

The background of the cover features a large, detailed illustration of the Nergigante monster. It is a large, dragon-like creature with a long neck, a head covered in spikes, and a body with a mix of purple, blue, and brown scales. The monster is shown in a dynamic pose, with its head turned back. The setting is a mountainous landscape with a bright, hazy sky. In the lower-left corner, there is a mechanical structure with a chain and a hook, possibly a part of a hunting mechanism.

# MONSTER HUNTER WORLD

THE BOARD GAME

❖ NERGIGANTE ❖  
RULEBOOK



**CAPCOM**

# Introduction

*Some creatures fight only when necessary; when attacked, or when seeking sustenance. Others seek out violence as the river seeks out the sea, because they must. Nergigante is such a creature, drawn by the thrill of combat, always seeking out battle. An elder dragon of immense size and strength, Nergigante is amongst the most formidable challenges a hunter can face. Are you brave enough to venture into the wilds, to take on a beast which exists to fight?*

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# Game Components



## Nergigante

Nergigante is a terrible elder dragon that appears when other elders are in the vicinity. Its penchant for destruction is well documented. Underestimate this spiked predator at your peril.

### Time Cards

Additional time cards that may be added to the time deck during the gathering phase of Nergigante quests. These cards are numbered 130-131.



### Armour Cards

Sturdy armour forged from Nergigante monster parts. These cards are numbered 29-40.



## Weapon Cards

Powerful weapons for each hunter forged from Nergigante monster parts. These cards are numbered 1-28.



## Attack Cards

Additional attack cards used in combination with the new Nergigante weapon cards. These cards are numbered 41-110.



## Damage Cards

Additional damage cards to form the damage decks of Nergigante weapons. These cards are numbered 111-129.



## Physiology Cards

Physiology cards containing the vital statistics of Nergigante. These cards are numbered 146-148.



## Behaviour Cards

Nergigante is controlled by a deck of behaviour cards featuring unique attacks. These cards are numbered 132-145.



## Spike Tokens


Nergigante's body grows spikes that are marked with spike tokens placed on its physiology card.



# Adding Nergigante to your Campaign



*Monster Hunter World: The Board Game - Nergigante*, known as the Nergigante 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 Nergigante in your campaign the  Nergigante quest becomes the final quest you must successfully complete to win your campaign.

If including Nergigante 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 Nergigante. 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 Nergigante allows you to select the investigation quests for Nergigante.

**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 Nergigante 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 Nergigante tempered investigation!**



# Nergigante 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.



## Hunter's Knife



Starting Weapon

1 x8 2 x4

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.



# Nergigante Weapon Forge Reference

**Nergal Judicator** 

*Nergigante Talon x1, Nergigante Regrowth Plate x1, Nergigante Tail x2, Nergigante Carapace x2*

**1** **2** x3 **3** x5 **4** x3 **5** x1

<b>Remove:</b> 3 Rising Slash	<b>Add:</b> 3 Dreaded Cleave
----------------------------------	---------------------------------

**Purgation's Atrocity** 

*Nergigante Horn x4, Nergigante Talon x3, Nergigante Gem x2*

**1** **2** x3 **3** x4 **4** x3 **5** x4

<b>Remove:</b> 3 Rising Slash, 2 True Charged Slash	<b>Add:</b> 3 Dreaded Cleave, 2 Dragon Charged Slash
---	--

**Nergal Gouge** 

*Nergigante Talon x1, Nergigante Regrowth Plate x1, Nergigante Tail x2, Nergigante Carapace x2*

**2** x5 **3** x6 **4** x1

<b>Remove:</b> 4 Blade Dance	<b>Add:</b> 4 Dragon Dance
---------------------------------	-------------------------------

**Decimation Claws** 

*Nergigante Horn x4, Nergigante Talon x3, Nergigante Gem x2*

**2** x5 **3** x7 **4** x2

<b>Remove:</b> 4 Blade Dance, 2 Rapid Spin	<b>Add:</b> 4 Dragon Dance, 2 Mid Air Slash
--	---

**Nergal Jack** 

*Nergigante Talon x1, Nergigante Regrowth Plate x1, Nergigante Tail x2, Nergigante Carapace x2*

**1** **2** x5 **3** x4 **4** x3

<b>Remove:</b> 2 Guard Up	<b>Add:</b> 2 Scaled Guard
------------------------------	-------------------------------

**Eradication Vanguard** 

*Nergigante Horn x4, Nergigante Talon x3, Nergigante Gem x2*

**1** **2** x5 **3** x5 **4** x3 **5** x1

<b>Remove:</b> 2 Guard Up, 2 Chop	<b>Add:</b> 2 Scaled Guard, 2 Draconic Slash
---	--

**Nergal Whisper** 

*Nergigante Talon x1, Nergigante Regrowth Plate x1, Nergigante Tail x2, Nergigante Carapace x2*

