

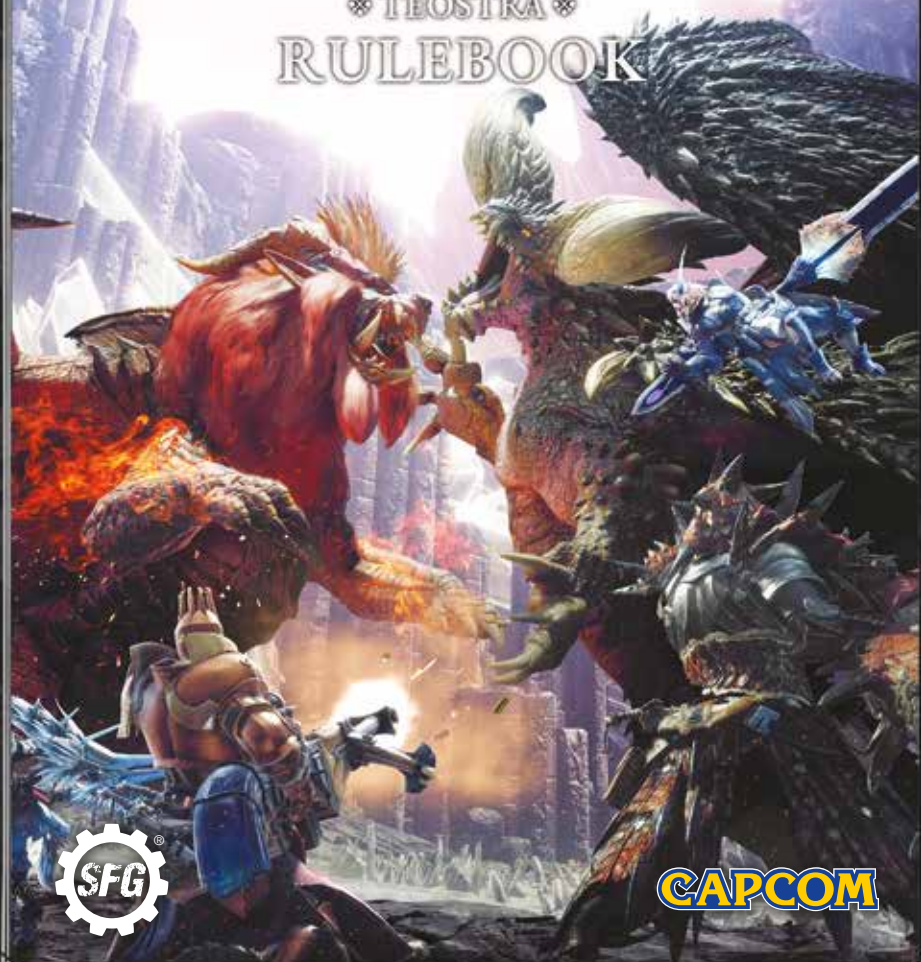


MONSTER HUNTER WORLD.

THE BOARD GAME

✧ TEOSTRA ✧

RULEBOOK



CAPCOM

Introduction

All creatures know to fear fire. It burns and spreads, swarming across the land, devouring all before it. Not dissimilar to the devastation an elder dragon can inflict. Imagine then how dreadful an elder dragon eternally wreathed in raging fires must be.

This is Teostra, a beast with the vast strength and cunning of an elder dragon, and the ferocity of unquenchable flame. Virtually nothing can stand in its path and endure for long. Only the bravest, or most foolhardy, challenge the dominance of Teostra.

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 Veress
Kate Warrington
Chris Willis

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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-
Wyvill Sinclair
Ben Taylor
Ross Thompson
Dylan Wilby

Human Resources

Gareth Reid

Operations & Fulfillment

Judy Guan
John Hockey
Richard Jennings
Susanna Ngai

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Game Components



Teostra

Teostra stalks the Waste – emperor of flame. And now it sits in wait in the Elder's Recess.

Go to it, hunters, and end its searing reign!

Will you brave the molten core?

Time Cards

Additional time cards that may be added to the time deck during the gathering phase of Teostra quests. These cards are numbered 67-68.



