunt, marked with tokens placed on its physiology card.

6 Tornado Tokens
Kushala Daora's attacks create powerful wind vortices placed onto nodes on the game board.

Adding Kushala Daora to your Campaign

Monster Hunter World: The Board Game - Kushala Daora, known as the Kushala Daora 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 terrifying new monster to hunt, and equipment to forge!

If you choose to include Kushala Daora in your campaign the  Kushala Daora quest becomes the final quest you must successfully complete to win your campaign.

If including Kushala Daora 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 Kushala Daora. Though we'd recommend you don't do this till later in your campaign to avoid crushing defeat if you take on an elder dragon too early!
3. Completing the assigned quest for Kushala Daora allows you to select the investigation quests for Kushala Daora.

If adding multiple monsters with  quests to your campaign, add 5 days to your campaign timer per monster added. Additionally, it's entirely up to you which  quest you wish to be your final quarry, so choose wisely!

Rarity 5 Equipment

To slay the strongest elder dragons, you'll need even more powerful equipment.

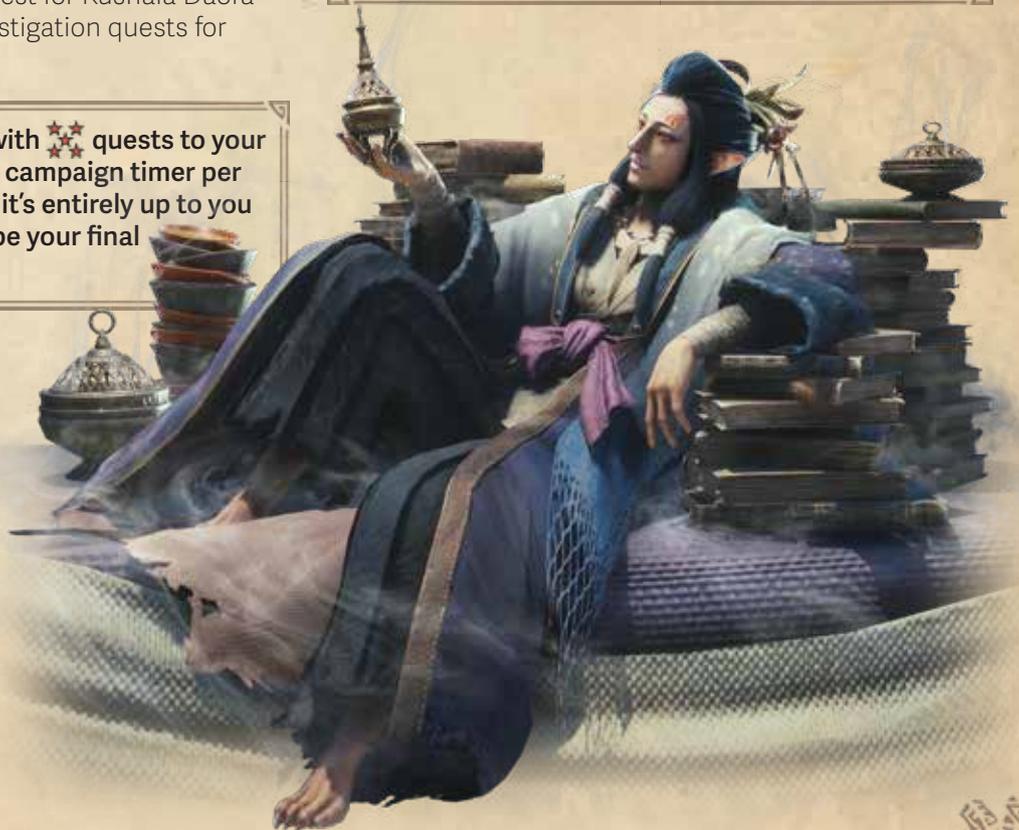


Orange symbols are rarity 5 weapons.



Orange symbols are also rarity 5 armour.

You may be able to take on the Kushala Daora assigned quest, or even the investigation quest with rarity 4 weapons, but be sure to invest in some rarity 5 weapons and armour before taking on the Kushala Daora tempered investigation!



Kushala Daora Weapon Forge Reference

Buster Sword
Starting Weapon

1 x7 2 x4 3 x1

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

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.

Proto Commission Axe
Starting Weapon

1 x8 2 x4

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

Iron Hammer
Starting Weapon

1 x10 2 x1 4 x1

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

Iron Gunlance
Starting Weapon

1 1 x8 2 x4

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

Icsteel Edge

Daora Claw x1, Daora Webbing x2, Nergigante Carapace x1, Daora Tail x2

1 2 x4 3 x4 4 x5 5 x1

Remove: 2 Charge Up
Add: 2 Frozen Charge Up

Twin Nails

Daora Claw x1, Daora Webbing x2, Nergigante Carapace x1, Daora Tail x2

1 x3 2 x5 3 x5 4 x1

Remove: Any 2 Cards
Add: 2 Blast Wrath

Icsteel Bow

Daora Claw x1, Daora Webbing x2, Nergigante Carapace x1, Daora Tail x2

2 x4 3 x8 4 x2

Remove: 4 Power Coating
Add: 4 Frost Coating

Daora's Entom

Daora Claw x1, Daora Webbing x2, Nergigante Carapace x1, Daora Tail x2

1 x2 2 x7 3 x3 4 x2

Remove: 1 White Kinsect Harvest Extract
Add: 1 Kushala Daora Kinsect Harvest Extract