**2** x3 **3** x7 **4** x2

<b>Remove:</b> 4 Power Coating	<b>Add:</b> 4 Dragon Coating
-----------------------------------	---------------------------------

**Doom's Shaft** 

*Nergigante Horn x4, Nergigante Talon x3, Nergigante Gem x2*

**2** x5 **3** x6 **4** x3

<b>Remove:</b> 4 Power Coating, 3 Charged Shot	<b>Add:</b> 4 Dragon Coating, 3 Razor Shot
--	--

# Nergigante Weapon Forge Reference



 **Proto Iron Axe**   
*Starting Weapon*

**1** x11 **4** x1

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 Assault**   
*Starting Weapon*

 **1** x9 **2** x3

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

# Nergigante Weapon Forge Reference

 **Nergal Gash** 

*Nergigante Talon x1, Nergigante Regrowth Plate x1, Nergigante Tail x2, Nergigante Carapace x2*

**1** x5 **3** x4 **4** x2 **5** x1

<b>Remove:</b> 2 Side Slash	<b>Add:</b> 2 Claw Slash
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 **Dying Light** 

*Nergigante Horn x4, Nergigante Talon x3, Nergigante Gem x2*

**1** x7 **3** x1 **4** x3 **5** x3

<b>Remove:</b> 2 Side Slash, 2 Side Rising Slash	<b>Add:</b> 2 Claw Slash, 2 Dragon Rising Slash
--	---

 **Nergal Reaper** 

*Nergigante Talon x1, Nergigante Regrowth Plate x1, Nergigante Tail x2, Nergigante Carapace x2*

**1** x2 **2** x4 **3** x5 **4** x1

<b>Remove:</b> 1 White Kinsect: Harvest Extract	<b>Add:</b> 1 Nergigante Kinsect: Harvest Extract
---	---

 **Catastrophe's Light** 

*Nergigante Horn x4, Nergigante Talon x3, Nergigante Gem x2*

**2** x6 **3** x5 **4** x3

<b>Remove:</b> 1 White Kinsect: Harvest Extract, 3 Wide Sweep	<b>Add:</b> 1 Nergigante Kinsect: Harvest Extract, 3 Crushing Sweep
--	--

 **Nergal Lacerator** 

*Nergigante Talon x1, Nergigante Regrowth Plate x1, Nergigante Tail x2, Nergigante Carapace x2*

**1** x2 **2** x5 **3** x2 **4** x2 **5** x1

<b>Remove:</b> 2 Elemental Round Slash	<b>Add:</b> 2 Savage Round Slash
--	--

 **Devastation's Thorns** 

*Nergigante Horn x4, Nergigante Talon x3, Nergigante Gem x2*

**1** x7 **2** x2 **3** x2 **4** x3 **5** x2

<b>Remove:</b> 2 Elemental Round Slash, 3 Shield Block	<b>Add:</b> 2 Savage Round Slash, 3 Dragon Block
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 **Nergal Roar** 

*Nergigante Talon x1, Nergigante Regrowth Plate x1, Nergigante Tail x2, Nergigante Carapace x2*

**2** x6 **3** x2 **4** x4

<b>Remove:</b> Any 2 Cards	<b>Add:</b> 2 Shield Mod
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 **Destruction's Fusillade** 

*Nergigante Horn x4, Nergigante Talon x3, Nergigante Gem x2*

**2** x6 **3** x5 **4** x2 **5** x1

<b>Remove:</b> Any 3 Cards, 1 Wyvern'snipe	<b>Add:</b> 2 Shield Mod, 2 Nergal Wyvernheart
--	--

# Nergigante Weapon Forge Reference



 **Iron Katana**   
*Starting Weapon*

**1** x9 **2** x3

---

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.

# Nergigante Weapon Forge Reference

 **Nergal Reaver** 

*Nergigante Talon x1, Nergigante Regrowth Plate x1, Nergigante Tail x2, Nergigante Carapace x2*

**2** x7 **3** x3 **4** x2

<b>Remove:</b> 2 Foresight Slash	<b>Add:</b> 2 Dragon Foresight Slash
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 **Extermination's Edge** 

*Nergigante Horn x4, Nergigante Talon x3, Nergigante Gem x2*

**2** x7 **3** x4 **4** x3



<b>Remove:</b> 2 Foresight Slash, 2 Spirit Helm Breaker	<b>Add:</b> 2 Dragon Foresight Slash, 2 Dragon Helm Breaker
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 **Nergal Crusher** 

*Nergigante Talon x1, Nergigante Regrowth Plate x1, Nergigante Tail x2, Nergigante Carapace x2*

**1** **2** x7 **4** x3 **5** x2

<b>Remove:</b> 4 Big Bang	<b>Add:</b> 4 Dragon Big Bang
------------------------------	----------------------------------