Armour Cards


Sturdy armour forged from Teostra monster parts. These cards are numbered 13-24.



Adding Teostra to your Campaign



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

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

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 Teostra 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 Teostra tempered investigation!



Teostra Weapon Forge Reference




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.




Proto Iron Axe



Starting Weapon

1 x11 4 x1

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

Teostra Weapon Forge Reference



 **Twin Nails** 

*Teostra Claw x1, Teostra Mane x1,
Teostra Carapace x2,
Teostra Powder x1*

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

Remove:
Any 2 Cards

Add:
2 Blast Wrath

 **Fire and Ice** 

*Teostra Horn x3, Teostra Claw x2,
Teostra Gem x1*

2 x9 **3** x4 **4** x3

Remove:
Any 2 Cards,
1 Sixfold Slash,
2 Double Slash

Add:
2 Blast Wrath,
3 Rending Slice

 **Teostra's Spada** 

*Teostra Claw x1, Teostra Mane x1,
Teostra Carapace x2,
Teostra Powder x1*

1 **2** x4 **3** x7 **4** x3

Remove:
2 Guard Up,
Any 1 Card

Add:
3 Teostra's Guard



 **Teostra's Emblem** 

*Teostra Horn x3, Teostra Claw x2,
Teostra Gem x1*

1 **2** x7 **3** x5 **4** x3 **5** x1

Remove:
2 Guard Up,
Any 4 Cards

Add:
3 Teostra's Guard,
3 Fearsome Slice

 **Teostra's Arx** 

*Teostra Claw x1, Teostra Mane x1,
Teostra Carapace x2,
Teostra Powder x1*

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

Remove:
4 Wild Swing

Add:
4 Concussive Swing

 **Teostra's Castle** 

*Teostra Horn x3, Teostra Claw x2,
Teostra Gem x1*

1 x8 **4** x6 **5** x2

Remove:
4 Wild Swing,
2 Heavenward Flurry

Add:
4 Concussive Swing,
2 Explosive Flurry

Teostra Weapon Forge Reference



 **Iron Assault** 
Starting Weapon

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

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.



 **Metal Bagpipe** 
Starting Weapon

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

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

Teostra Weapon Forge Reference

 **Teostra's Artillery** 

*Teostra Claw x1, Teostra Mane x1,
Teostra Carapace x2,
Teostra Powder x1*

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



Remove: 2 Cluster Bomb 1	Add: 2 Carpet Bomb
------------------------------------	------------------------------

 **Teostra's Flames** 


*Teostra Horn x3, Teostra Claw x2,
Teostra Gem x1*

 **2** x10  **3** x3  **4** x2  **5** x1

Remove: 2 Cluster Bomb 1, Any 1 Card, 1 Wyvernstrike	Add: 2 Carpet Bomb, 2 Teostra's Wyvernheart
----------------------------------------------------------------------	-------------------------------------------------------------

 **Imperial Saber** 

*Teostra Claw x1, Teostra Mane x1,
Teostra Carapace x2,
Teostra Powder x1*

 **2** x9  **3** x5

Remove: 2 Fade Slash	Add: 2 Fading Blast Slash
--------------------------------	----------------------------------------

 **Imperial Shimmer** 

*Teostra Horn x3, Teostra Claw x2,
Teostra Gem x1*

 **2** x9  **3** x6  **4** x1



Remove: 2 Fade Slash, 2 Spirit Thrust	Add: 2 Fading Blast Slash, 2 Blasting Spirit Thrust
----------------------------------------------------	---------------------------------------------------------------------

 **Teostra's Tiple** 



*Teostra Claw x1, Teostra Mane x1,
Teostra Carapace x2,
Teostra Powder x1*

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

Remove: 3 Hilt Stab	Add: 3 Boom Box
-------------------------------	---------------------------

 **Teostra's Orphée** 

*Teostra Horn x3, Teostra Claw x2,
Teostra Gem x1*

 **2** x9  **3** x4  **4** x3

Remove: 3 Hilt Stab, 2 Left Swing	Add: 3 Boom Box, 2 Blast Swing
------------------------------------------------	---------------------------------------------