Daora's Casca

Daora Claw x1, Daora Webbing x2, Nergigante Carapace x1, Daora Tail x2

1 2 x8 3 x2 4 x3 5 x1

Remove: 3 Return Stroke
Add: 3 Freezing Stroke

Icsteel Hammer

Daora Claw x1, Daora Webbing x2, Nergigante Carapace x1, Daora Tail x2

1 2 x10 4 x2 5 x2

Remove: 2 Side Smash
Add: 2 Icy Side Smash

Icsteel Gunlance

Daora Claw x1, Daora Webbing x2, Nergigante Carapace x1, Daora Tail x2

1 2 x7 3 x6 4 x1

Remove: 2 Rising Slash
Add: 2 Freezing Rising Slash

Daora's Decimator

Daora Horn x4, Daora Claw x3, Daora Gem x1

1 2 x5 3 x6 4 x3 5 x2

Remove: 2 Charge Up, 4 Overhead Slam
Add: 2 Frozen Charge Up, 4 Frostbite Slam

Fire and Ice

Daora Horn x4, Daora Claw x3, Daora Gem x1

2 x9 3 x4 4 x3

Remove: Any 2 Cards, 1 Sixfold Slash, 2 Double Slash
Add: 2 Frozen Charge Up, 3 Rending Slice

Daora's Sagittarii

Daora Horn x4, Daora Claw x3, Daora Gem x1

2 x5 3 x7 4 x4

Remove: 4 Power Coating, 1 Dragon Piercer, Any 1 Card
Add: 4 Frost Coating, 2 Ice Piercer

Daora's Tethidine

Daora Horn x4, Daora Claw x3, Daora Gem x1

2 x8 3 x4 4 x4

Remove: 1 White Kinsect Harvest Extract, 2 Reaping Slash
Add: 1 Kushala Daora Kinsect Harvest Extract, 2 Brittle Slash

Daora's Thwartoise

Daora Horn x4, Daora Claw x3, Daora Gem x1

1 2 x8 3 x2 4 x4 5 x2

Remove: 3 Return Stroke, 2 Weak Slash
Add: 3 Freezing Stroke, 2 Gliding Slash

Daora's Colossus

Daora Horn x4, Daora Claw x3, Daora Gem x1

1 2 x11 4 x2 5 x3

Remove: 2 Side Smash, 2 Upswing
Add: 2 Icy Side Smash, 2 Frozen Upswing

Daora's Brigia

Daora Horn x4, Daora Claw x3, Daora Gem x1

1 2 x8 3 x5 4 x3

Remove: 2 Rising Slash, 2 Charged Shell
Add: 2 Freezing Rising Slash, 2 Frozen Charged Shell

Kushala Daora Weapon Forge Reference

Chain Blitz
Starting Weapon

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

 x10  x2

Iron Lance
Starting Weapon

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

 x8  x4

Icesteel Wasp

Daora Claw x1, Daora Webbing x2, Nergigante Carapace x1, Daora Tail x2

 x1  x9  x2  x2

Remove: 2 Poison Ammo 1 Add: 2 Freeze Ammo

Daora's Hornet

Daora Horn x4, Daora Claw x3, Daora Gem x1

 x2  x9  x3  x2

Remove: 2 Poison Ammo 1, 1 Wyvernblast, Any 1 Card Add: 2 Freeze Ammo, 2 Freezing Wyvernblast

Icesteel Spear

Daora Claw x1, Daora Webbing x2, Nergigante Carapace x1, Daora Tail x2

 x6  x5  x3

Remove: 3 Mid Thrust Add: 3 Blizzard Thrust

Daora's Fang

Daora Horn x4, Daora Claw x3, Daora Gem x1

 x5  x8  x2  x1

Remove: 3 Mid Thrust, 2 Guard Dash Add: 3 Blizzard Thrust, 2 Frozen Dash

Kushala Daora Armour Forge Reference

Kushala Glare

Daora Dragon Scale x2, Daora Carapace x1, Daora Webbing x1, Elder Dragon Bone x2

Ice Attack

Kushala Cista

Daora Carapace x1, Daora Horn x1, Daora Claw x1, Daora Gem x1

Set Bonus: Kushala Daora Flight

Kushala Crus

Daora Carapace x1, Daora Dragon Scale x1, Daora Webbing x2, Elder Dragon Blood x2

Handicraft

Kushala Daora Special Rules

Kushala Daora follows all of the standard rules for quests with some exceptions which are detailed in the special rules found on this page. The first time you hunt Kushala Daora we recommend keeping this page open to read Kushala Daora's special rules in full. However, a simplified version of these special rules are included on Kushala Daora's physiology cards to refer to once you're more comfortable with them.

Setup

Gather 2 wind tokens and 5 tornado tokens.
Place them to the side of the playing area.

Return additional wind and tornado tokens to the game box, these are spare tokens.