 **Obliteration's Footfall** 

*Nergigante Horn x4, Nergigante Talon x3, Nergigante Gem x2*

**1** **2** x8 **4** x3 **5** x3

<b>Remove:</b> 4 Big Bang, 2 Charged Upswing	<b>Add:</b> 4 Dragon Big Bang, 2 Dragon Charged Upswing
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 **Nergal Ram** 

*Nergigante Talon x1, Nergigante Regrowth Plate x1, Nergigante Tail x2, Nergigante Carapace x2*

**1** **2** x6 **3** x5 **4** x1

<b>Remove:</b> 2 Burst	<b>Add:</b> 2 Dragon Burst
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 **Eradication Flame** 

*Nergigante Horn x4, Nergigante Talon x3, Nergigante Gem x2*

**1** **2** x6 **3** x5 **4** x3

<b>Remove:</b> 2 Burst, 2 Wurmstake Cannon	<b>Add:</b> 2 Dragon Burst, 2 Dragon Wurmstake Cannon
--	---

# Nergigante Weapon Forge Reference




## Chain Blitz



Starting Weapon

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

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




## Iron Lance



Starting Weapon

 **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.

# Nergigante Weapon Forge Reference

 **Nergal Spitter** 

*Nergigante Talon x1, Nergigante Regrowth Plate x1, Nergigante Tail x2, Nergigante Carapace x2*

 **1** x1  **2** x7  **3** x2  **4** x2

<b>Remove:</b> 5 Normal Ammo 1	<b>Add:</b> 5 Dragon Ammo
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 **Cataclysm's Trigger** 

*Nergigante Horn x4, Nergigante Talon x3, Nergigante Gem x2*

 **2** x2  **3** x7  **4** x5

<b>Remove:</b> 5 Normal Ammo 1, 2 Poison Ammo 1	<b>Add:</b> 5 Dragon Ammo, 2 Armour Ammo 2
---	--

 **Nergal Impaler** 

*Nergigante Talon x1, Nergigante Regrowth Plate x1, Nergigante Tail x2, Nergigante Carapace x2*

 **1**  **2** x5  **3** x4  **4** x3

<b>Remove:</b> 3 High Thrust	<b>Add:</b> 3 Dragon Thrust
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 **Perdition's Hand** 

*Nergigante Horn x4, Nergigante Talon x3, Nergigante Gem x2*

 **1**  **2** x6  **3** x4  **4** x2  **5** x2

<b>Remove:</b> 3 High Thrust, 2 Guard Bash	<b>Add:</b> 3 Dragon Thrust, 2 Dragon Guard
--	---

 **Nergal Groove** 

*Nergigante Talon x1, Nergigante Regrowth Plate x1, Nergigante Tail x2, Nergigante Carapace x2*

 **2** x9  **3** x2  **4** x1

<b>Remove:</b> 2 Backward Strike	<b>Add:</b> 2 Dragon Strike
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 **Desolation's Overture** 

*Nergigante Horn x4, Nergigante Talon x3, Nergigante Gem x2*

 **2** x8  **3** x4  **4** x2

<b>Remove:</b> 2 Backward Strike, 2 Encore	<b>Add:</b> 2 Dragon Strike, 2 Explosive Encore
--	---

# Nergigante Armour Forge Reference



## Nergigante Helm

Nergigante Horn x1,  
Nergigante Carapace x1,  
Immortal Dragonscale x2,  
Nergigante Gem x1



Maximum Might



# Nergigante Armour Forge Reference



## Nergigante Mail

*Immortal Dragonscale x2,  
Nergigante Talon x2,  
Elder Dragon Bone x2*



Agitator



## Nergigante Greaves

*Nergigante Carapace x1,  
Immortal Dragonscale x1,  
Nergigante Regrowth Plate x2,  
Elder Dragon Blood x2*




Set Bonus: Nergigante Hunger

# Nergigante Special Rules

Nergigante 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 Nergigante we recommend keeping this page open to read Nergigante's special rules in full. However, a simplified version of these special rules is included on Nergigante's physiology cards to refer to once you're more comfortable with them.



## Setup

Before creating the monster behaviour deck in the gathering phase, remove the Nergigante Dive  behaviour card and place it face up next to Nergigante's physiology card.

Gather the 12 spike tokens and place them to the side of the playing area.




# Spike Tokens

## Placing Spike Tokens


Each body part on Nergigante's physiology card has a spike token stash, where spike tokens assigned to that part should be placed. Each stash can hold a maximum of 3 spike tokens; don't place any spike tokens that would exceed this amount.

When a body part has no spike tokens on it, the first spike token to be placed in its spike token stash is a black spike token. Any additional spike tokens placed on that body part are white spike tokens.



When a hunter attacks a part of Nergigante without spike tokens, place 1 black spike token on that part after the attack has been resolved.