Teostra Armour Forge Reference



Kaiser Crown

Teostra Carapace x1,
Teostra Horn x1,
Teostra Tail x1,
Firecell Stone x2



Latent Power

Teostra Armour Forge Reference



Kaiser Mail

*Teostra Webbing x2,
Teostra Powder x2,
Rathalos Plate x1*

1 2

Set Bonus:
Teostra Technique



Kaiser Greaves

*Fire Dragon Scale x2,
Teostra Mane x1*

2 1


Weakness Exploit

Teostra Special Rules

Teostra 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 Teostra we recommend keeping this page open to read Teostra's special rules in full. However, a simplified version of these special rules are included on Teostra'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 Supernova  behaviour card and place it face up next to Teostra's physiology card.

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





Blackscale Dust Tokens

Placing Blackscale Dust Tokens


When Teostra moves onto a node, place 1 blackscale dust token onto that node. Blackscale dust tokens can't be placed on a node already containing a blackscale dust token. If all 12 blackscale dust tokens have been placed do not place any additional blackscale dust tokens.

Blackscale Dust Effect

When Teostra performs a  behaviour card, the behaviour gains +2  against hunters positioned on a node with a blackscale dust token.


Blackscale dust tokens do not affect the movement of Teostra or the hunters.

Supernova

If all 12 blackscale dust tokens are on the game board when Teostra begins its turn, resolve the Supernova  behaviour card instead of drawing a behaviour card.

After resolving the Supernova behaviour card remove all blackscale dust tokens from the board. Don't discard Supernova. Instead, place Supernova face up next to Teostra's physiology card. Supernova may need to be resolved multiple times during the hunt.

Wreathed in Flames

When a hunter ends their turn on a node adjacent to Teostra, the hunter suffers .



Teostra



Assigned Quest



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



Investigation Quest



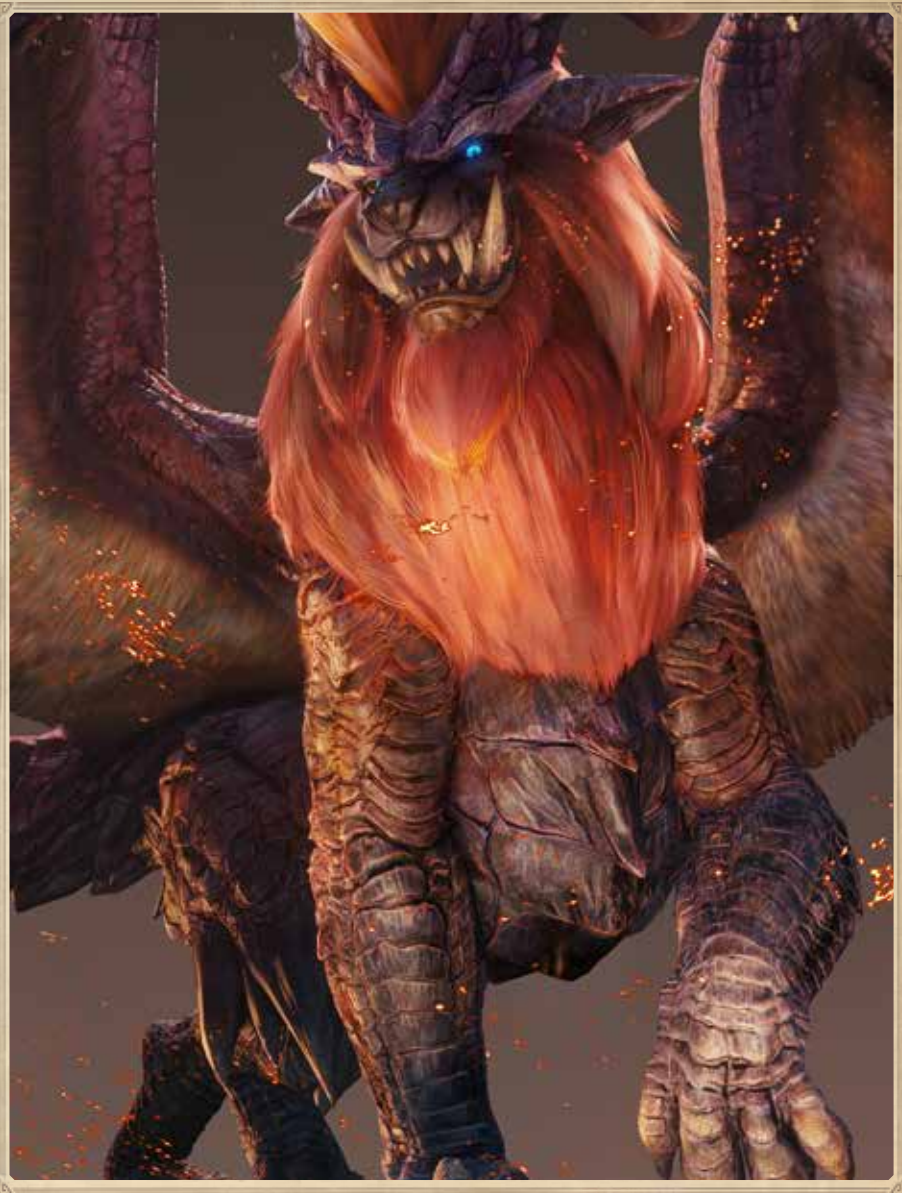
Time Limit	40 time cards
Scoutfly Level	3-6
Investigation Start Point	2, 3, 4, 5