Wind Tokens



Placing Wind Tokens

At the start of Kushala Daora's turn, place 1 wind token on its physiology card. If 2 wind tokens are on its physiology card, remove both tokens instead of placing 1.

Wind Token Effects

During your turn, when your hunter moves onto a node adjacent to Kushala Daora you must discard attack cards from your hand with a total agility value that equals or exceeds the number of wind tokens currently on its physiology card.

If you're unable to discard the required attack cards your hunter can't move onto the node. If there are no wind tokens on the physiology card, you don't discard any attack cards.

Hunter attack cards have -1  for each wind token on Kushala Daora's physiology card, to a minimum of 1.

Tornado Tokens



Placing Tornado Tokens

When you draw a behaviour card for Kushala Daora with , place 1 tornado token on the node it's positioned on.

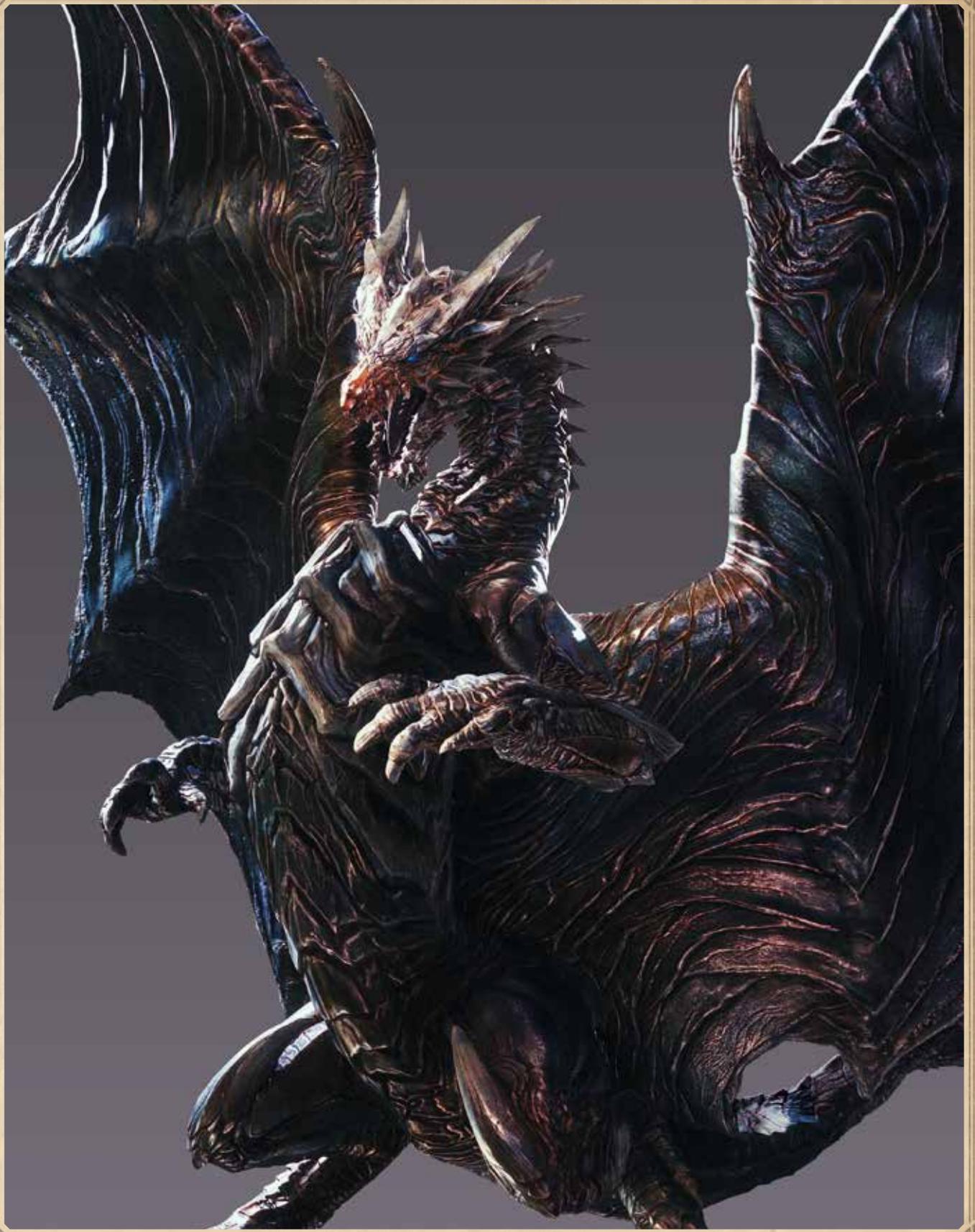
If that node already has a tornado token, don't place another one. If there are already 5 tornado tokens on the game board, remove all tornado tokens from the game board. Then place 1 tornado token on the node Kushala Daora is positioned on.

Tornado Token Effect

During your turn, when your hunter moves onto a node containing a tornado token you must discard attack cards from your hand with a total agility value that equals or exceeds the number of wind tokens on Kushala Daora's physiology card.

If you're unable to discard the required attack cards your hunter can't move onto the node. If there are no wind tokens on the physiology card, you don't discard any attack cards.

Tornado tokens don't affect the movement of Kushala Daora.