After resolving a behaviour card with the  place 1 spike token on each body part.


## Spike Token Effect

Each monster part gains +1  for each spike token currently in its spike token stash.

## Removing Spike Tokens

When a hunter attacks a part of Nergigante with white spike tokens in its spike token stash, after the attack card is resolved, they may remove a number of white spike tokens from that part up to the  of the attack card, including any  bonuses.

## Nergigante Dive

If Nergigante begins its turn with 6 or more spike tokens on its physiology card, resolve the Nergigante Dive  behaviour card instead of drawing a behaviour card.

After resolving this behaviour card remove all spike tokens from Nergigante's physiology card, but don't discard the Nergigante Dive behaviour card. Instead, place it face up next to the physiology card. Nergigante Dive may need to be resolved multiple times during the hunt.

# Nergigante



## Assigned Quest



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



## Investigation Quest



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



## Tempered Investigation Quest



Time Limit	45 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.

*The elder dragons are creatures of astonishing size, power, and, when riled, savagery. Even amongst their number, Nergigante is infamous for its aggression. And you've been sent to bring it down, to finally end a life that began when the trees were young, and the mountains first sprang forth from the living rock. That's your quest. Defeat one of the most powerful beings on the face of the earth.*

Throat dry, palms damp,  
you begin the hunt.  
Discard 2 time cards.  
Gain 1 track token.  
Progress to entry 28.

or

(The group may only choose this option  
if they have completed the Nergigante  
assigned quest)

Begin where the beast was last seen.  
Discard 1 time card.  
Gain 1 track token.  
Progress to entry 34.

or

Don't delay the inevitable.  
Ready yourselves for war.  
Discard 8 time cards.  
Progress to entry 39.



# 2



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

*The elder dragon, Nergigante, is close, and wreaking havoc. But you're here to stop it, if you can. And, if you move fast enough, you think you might be able to get the drop on it. Maybe even catching it asleep and unaware. You know it makes its home in the wastes, so that's where you are. Good luck.*

Race to the wastes!  
Discard 1 time card.

Shuffle the Wake Up! card into the time  
deck. Progress to entry 36.

or

Take your time, and plan your pursuit  
more carefully.  
Gain 1 track token. Progress to entry 28.

or

Don't delay the inevitable.  
Ready yourselves for war.  
Discard 8 time cards.  
Progress to entry 39.

**3**

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

*The elder dragon must be brought down. The devastation inflicted on the wastes is going to take years to heal. The tales of corpses littering the bleached earth are almost beyond belief, except that the horror in the faces of those relating the stories can't be doubted. So, you're on your way into the wilderness to confront a creature out of myth.*

You've heard something has attracted the attention of a group of merchants.  
Gain 1 track token. Progress to entry 34.

or

You know where the creature is going to be. Trust your hunch.  
Gain 2 track tokens.  
Progress to entry 16.

or

Don't delay the inevitable.  
Ready yourselves for war.  
Discard 8 time cards.  
Progress to entry 39.

**4**

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

*Nergigante is one of the elder dragons; creatures so venerable they are more legend than reality. And you're hunting one. Stalking it through the wildspire wastes. But don't let yourself get distracted by such thoughts; no beast survives so long without being unfathomably dangerous.*

Spend some time investigating the nature of the elder dragons.  
Each hunter gains 1 Immortal Dragon Scale. Gain 1 track token.  
Progress to entry 28.

or

Explore the place Nergigante was last seen.  
Each hunter gains 1 Nergigante Gem.  
Gain 1 track token.  
Progress to entry 31.

or

Don't delay the inevitable.  
Ready yourselves for war.  
Discard 8 time cards.  
Progress to entry 39.

**5**

*Investigation 4 Starting Point*

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

*Go forth, and bring low Nergigante. Those are the words you were given, that's the task entrusted to you. A quest into the wildspire wastes to bring down a creature of legend. Before you went, you were entrusted with a trinket of the elder dragons—a reminder of their enormous power. You clutch that with you now, but what is it?*

**Each hunter gains 1 Elder Dragon Bone. Gain 1 track token. Progress to entry 32.**

**or**

**Each hunter gains 1 Elder Dragon Blood. Gain 1 track token. Progress to entry 3.**

**or**

**Don't delay the inevitable.  
Ready yourselves for war.  
Discard 8 time cards.  
Progress to entry 39.**

**6**

*Whatever Nergigante's latest prey was, it didn't get its own way this time. The creature it attacked is a ragged mass of flesh, but the proof of the damage it did to the elder dragon is impossible to miss. Blood pools on the arid ground.*

**Collect Nergigante's blood.  
Each hunter gains 1 Elder Dragon Blood.  
Discard 1 time card.  
Progress to entry 39.**

**7**

*You slow, almost stopping. You're sure you can hear the creature ahead of you, the rumble of its breath like waves against breakers.*

**Ready yourself to charge!  
Gain 1 track token.  
Progress to entry 35.**



## 8

*There's a heavy scent in the air; something thick and sickly sweet. Flesh turning in the heat. Head towards it? Or head down the ridge... there looks to be something in that direction.*

**(The group may only choose this option if they have at least one Nergigante Talon in their inventories)**

Ignore the smell.  
Discard 1 time card.  
Progress to entry 17.

or

Head towards the kill.  
Discard 1 time card. Gain 1 track token.  
Progress to entry 6.