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.

Teostra is a myth to most, a memory, a story muttered around tavern tables and campfires alike. Campfires in particular, because then the snap and sparking of branches in the conflagration become the fearsome breath of the creature itself. The Guild keep a close and careful watch on Teostra, ensuring that their movements are always carefully recorded—the damage an unconstrained Teostra might inflict is incalculable. And now one is loose, and you must hunt it. Be wary, and resolute—guard against the fire!

(The group may only choose this option if they have completed the Teostra Assigned Quest)

Head into the wastes; you've heard the creature was there.

Discard 1 time card. Gain 1 track token.
Progress to entry 36.

or

Skirt the edges of the wilderness.
Discard 2 time cards. Gain 1 track token.
Progress to entry 33.

or

Set a trap and wait.
The beast must be dealt with.
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 dragons are ancient, terrible creatures. And they like their own space. You've been sent to deal with a Teostra seeking to expand its territory, and already you've heard of a battle between a Teostra and another of the elder dragons—a battle sufficiently ferocious that, while no one saw it, it could be heard ten miles away. So you're heading in to the wastes to deal with the survivor. Like any sane, normal person would do.

Head to the site of the battle.
Discard 1 time card. Shuffle the
Turf War card into the time deck.
Progress to entry 14.

or

Start hunting the survivor.
Gain 1 track token. Progress to entry 8.

or

Set a trap and wait.
The beast must be dealt with.
Discard 8 time cards.
Progress to entry 39.



3



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


Tracking down a Teostra didn't sound like a good idea to begin with. But you're a hunter, and when you're given a task—no matter how deadly it might be—you get it done. Trekking through the wastes, you found something you didn't expect. A dead Teostra. Clearly killed by another of its kind. A display of dominance. It's quite the start to the hunt.

Ignore the Teostra corpse.
Gain 1 track token. Progress to entry 33.

or

Get in close, examine it and...
well, be careful!

Gain 1 track token.

All hunters suffer .

Each hunter gains 1 Teostra Horn
Progress to entry 33.

or

Race after whatever killed this elder dragon!
Gain 2 track tokens.
Progress to entry 34.

or

Set a trap and wait.
The beast must be dealt with.
Discard 8 time cards.
Progress to entry 39.



4



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

Into the wastes, in pursuit of Teostra. Seeking the elder dragon, the dragon wreathed in flame. Before you left, you were given a token to cling to on your quest, a part of the creature you sought. But what did you take?