Kushala Daora



★ 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 2 potions.



Bringing down an elder dragon is the sign of a true hunter; of those who become legends, venerated by their peers, respected by the Commission. And that's what you're about to do. You're about to hunt Kushala Daora, the living storm. A creature of frost, of ice and wind, and the relentless force of blizzards. So you're heading into the forest, once again, into the teeth of the gale. Pray you don't find yourself trapped between the teeth of Kushala Daora.

Start with Kushala Daora's last victim.

Each hunter gains 1 Rathalos Wing. Discard 1 time card. Progress to entry 2.

or

Head into the snow; the elder dragon will be there somewhere. Discard 2 time cards. Gain 1 track token. Progress to entry 3.

or

You know where the beast will be. Trust your gut. Discard 8 time cards. Progress to entry 8.



2

Investigation 1 Starting Point

If starting the adventure here, the group gains 3 potions.



The presence of Kushala Daora is difficult to miss for those in the surrounding areas. The height of summer is suddenly the middle of winter. Crops die, frostbitten. Animals freeze in droves. The beast has to be killed. And you've been selected to administer the execution. Of course, you've got to make your way through a constant ice storm first. And then defeat an elder dragon. It's quite the adventure before you..

Head directly into the blizzard. That's where the elder dragon will be. Discard 1 time card.

Shuffle the Ice Storm card into the time deck. Progress to entry 27.

or

Spend some time getting to know your foe. Gain 1 track token. Progress to entry 37.

or

You know where the beast will be. Trust your gut. Discard 8 time cards. Progress to entry 8.



3

Investigation 2 Starting Point

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



You've been enlisted for the kind of job only the very best hunters get called for. It's an honour, in a way. It's also as dangerous as anything you've ever done. You need to track down and kill an elder dragon, Kushala Daora. No elder dragon is ever easy to fight, but Kushala Daora is tougher than most. The ice and snow it weaves about itself make tracking it almost impossible. You're fighting winter incarnate. Doing that, and surviving, is going to take all the skill you possess.

Make sure you know your foe before setting off. Speak to those who've tracked the beast before.

Each hunter gains 1 Daora Webbing. Discard 2 time cards. Gain 1 track token. Progress to entry 13.

or

Head straight into the forest. Gain 3 track tokens. Progress to entry 13.

or

You've heard vague stories about tracks, nearby. They might be worth investigating. Each hunter gains 1 Daora Claw. Discard 1 time card. Gain 2 track tokens. Progress to entry 34.

or

You know where the beast will be. Trust your gut. Discard 8 time cards. Progress to entry 8.



4



Investigation 3 Starting Point

If starting the adventure here, the group gains 3 potions.

It's suddenly winter. It wasn't a few days ago. A few days ago, the sun was high and the days were long and warm. Now, now the snow is inches deep, and the winds could strip a Diablos corpse in minutes. A few days ago there were claims that Nergigante was about to rampage through the area. Now, they say Kushala Daora is reigning over the forest. It needs to be dealt with, or this winter is only going to grow worse. But this elder dragon is a dangerous opponent, even by the standards of the ancient beasts; not much takes down Nergigante.

You examine the Nergigante corpse before heading into the forest.
Each hunter gains 1 Nergigante Carapace.
Gain 1 track token. Progress to entry 23.

or

Concentrate only on your quarry. Start the hunt.
Each hunter gains 1 Daora Gem. Gain 1 track token. Progress to entry 14.

or

You know where the beast will be. Trust your gut.
Discard 8 time cards. Progress to entry 8.



5



Investigation 4 Starting Point

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

The bringing down of an elder dragon is always a significant undertaking. The creatures are vast, powerful, deadly. If they can possibly avoid taking on such a quarry, the sensible hunter does so. Who knows how many times you'll be lucky enough to strike a creature with such power before it flexes its tail faster than you can react, and your head and shoulders part company? This, however, is one of those times where an elder dragon must be killed. Kushala Daora has come to the forest. While far from hostile to the creatures around it, or to the settlements nearby, it's turned the world to winter. People shiver and perish in their homes, when they should be basking in the summer sun. So wrap up warm, and ready yourself for the hunt.

Head to where the beast was last seen!
Discard 1 time card. Progress to entry 2.

or

Find out what you can about the beast, before you enter its icy domain.
Each hunter gains 1 Elder Dragon Blood.
Gain 1 track token. Progress to entry 3.

or

You know where the beast will be. Trust your gut.
Discard 8 time cards. Progress to entry 8.

6

Taking some time to force warmth back into your limbs was a good move, even if it delayed your pursuit. The cold feels a little less oppressive, the snow a little less exhausting to wade through. As if to reward your nascent optimism, you can even see something worth retrieving, nuzzled into a nearby snowdrift.

Ignore it and return to the hunt.
Discard 1 time card. Progress to entry 24.

or

Why ignore such a gift?
Each hunter gains 1 Blos Medulla.
Discard 1 time card. Progress to entry 8.

7

Getting warm is proving extremely hard. Even the small fire you've lit isn't driving out the cold. You need to do something before hypothermia sets in.

Each hunter that doesn't have resistance suffers 1 damage.