## 9

*More Rathalos viscera. Your journey seems to be less through the wastes than through the scattered remains of dead Rathalos. You've dealt with a few of the creatures in your time, but never like this...*

Collect what you can,  
and proceed into the wastes.  
Each hunter gains 1 Rathalos Medulla.  
Discard 1 time card. Progress to entry 8.

## 10

*There's a lot of bloody carcasses in your path, all swarming with flies. The stench gets everywhere, trapped in your armour and catching in your hair. But, you're pleased to see, Nergigante was chastened somewhat...*

Follow the path of slaughtered meat.  
Gain 1 track token.  
Progress to entry 37.

or

Stop to collect some of the creature's blood.  
Each hunter gains 1 Elder Dragon Blood.  
Gain 1 track token.  
Progress to entry 7.

## 11

*The endless array of carnage is becoming wearisome. Even you, long inured to the savagery of beasts and men, are dispirited by so much bloody and torn flesh.*

Enough. Ignore the carcasses.  
Discard 1 time card.  
Progress to entry 29.

or

Gather what you can.  
Preparedness keeps you alive.  
Each hunter gains 1 Blos Medulla.  
Discard 1 time card. Progress to entry 14.

## 12

*It definitely came this way. Nothing else leaves tracks this big. You can even see the scars in the soil where its huge spikes ploughed up the earth.  
Keep up the hunt.*

Follow this path.  
Discard 1 time card. Progress to entry 37.

## 13

*The beast's route is difficult to follow; it shifts back and forth, playing with your expectations. Does it know it's being followed? The elder dragons are creatures of more than animal intelligence; perhaps you're the one who's being hunted?*

Try not to focus on this unsettling thought.  
Discard 1 time card. Progress to entry 10.

## 14

*This is an ancient place. You're not sure you could find it again if you tried; you stumbled down one ridge, followed a path, dodged between those standing stones... and now you're where?  
In a mass of vast, ancient skeletons. An elder dragon graveyard? Ancient skulls the size of cities stare at you, the shadows in their empty sockets more penetrating than any eyes. You wonder if Nergigante knows you're here, and whether it approaches, knowing its fate.*

There are valuable resources here amongst the dead.  
Each hunter gains 1 Elder Dragon Bone.  
Discard 1 time card.  
Progress to entry 39.

## 15

*What was this place? A nest? A scratching post? Splintered spines are buried in the dry soil; chunks of armoured hide scattered about the shaded little spot. Even Nergigante needs some down time, you suppose.*

Spend some time examining the place.  
Each hunter gains 1 Nergigante Carapace.  
Discard 1 time card. Progress to entry 17.

or

Hurry. You're on the trail now!  
Gain 1 track token. Progress to entry 12.

## 16

*Your hunch was right, but your timing wasn't. Not quite. The creature was here, but, judging by the smears of displaced earth where its spikes dredged the earth up, it left in a hurry. It left something behind though; something glitters beneath the marks...*

Uncover it.  
Each hunter gains 1 Nergigante Gem.  
Shuffle the Aimlessly Wandering card into the time deck. Progress to entry 13.

or

Ignore the lure. Continue the hunt!  
Discard 2 time cards.  
Progress to entry 13.

## 17

*The creature's nest. Disguised amidst bleached white rock and sand. Almost undetectable. But you've found it. So much is hidden here. So much to learn. The beast is certain to return soon, but before it does, you have the chance to study its nature as closely as anyone ever has. This is the advantage you've been searching for!*

Examine everything you can!  
Each hunter gains 1 Immortal Dragon Scale. Discard 1 time card.  
Shuffle the Spine Crumble card into the time deck. Progress to entry 8.

## 18

*The oppressive heat is beginning to get to you. You've pushed further than you should have, further than you meant to. Hunting this creature is affecting you in ways you hadn't anticipated.*

Shake these feelings off.  
Discard 1 time card. Progress to entry 25.

or

Investigate some of the kill sites you've encountered.  
Gain 1 track token.  
Shuffle the Exhaustion card into the time deck. Progress to entry 21.

## 19

*Meat. Spoiling meat in the bright sunshine. Nergigante was hungry, recently. And you're looking at the remains. From the smell in the air, there are more nearby.*

Hold your breath...