Each hunter gains 1 Fire Dragon Scale.
Gain 1 track token. Progress to entry 14.

or

Each hunter gains 1 Teostra Gem.
Gain 1 track token. Progress to entry 19.

or

Set a trap and wait.
The beast must be dealt with.
Discard 8 time cards.
Progress to entry 39.



5



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

*Teostra is an elder dragon; creatures of
immeasurable power and fearsome scale. Anyone
who brings such a creature down is guaranteed
immortality amongst those who hunt monsters.
When it was heard that you intended to head out
into the wastes in pursuit of one such beast, you
were offered a relic by the last group both brave
and crazy enough to try and succeed in such a
task. What did you pick?*

**Each hunter gains 1 Teostra Tail.
Gain 1 track token. Progress to entry 11.**

or

**Each hunter gains 1 Teostra Carapace.
Gain 1 track token. Progress to entry 3.**

or

Set a trap and wait.
The beast must be dealt with.
Discard 8 time cards.
Progress to entry 39.

6

*The creature sheltered here for a time. It's not a
nest, not a permanent residence, but it was here.
Probably to recover from the rigours of its fight with
the other elder dragon. You might learn something
by examining the place.*

**Investigate.
Discard 1 time card. Progress to entry 37.**

7

*You're moving so quickly by the time you turn
into the narrow valley formed between two rocky
outcrops that you knock the young man off his feet.
Helping him up, you apologise for your haste, and
explain your pursuit of Teostra. The interest in his
face causes you to pause. Maybe he's got something
to offer beyond just delaying your journey!*

**Chat with the Commission Researcher.
Discard 1 time card.
Shuffle the Quenched Blades card into
the time deck. Progress to entry 12.**

8

You're most certainly on Teostra's trail. Its spore is everywhere, thick in the air with the dust of the earth it raised with its passage. But at least you're on the right track.

Push on, as fast as you can.
Discard 1 time card. Progress to entry 9.

or

Spend some time gathering what you can.
Each hunter gains 1 Teostra Powder.
Gain 1 track token. Progress to entry 30.

9

Another dead Diablos. This one more intact, killed because it got in the way. It's across your path, obstructing your journey. Clambering over it is going to take some time. There's always the other path...

Avoid the obstruction, take the other path.
Gain 1 track token. Progress to entry 30.

or

Climb over the Diablos.
Each hunter gains 1 Diablos Ridge.
Discard 1 time card. Progress to entry 35.

10

Fighting your way through the rising piles of ash and the stench of burning plant life, you strive to cleave to Teostra's path. You swallow, wondering how much ash swarms down your gullet each time you do, and grit your teeth. All part of the job, you tell yourself.

A little ash didn't hurt anyone.
Discard 1 time card. Progress to entry 23.

11

One of the creatures came this way. You're sure of that. Almost certainly Teostra. The blackened vegetation and omnipresent scent of burning is compelling evidence. It scared away a couple of creatures who were seeking to settle here; you can see the remains of half built nests, and something else, glittering amidst the debris.

If it glitters, it's worth collecting.
Each hunter gains 1 Wyvern Gem.
Gain 1 track token. Progress to entry 1.

12

The elder dragon brought some of the Rathalos along with it as a snack. A hunk of gnawed meat perches on a lump of rock, part-cooked. The scent infests your nostrils, but it's a sign you're not utterly lost.

There's more than just meat on that rock...
Each hunter gains 1 Rathalos Medulla.
Discard 1 time card.
Progress to entry 20.

13

The direction the creature ventures in seems to change on a whim. Is it deliberately misleading you? Or is it driven mad?

Follow the path, wherever it leads.
Discard 1 time card. Progress to entry 7.

or

Try and discern some pattern in the apparently random routes.
Each hunter gains 1 Teostra Horn.
Discard 1 time card. Progress to entry 10.

14

You almost wish you could have seen the fight. The devastation is astonishing. The ground is gouged and pitted, as though by falling stars. The air is still redolent with animal smells: musk, saliva, blood. The battle has left its mark upon the landscape, indelibly. Now you need to find at least one of the survivors.

Learn what you can, and get hunting.
Gain 1 track token. Progress to entry 11.