Increase the size of the fire.
Discard 1 time card. Progress to entry 12.

or

Get moving, quickly.
Each hunter gains 1 Daora Horn.
Discard 1 time card. Progress to entry 6.

8

Were these remains once a Kushala Daora? It's difficult to tell. It's difficult to tell what brought the creature here in the first place; it seems a small clearing, nothing else. But the bones lie here, untouched, save for the scattering of dust-like snow; an offering? No time to think about it too closely. You can hear something huge, moving just ahead. The elder dragon is near.

Are you prepared for battle? You need to be.
Each hunter gains 1 Elder Dragon Bone.
Discard 1 time card. Progress to entry 38.

9

Nothing. And now your hands are even colder than they were.

Keep moving through the snowdrifts, deeper into the forest.
Discard 1 time card. Progress to entry 32.

10

The snow, billowing in the high wind, restricts your visibility, so much so you don't notice that the ice you're making your way across is dangerously thin, and above water. It's only when your right foot plunges through into water so cold that you scream you become conscious of the danger all around you. Dragging your foot from the black portal it briefly vanished into, you slide to more stable ground.

There's no time to worry about frostbite.
The beast is near. Push on and push through.
Each hunter that doesn't have  resistance suffers 1 damage.
Each hunter gains 1 Daora Carapace.
Shuffle the Exhaustion card into the time deck.
Gain 1 track token. Progress to entry 32.

or

You need to deal with this properly, and you need to rest.
Discard 1 time card. Gain 1 track token. Progress to entry 7.

11

The elder dragon made itself comfortable here. Not a nest, exactly, but it bedded down. The way the snow is shaped, the broken trees, the ice shattered. The creature spent some time waiting in this spot. You could search where it lay, perhaps there might be some clue to where it intends to go?.

Investigate the elder dragon's bed.
Discard 1 time card. Roll a die.

On a 1-2 nothing but chills from digging through the snow.
All hunters suffer 2 damage.

On a 3-4 something useful, despite the cold!
Add 1 potion to the pool.

On a 5-6 the dragon left a part of itself behind!
Each hunter gains 1 Daora Tail. Progress to entry 36.

or

Keep to the track you're on.
Gain 2 track tokens. Progress to entry 12.

12

There's a lull in the endless surging of the winds, a moment of perfect peace. This is it, you realise. You've made it to the eye of the storm. The elder dragon is near, and the ordeal of the trail is almost over. The true war is about to begin.

Ready yourself for what comes next.
Each hunter gains 1 Daora Dragon Scale. Discard 1 time card.
Shuffle the Eye of the Storm card into the time deck.
Progress to entry 38.

13

Finally! Finally, something amidst the relentless snow and ice to show the beast is here, and that you're at least in the right forest! These prints are those of Kushala Daora—you've done your research—and, shining from amidst the snow, is there something more?

Roll a die.

On a 1-3 each hunter gains 1 Daora Carapace.
Discard 1 time card. Progress to entry 17.

On a 4-6 gain 1 track token. Progress to entry 9.

14

The ice underfoot makes progress slow and difficult. Even with the grips on your boots, it's hard not to slip, and the caution each step requires makes your pursuit awkwardly slow.

At least you found something useful.
Each hunter gains 1 Daora Claw. Discard 2 time cards. Progress to entry 10.

or

At least you found signs of the Daora's trail.
Discard 1 time card. Gain 1 track token. Progress to entry 10.

15

Whether the webbing was hanging from that tree a lot longer than you supposed, or Kushala Daora simply disappeared into the storm, you're suddenly buffeted by winds that seem stronger than ever, and there's no sign of an elder dragon.

Don't get disheartened.
Discard 1 time card. Progress to entry 11.

16

Ice, snow, hail, sleet. The presence of Kushala Daora afflicts you with all of them, pouring down in endless torrents upon your head. The journey is a miserable one.

Keep your eyes peeled.
There might be something in the surrounding foliage.
Gain 1 track token. Progress to entry 24.

or

Spend some time getting warm.
Discard 1 time card. Progress to entry 6.

17

You curse, biting down on your lip to stop a cry of pain escaping. The wind, scouring through the trees, is blowing shards of ice into your face. It hurts, and you're not closing in on Kushala Daora at nearly the speed you need to. In fact, beyond the weather conditions battering you right now, the creature might not even be here.

Huddle into your furs, and move on.
Each hunter that doesn't have  resistance suffers 1 damage.
Discard 1 time card. Progress to entry 28.

or

Is that the call of the elder dragon, keening over the wind?
Gain 1 track token.
Shuffle the Wind Storm card into the time deck.
Progress to entry 20.

18

The snow gives forth more than you expected, but, by the end of the search, you're in need of a real rest. What will you do when you're recovered?

The snow contains more clues to Kushala Daora's next move.
Each hunter gains 1 Daora Horn.
Gain 2 track tokens.
Progress to entry 20.

or

You've spent too long here,
time to get back to tracking the beast.
Discard 1 time card. Progress to entry 12.

19

Stepping outside the ring of icicles you narrowly escaped being impaled by, you're confronted by the most compelling proof yet that Kushala Daora is nearby. Its webbing, snagged on the twisting bough of a nearby tree. The ice crystals forming on it means it was likely left a little time before, but it's something.