Discard 1 time card. Progress to entry 11.

## 20

*You spend some time poring over the strange pseudo-nest Nergigante has made for itself here. What do you find?*

Discard 1 time card. Roll a die.

On a 1-2 ouch! That little critter wasn't as dead as it seemed!

**All hunters suffer 2 damage.**

On a 3-4 you find something that might just be of use!

**Add 1 potion to the pool.**

On a 5-6 the elder dragon sheds everywhere!

**Each hunter gains 1 Nergigante Tail.**

Progress to entry 9.

## 21

*So much destruction. Nergigante leaves blood and devastation in its outsize wake. Indeed, that's all it leaves. Nergigante emerges from nowhere, lured by the possibility of slaughter, and vanishes again until there is more death to be had. A comforting thought for you, as you stalk the forest.*

Keep on its trail.

Gain 1 track token. Progress to entry 25.

or

There's another ravaged corpse over there. Discard 1 time card. Progress to entry 11.

## 22

*Spikes explode into the parched earth in front of you, detonating the ground into a swirling mist of dust. Flinging yourself to one side, you narrowly avoid being spitted like a fish on a harpoon. Nergigante towers above you, the spikes on its head already starting to regrow. It knew you were tracking it, and has delivered a warning. A warning that came close to impaling you.*

**All hunters suffer 2 damage.**

Take some time to plot your next move. This beast is more cunning than expected. Discard 1 time card. Progress to entry 9.

or

You're learning about the creature by stressing it. Keep going. Gain 1 track token. Progress to entry 33.

23

*More evidence of the creature's presence. It's definitely been this way, and you're closing the distance. Its spikes litter this small depression in the sand.*

Ignore the spikes.  
Discard 1 time card.  
Progress to entry 33.

or

Anything from Nergigante might be useful.  
Each hunter gains 1 Nergigante Horn.  
Discard 1 time card.  
Progress to entry 19.

24

*This place abounds with vestigial traces of Nergigante. It visits here often; drawn, you suppose, by the pools of rain water on the higher crags. There's a lot here to discover...*

Examine the place closely.  
Discard 1 time card.  
Progress to entry 20.

25

*The calculated savagery of Nergigante is... terrifying. You've been hunting for a long time, little worries you. But this is a different order of magnitude to anything you've confronted before. Slaughtered beasts are spread across the waste like ingredients at a Felyne barbecue. Is it worth collecting them?*

No. You're here for one reason only.  
Discard 1 time card. Progress to entry 29.

or

Yes. Any resource you can find is useful.  
Each hunter gains 1 Diablos Ridge.  
Discard 1 time card. Progress to entry 11.

26

*Spitted on the charred remains of three trees, Rathalos struggles weakly. Ichor drips from the vast rents scored along its flanks. It lost its battle with Nergigante, and is losing the battle with death.*

Put it out of its misery.  
Each hunter gains 1 Rathalos Wing.  
Gain 1 track token. Progress to entry 9.

or

Ignore it, and press on.  
Discard 1 time card.  
Gain 3 Track tokens.  
Progress to entry 33.

27

*Chunks of the creature's hide are spaced across the ground here. You know Nergigantes shed; endlessly regenerating their hide and their spikes. You judge the shed carapace to be only a day old at most. You're closing in, you hope.*

Try and lure Nergigante in with its own scent. Each hunter gains 1 Nergigante Carapace. Shuffle the Aimlessly Wandering card into the time deck. Gain 1 track token. Progress to entry 23.

or

Continue to hunt it as you've always done. Discard 1 time card. Gain 1 track token. Progress to entry 23.

28

*Considering your path was a smart move. You're already on the creature's trail. Its stampede across the wastes isn't hard to find, so long as you remain hyper aware of your surroundings. The number of dead creatures you've encountered on your trek, however, is more than a little perturbing. This is a beast of matchless ferocity.*

Continue on this path. Discard 1 time card. Progress to entry 37.

or

Turn aside. Each hunter gains 1 Nergigante Regrowth Plate. Gain 1 track token. Progress to entry 24.

29

*The hunt is wearing in the extreme. And that's nothing to the growing anxiety in your gut that maybe, just maybe, this beast might be too much for even you. But you're in too deep to turn back now.*

The journey lies ahead, not behind. Discard 2 time cards. Progress to entry 17.

or

Gather some resources. Discard 1 time card. Add 1 potion to the pool. Progress to entry 14.

30

*More Rathalos remains are strewn through the wastes as you make your way deeper into the heart of the woods. And not just Rathalos remains. Nergigante is a wrathful creature, and anything crossing its path has been ripped into its constituent parts.*

Follow the Rathalos remains. Each hunter gains 1 Rathalos Carapace. Discard 1 time card. Progress to entry 26.

or

Switch paths, the creature might have doubled back. Each hunter gains 1 Majestic Horn. Discard 2 time cards. Progress to entry 37.

## 31

*That the beast was here is indisputable, but there's little to indicate where it was headed. For a creature of such size and strength, it can move almost without trace when it so chooses.*

Follow the few traces you have.  
**Discard 1 time card. Progress to entry 27.**

## 32

*The race suddenly slows. The tracks soon vanish, and you're no longer convinced you're about to happen upon the creature. No; this is going to be a much longer hunt than you'd previously hoped.*

Brace yourself for the trek.  
**Gain 1 track token. Progress to entry 1.**

## 33

*You're surprised by what you find. Nergigante has been here, likely several times. And it's left its spines behind it. The spines form its armour, and one of its most devastating attacks—and you have the chance to examine them. This might be key to defeating the creature. To keeping you alive.*

Study closely.  
**Discard 1 time card.**  
**Shuffle the Spine Breaker card into the time deck. Progress to entry 8.**

## 34

*Merchants and traders are already squabbling over the talon embedded in the earth. It's not often you find anything left behind by an elder dragon. You push them aside; their claims to the talon can wait—you need this now, it might give you some clue to where the creature is heading.*

Take what's yours.  
**Each hunter gains 1 Nergigante Talon.**  
**Discard 1 time card. Progress to entry 15.**

## 35

*It's a trap! As you charge out from behind cover, Nergigante fires its spikes at you and then flees. In the confusion, as you hurl yourself from the path of the spines, the beast escapes you. All that's left, when you drag yourself upright, is the horns protruding from the rock, and the dust from where the vast spikes struck the ground.*

Dust yourself off.

Each hunter gains 1 Nergigante Horn.  
All hunters suffer 2 damage. Gain 2 track tokens. Progress to entry 29.

or

Don't waste any time with the spikes.  
Track that elder dragon! Discard 1 time card. Progress to entry 17.

## 36

*The wastes stretch out before you, but you ignore the sensations of overwhelming space, of being dwarfed by the expanse. You focus on tracking the creature. You see the gouge marks of its spikes, the indentations of its footprints. You're on its trail.*

Keep going!

Gain 1 track token. Progress to entry 32.

## 37

*More dead beasts. Ripped apart with a strength so incredible it's almost enough to make you turn back. Almost.*

Scavenge something from the remains.  
Each hunter gains 1 Diablos Carapace.  
Discard 1 time card. Progress to entry 25.

## 38

*If you needed any proof of Nergigante's terrifying strength and ferocity, you don't any longer. A Rathalos, a formidable creature in its own right, has been torn into four pieces and cast about the clearing with the ease that a child flings its toys from the play pen. There's barely enough of the unfortunate creature left to be sure it is a Rathalos...*

Roll a die.

On a 1-3 spend time ascertaining the creature's origins.  
Each hunter gains 1 Rathalos Scale.  
Gain 1 track token. Progress to entry 30.  
On a 4-6 ignore the remains.  
Discard 1 time card. Progress to entry 22.



## 39

*The creature is vast. Vaster than you'd truly understood. A mountainous beast of muscle, of armour, of fanged fury. Ready your weapons, and pray to whatever god you hold dear... battle is joined!*

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

### Nergigante Scoutfly Level

1. If you finish a Nergigante adventure with equal to or fewer tracks than the minimum Scoutfly level, add **Spike Shot** to its behaviour deck.
2. If you finish a Nergigante adventure with more tracks than the minimum but fewer than the maximum Scoutfly level, add **Head Thrust** to its behaviour deck.
3. If you finish a Nergigante adventure with equal to or more tracks than the maximum Scoutfly level, add **Spinning Bash** 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)





# ★ Nergigante Assigned Arena Quest

Time Limit: 35 time cards

## Ancient Forest Set



	Jagras Hacker	Anja Cyclone	Jagras Garrote	Anja Arch	Jagras Helm	Anja Mail	Rathalos Mail	Kadachi Mail	Rathalos Greaves
	Anja Cyclone	Anja Arch	Anja Scimitar	Anja Striker	Anja Helm	Jagras Mail	Rathalos Mail	Kadachi Mail	Rathalos Greaves
	Jagras Garrote	Anja Striker	Glutton Gunlance	Jagras Fire	Jagras Helm	Anja Mail	Rathalos Mail	Kadachi Mail	Rathalos Greaves
	Anja Arch	Glutton Gunlance	Lightning Spire	Anja Barone	Anja Helm	Anja Mail	Rathalos Mail	Kadachi Mail	Rathalos Greaves

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












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
















# ★ Nergigante Assigned Arena Quest ★



Time Limit: 35 time cards

## 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 Buster	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 Tam Tam	Diablos Helm	Jyura Mail	Barroth Graves












	<b>2 Hunters</b>	<b>3 Hunters</b>	<b>4 Hunters</b>
	3 Potions	3 Potions	2 Potions
	Palicos	No Palicos	No Palicos
