Hurry onwards, trying to close the distance with your prey.
Discard 1 time card. Progress to entry 25.

or

Stop and collect the webbing. It might prove useful.
Each hunter gains 1 Daora Webbing. Gain 1 track token. Progress to entry 15.

20

Hacking away chunks of frozen Diablos isn't exactly the task you thought you'd be performing this hunt. You've pared away a lot of the corpse, but there's more to be claimed, if you want it?

Enough's enough. Back on the trail of the dragon.
Discard 1 time card. Progress to entry 24.

or

More supplies are always needed.
Each hunter gains 1 Diablos Ridge.
Discard 1 time card. Progress to entry 6.

21

There's fresh snow in the sky, already obscuring the signs of the frenetic battle between the Rathalos and whatever angered it. It's time to get moving. Staying too long in any one spot is dangerous in these temperatures. Brushing the snow from your face, you resolve to press on.

Follow the trail of Rathalos blood.
Discard 1 time card. Progress to entry 36.

or

Head deeper into the forest,
and try to avoid the worst of the storm.
Discard 2 time cards. Gain 2 track tokens.
Progress to entry 28.

22

You find evidence of Kushala Daora's presence here, in the recent past, but soon your hands are entirely without feeling again, and you can feel the numbness beginning to take hold in your feet and legs.

You're exhausted, numb, and struggling.
But you don't give in that easy.
Each hunter that doesn't have  resistance suffers 1 damage.
Gain 1 track token. Progress to entry 18.

23

Being on the right track doesn't insulate you against the cold. And it doesn't protect you from the icicles, suspended from virtually every branch. The icicles dropping down on you right now. Dodge!

Get your breath back, check you're in one piece, and press on.
Each hunter that doesn't have  resistance suffers 1 damage.
Gain 1 track token. Progress to entry 19.

24

The elder dragon paused here, took a few moments to recover itself, not unlike you're doing. You can tell by the patterns of frost, painted onto the earth and the surrounding trees; the dragon waited for a moment before it proceeded on elsewhere. Maybe you can do the same?

No time. Take what you can and hurry up!
Each hunter gains 1 Daora Dragon Scale.
Discard 2 time cards. Progress to entry 12.

or

Try to see what the elder dragon found here.
Discard 1 time card. Add 1 potion to the pool.
Progress to entry 8.

25

The Rathalos was badly injured in its fight. Not fatally, judging by the amount of blood staining the snow, but enough to force it to drag itself to safety. You wonder if the fight was caused by the two creatures obstructing one another fleeing Kushala Daora. Might be worth backtracking, finding out where the two beasts were running from.

Gather what you can.
Each hunter gains 1 Rathalos Scale.
Discard 1 time card. Gain 1 track token.
Progress to entry 36.

26

Warming back up takes time. And you don't have much to spare. The storm's growing worse, and the snow just gets heavier, making tracking the beast harder and hastening the point at which you'll have to turn back.

Just keep walking. The snow will ease up soon.
Gain 1 track token. Progress to entry 29.

or

Dig around here. There might be some insight into the elder dragon's actions.
Each hunter gains 1 Elder Dragon Blood.
Gain 1 track token. Progress to entry 22.

27

The wind is outrageous, cutting through thermal clothing, and leaving you feeling utterly raw. But you're soon certain you're on Kushala Daora's tracks.

Take the proof you're on the right track.
Something to keep you going, through the cold.
Each hunter gains 1 Elder Dragon Bone.
Discard 1 time card. Progress to entry 29.

or

Ignore it for now.
Gain 1 track token. Progress to entry 23.

28

Moving into the forest quickly proves wise. Some cover from the wind and the snow lets you gather your wits, lets you breathe, lets sensation return to your extremities. It also teaches you how to deal with the conditions. Information you intend to use during the rest of the hunt.

Somewhat restored, you press on.
Discard 1 time card.
Shuffle the Rocksteady Mantle card into the time deck. Progress to entry 36.

29

The snow is less thick here, something you're grateful for, as the effort needed to wade through the knee-deep whiteness is already sapping your energy. What cleared the snow away was another battle; this time between a Rathalos and... well, you're unsure what, but it had a big horn.

Each hunter gains 1 Rathalos Carapace. Discard 1 time card.
Progress to entry 25.

or

Dig about for something else.
Each hunter gains 1 Majestic Horn. Discard 2 time cards.
Progress to entry 21.

30

The way is occluded with heaped snow, and forcing your way through is consuming more energy than you can afford. The cold eats through your gloves, until you stop feeling your aching hands. They've simply become leaden weights on the ends of your arms. That's not a good sign.

Try and force some life back into your limbs!
Each hunter that doesn't have  resistance suffers 1 damage.
Discard 1 time card. Progress to entry 26.

31

Your doughtiness is paying off. You know it. The snow isn't abating, the wind might still be flensing your cheeks, but you keep pressing on. And you're hopeful Kushala Daora is close. And that things don't suddenly get worse...

Keep on this route.
Discard 1 time card. Progress to entry 16.

or

There's something there, something different about the way the snow swirls in the air...
Each hunter gains 1 Elder Dragon Blood.
Discard 1 time card. Progress to entry 38.

32

Moving deeper into the forest was a good move. Kushala Daora was definitely here, and, judging from the disposition of the snow, a Diablos entered the wrong elder dragon's territory. What's left of the Diablos is mostly frozen, an ugly ice statue, its features a rictus of pain.

The Diablos didn't go down without a fight.
Each hunter gains 1 Daora Carapace.
Discard 1 time card. Progress to entry 29.

or

There's a lot to scavenge off the Diablos, even if it's frozen.
Each hunter gains 1 Diablos Carapace.
Discard 1 time card. Progress to entry 20.

33

You've not been journeying long, but already the cold is starting to sink its vicious claws into your bones. You can feel the dull ache in your calves and feet becoming something sharper. This is a worrying start. You consider turning back, but you've dealt with worse. You can risk travelling a little further. And there are some unexpected bounties to be found in the snow.

Each hunter that doesn't have  resistance suffers 1 damage. Each hunter gains 1 Daora Tail. Discard 1 time card. Progress to entry 13.

34

The problem with a forest is that one tree looks very much like another. Cover those trees with snow, and the ground with snow, and fill the skies with snow, and determining where you are at any point in time is almost impossible. You're lost.

Lost, but lucky!
Each hunter gains 1 Daora Gem.
Shuffle the Aimlessly Wandering card into the time deck.
Progress to entry 9.

or

Don't change course just yet.
Discard 2 time cards. Progress to entry 30.

35

You keep going. That's what hunters do. No matter how difficult the terrain, how deadly the enemy. You are having to repeat this little mantra to yourself a lot during this hunt. The soaking boots, the constant gnawing soreness in your hands and arms, the additional weight the snow adds to your pack, no matter how much you brush it off. But you don't give up.

(The group may only choose this option if they have at least one Daora Claw in their inventories)

The wind seems quieter in this direction.
Discard 1 time card. Progress to entry 12.

or

Slow down a little, rest, but keep going.
Discard 2 time cards. Gain 1 track token.
Progress to entry 31.

36

The Rathalos corpse, badly broken by a creature far larger and more powerful than itself. You almost feel pity for the thing. It didn't stand a chance. You reach out and pat it, immediately wishing you hadn't as your gloved hand sticks to the monster's frozen hide. Ripping yourself free leaves behind a lot of glove, and a fair amount of skin too.

Get something from this unfortunate.
Each hunter that doesn't have  resistance suffers 1 damage. Each hunter gains 1 Rathalos Medulla. Discard 1 time card. Progress to entry 35.

37

Kushala Daora is not the most aggressive of the elder dragons, but, when roused to fury, it is as unstoppable as the rotation of the world. You've already seen the remnants of a Rathalos unwise enough to challenge its dominance over the forest. Now, embedded in the thick rime of frost across the forest floor, you discover something else. The cracked remnant of a Nergigante carapace. You're almost sorry you missed the battle.

Prise the treasure free from the ice.
Each hunter gains 1 Nergigante Carapace.
Discard 1 time card. Progress to entry 29.

or

Leave it. Time's wasting.
Discard 1 time card. Gain 1 track token.
Progress to entry 21.

38

The storm is no longer formless. Now it is a snarling colossus of muscle, scales, and teeth. It inclines its head quizzically as it sees you approach. There's no anger, no bellow of fury. But then it sees the weapons in your hands, and, shaking a deluge of ice from its sides, unfurls. The creature is vast. It opens its mouth, teeth glinting in the dying sun. Battle is joined.

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

Kushala Daora Scoutfly Level

1. If you finish a Kushala Daora adventure with equal to or fewer tracks than the minimum Scoutfly level, add **Wind Bite** to its behaviour deck.
2. If you finish a Kushala Daora adventure with more tracks than the minimum but fewer than the maximum Scoutfly level, add **Wing Buffet** to its behaviour deck.
3. If you finish a Kushala Daora adventure with equal to or more tracks than the maximum Scoutfly level, add **Engulfing Aura** 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)





Kushala Daora Assigned Arena Quest



Time Limit: 40 time cards

Ancient Forest Set



Jagras Hacker	Jagras Helm	Anja Mail	Rath Soul Greaves
Anja Cyclone	Anja Helm	Jagras Mail	Rathalos Greaves
Jagras Garrote	Jagras Helm	Rathalos Mail	Anja Greaves
Anja Arch	Anja Helm	Kadachi Mail	Rathalos Greaves

Anja Scimitar	Anja Helm	Kadachi Mail	Rathalos Greaves
Anja Striker	Anja Helm	Jagras Mail	Rathalos Greaves
Glutton Gunlance	Jagras Helm	Anja Mail	Rath Soul Greaves
Jagras Fire	Jagras Helm	Rathalos Mail	Anja Greaves
Lightning Spire	Jagras Helm	Anja Mail	Rath Soul Greaves
Anja Barone	Anja Helm	Kadachi Mail	Rathalos Greaves

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

Wildspire Waste Set



Barroth Grinder	Diablos Helm	Barroth Mail	Jyura Greaves
Datura Blade	Jyura Helm	Diablos Nero Mail	Barroth Greaves
Jyura Depth	Barroth Helm	Diablos Nero Mail	Pukei Greaves
Datura Blaster	Jyura Helm	Diablos Mail	Barroth Greaves