# Nergigante Investigation Arena Quest



Time Limit: 35 time cards

## Ancient Forest Set



	   			
	Nergal Judicator	Rathalos Helm	Anja Mail	Rath Soul Greaves
	Nergal Gouge	Rathalos Helm	Jagras Mail	Rathalos Greaves
	Nergal Jack	Rath Soul Helm	Rathalos Mail	Anja Greaves
	Nergal Whisper	Rathalos Helm	Kadachi Mail	Rathalos Greaves

	     			
	Nergal Reaver	Rathalos Helm	Kadachi Mail	Rathalos Greaves
	Nergal Crusher	Rath Soul Helm	Jagras Mail	Rathalos Greaves
	Nergal Ram	Rath Soul Helm	Anja Mail	Rath Soul Greaves
	Nergal Splitter	Rathalos Helm	Rathalos Mail	Anja Greaves
	Nergal Impaler	Rath Soul Helm	Anja Mail	Rath Soul Greaves
	Nergal Groove	Rathalos Helm	Kadachi Mail	Rathalos Greaves

	<b>2 Hunters</b>	<b>3 Hunters</b>	<b>4 Hunters</b>
	3 Potions	3 Potions	3 Potions
	Palicos	No Palicos	No Palicos





























# Nergigante Investigation Arena Quest



Time Limit: 35 time cards

## Wildspire Waste Set



	   			
	Nergal Gash	Diablos Helm	Barroth Mail	Nero Diablos Greaves
	Nergal Reaper	Jyura Helm	Diablos Nero Mail	Diablos Greaves
	Nergal Lacerator	Diablos Helm	Jyura Mail	Nero Diablos Greaves
	Nergal Roar	Jyura Helm	Diablos Nero Mail	Diablos Greaves

	     			
	Nergal Reaver	Jyura Helm	Diablos Mail	Diablos Greaves
	Nergal Crusher	Diablos Helm	Barroth Mail	Diablos Greaves
	Nergal Ram	Barroth Helm	Nero Diablos Mail	Nero Diablos Greaves
	Nergal Splitter	Jyura Helm	Diablos Mail	Diablos Greaves
	Nergal Impaler	Barroth Helm	Diablos Nero Mail	Nero Diablos Greaves
	Nergal Groove	Diablos Helm	Jyura Mail	Diablos Greaves

	<b>2 Hunters</b>	<b>3 Hunters</b>	<b>4 Hunters</b>
	3 Potions	3 Potions	3 Potions
	Palicos	No Palicos	No Palicos

# Nergigante Tempered Investigation Arena Quest



Time Limit: 40 time cards

## Ancient Forest Set



	Purgation's Atrocity	Rathalos Helm	Nergigante Mail	Rathalos Greaves
	Decimation Claws	Rathalos Helm	Nergigante Mail	Rathalos Greaves
	Eradication Vanguard	Rath Soul Helm	Nergigante Mail	Rath Soul Greaves
	Doom's Shaft	Rathalos Helm	Nergigante Mail	Rathalos Greaves

	Extermination's Edge	Rathalos Helm	Nergigante Mail	Rathalos Greaves
	Obliteration's Footfall	Rath Soul Helm	Nergigante Mail	Rath Soul Greaves
	Eradication Flame	Rath Soul Helm	Nergigante Mail	Rath Soul Greaves
	Cataclysm's Trigger	Rathalos Helm	Nergigante Mail	Rathalos Greaves
	Perdition's Hand	Rath Soul Helm	Nergigante Mail	Rath Soul Greaves
	Desolation's Overture	Rathalos Helm	Nergigante Mail	Rathalos Greaves

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

# Nergigante Tempered Investigation Arena Quest



Time Limit: 40 time cards

## Wildspire Waste Set



	Dying Light	Diablos Helm	Nergigante Mail	Nero Diablos Greaves
	Catastrophe's Light	Nergigante Helm	Diablos Nero Mail	Nero Diablos Greaves
	Devastation's Thorns	Diablos Helm	Nergigante Mail	Nero Diablos Greaves
	Destruction's Fusillade	Nergigante Helm	Diablos Nero Mail	Nero Diablos Greaves

	Extermination's Edge	Nergigante Helm	Diablos Mail	Nero Diablos Greaves
	Obliteration's Footfall	Diablos Helm	Nergigante Mail	Nero Diablos Greaves
	Eradication Flame	Diablos Helm	Nergigante Mail	Nero Diablos Greaves
	Cataclysm's Trigger	Nergigante Helm	Diablos Mail	Nero Diablos Greaves
	Perdition's Hand	Diablos Helm	Diablos Nero Mail	Nero Diablos Greaves
	Desolation's Overture	Diablos Helm	Nergigante Mail	Nero Diablos Greaves

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