Dipterus	Jyura Helm	Diablos Mail	Barroth Graves
Buon Fiore	Diablos Helm	Barroth Mail	Jyura Greaves
Jyura Blaster	Barroth Helm	Nero Diablos Mail	Pukei Greaves
Jyura Bullet	Jyura Helm	Diablos Mail	Barroth Graves
Water Spike	Barroth Helm	Diablos Nero Mail	Jyura Greaves
Water Tamtam	Diablos Helm	Jyura Mail	Barroth Graves

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

Kushala Daora Investigation Arena Quest

Time Limit: 40 time cards

Ancient Forest Set



Icesteel Edge	Jagras Helm	Anja Mail	Rath Soul Greaves	
Anja Cyclone	Kushala Glare	Rathalos Mail	Kushala Crus	
Heat Edge	Kushala Glare	Rathalos Mail	Kushala Crus	
Icesteel Bow	Anja Helm	Kadachi Mail	Rathalos Greaves	

Wyvern Blade "Blood"	Anja Helm	Kadachi Mail	Rathalos Greaves
Icesteel Hammer	Anja Helm	Rathalos Mail	Jagras Greaves
Icesteel Gunlance	Jagras Helm	Rathalos Mail	Rathalos Greaves
Icesteel Wasp	Jagras Helm	Jagras Mail	Rathalos Greaves
Icesteel Spear	Jagras Helm	Anja Mail	Rath Soul Greaves
Anja Barone	Kushala Glare	Rathalos Mail	Kushala Crus

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

Wildspire Waste Set



Axe Semper Tyranis	Kushala Glare	Diablos Nero Mail	Kushala Crus
Dara's Entom	Jyura Helm	Diablos Nero Mail	Barroth Greaves
Daora's Casca	Barroth Helm	Diablos Nero Mail	Pukei Greaves
Dual Threat	Kushala Glare	Kushala Cista	Barroth Greaves

Dipterus	Kushala Glare	Kushala Cista	Barroth Greaves
Icesteel Hammer	Diablos Helm	Barroth Mail	Jyura Greaves
Icesteel Gunlance	Barroth Helm	Nero Diablos Mail	Pukei Greaves
Icesteel Wasp	Jyura Helm	Diablos Mail	Barroth Greaves
Icesteel Spear	Barroth Helm	Diablos Nero Mail	Jyura Greaves
Water Tam Tam	Kushala Glare	Diablos Nero Mail	Kushala Crus

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

Kushala Daora Tempered Investigation Arena Quest

Time Limit: 45 time cards

Ancient Forest Set



[Icons]				
[Icon]	Doara's Decimator	Jagras Helm	Rathalos Mail	Kushala Crus
[Icon]	Anja Cyclone	Kushala Glare	Kushala Cista	Kushala Crus
[Icon]	Heat Edge	Kushala Glare	Kushala Cista	Kushala Crus
[Icon]	Dara's Sagittarii	Anja Helm	Kushala Cista	Jagras Greaves

[Icons]				
[Icon]	Wyvern Blade "Blood"	Kushala Glare	Kushala Cista	Kushala Crus
[Icon]	Daora's Colossus	Anja Helm	Rathalos Mail	Kushala Crus
[Icon]	Daora's Brigia	Jagras Helm	Kushala Cista	Rathalos Greaves
[Icon]	Daora's Hornet	Jagras Helm	Kushala Cista	Rathalos Greaves
[Icon]	Daora's Fang	Kushala Glare	Rathalos Mail	Rathalos Greaves
[Icon]	Anja Barone	Kushala Glare	Kushala Cista	Kushala Crus

	2 Hunters	3 Hunters	4 Hunters
[Icon]	3 Potions	3 Potions	3 Potions
[Icon]	Palicos	No Palicos	No Palicos

Wildspire Waste Set



[Icons]				
[Icon]	Axe Semper Tyranis	Kushala Glare	Kushala Cista	Kushala Crus
[Icon]	Daora's Tethidine	Kushala Glare	Diablos Nero Mail	Diablos Greaves
[Icon]	Daora's Thwartoise	Kushala Glare	Diablos Nero Mail	Diablos Greaves
[Icon]	Dual Threat	Kushala Glare	Diablos Nero Mail	Kushala Crus

[Icons]				
[Icon]	Dipterus	Kushala Glare	Kushala Cista	Kushala Crus
[Icon]	Daora's Colossus	Kushala Glare	Diablos Nero Mail	Diablos Greaves
[Icon]	Daora's Brigia	Kushala Glare	Diablos Nero Mail	Diablos Greaves
[Icon]	Daora's Hornet	Kushala Glare	Diablos Nero Mail	Diablos Greaves
[Icon]	Daora's Fang	Kushala Glare	Diablos Nero Mail	Diablos Greaves
[Icon]	Water Tam Tam	Kushala Glare	Kushala Cista	Kushala Crus

	2 Hunters	3 Hunters	4 Hunters
[Icon]	3 Potions	3 Potions	3 Potions
[Icon]	Palicos	No Palicos	No Palicos