15

Footprints. Vast footprints, their edges charred by fire. Teostra came this way. You're on its trail, undoubtedly. You're closing the gap. And then the footprints split into two paths... which do you follow?

These footprints are further apart.
It was running. Hurry!
Progress to entry 21.

or

Follow the more leisurely set of prints.
Discard 1 time card. Progress to entry 9.

16

Perhaps the beast suffers from some disease? You find parts of its armour, casually shed, left protruding from the earth apparently at random. You've seen elder dragons, and other creatures divest their armour, but rarely so casually, so unconcernedly.

Take the discarded armour with you.
It may prove useful.
Each hunter gains 1 Teostra Carapace.
Shuffle the Aimlessly Wandering card into the time deck. Gain 1 track token.
Progress to entry 13.

17

The visibility is so reduced as you press on, into the heat and dust, that you scarcely notice the strands of hair brushing against your face. Until you realise what they are... Teostra's mane. Scrabbling in front of you, you claw the fur from your face, hoping Teostra isn't about to descend upon you.

You're lucky... but the beast is nearby.
Each hunter gains 1 Teostra Mane.
Discard 1 time card.
Progress to entry 39.

18

Teostra's hunting ground is prime territory for Diablos, and it isn't long before you find the first such body. The creature never stood a chance against an elder dragon, and the remains you are confronted by are ample proof of the mismatch. What's left smoulders, like food dropped into a fire.

Collect what you can.
Each hunter gains 1 Diablos Carapace.
Discard 1 time card. Progress to entry 21.
or
Don't delay.
Gain 1 track token. Progress to entry 15.

19

The land you cross is ravaged with flame; everything is scared, charred, crumbling to ash. You see nothing but life crumbling into fragments. Teostra is a blight on the wastes. What has driven the creature to act in this way you do not know, but the very earth smoulders and cracks beneath its fire.

Track the beast as quickly as you can.
Discard 1 time card. Progress to entry 16.
or
Seek for something useful in the wreckage... but be wary. The earth itself burns.
Each hunter gains 1 Teostra Powder.
Gain 1 track token. All hunters suffer 2 damage.
Progress to entry 16.

20

Teostra's appetite gives you something to track it by. The torn scraps of meat are everywhere, unnoticed before in the smoke smothering you at every step. Now you've got something to follow, rather than piecing together vague clues from half-observed tracks, and the remains of dead Rathalos. You're nearly there!

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

Wait for the smog to clear before pursuing the creature.
Discard 1 time card. Progress to entry 29.

or

Ignore the smoke obscuring your sight.
Keep going.
Discard 1 time card. Gain 1 track token.
Progress to entry 17.

21

This Teostra is dead. You're unsure what could have slain something so monumental in size and power. Maybe another of its kind? Even in death, the grandeur of the beast awes you. Its scales, each bigger than your hand, glint in the dwindling sun. The flames that swarmed over it in life are fading into dim shadow. What do you do with the carcass?

Pay your respects and move on.
Discard 1 time card. Progress to entry 35.

or

Butcher the beast!
Each hunter gains 1 Fire Dragon Scale.
Gain 1 track token. Shuffle the Unavenged card into the time deck.
Progress to entry 32.

22

You duck behind an outcrop of sand and rock. Is that the beast beneath you? You're certain you can see its fur, and, with a cry of battle leap out!

Only it's not. The beast has moulted here, and the fur you've leapt on hasn't been attached to a Teostra in several days. Your subsequent fall down the slope, however, must be loud enough to draw its attention to you...

**Each hunter gains 1 Teostra Mane.
All hunters suffer 2 damage.**

Dust yourself off and hope the creature didn't notice.

Gain 2 track tokens. Progress to entry 38.

or

The air felt fresher at the top of the outcrop. Clamber back up.

**Discard 1 time card.
Progress to entry 29.**

23

You're pleased you pushed on. Teostra was here. Or at least, one of the gargantuan things. The land is scorched, and scraps of its hide cling to the rocky walls of the ravine. You're still fatigued from the heat though. Is there time to rest, or do you try and push your luck a little further?

No. Rest, just a little.

Discard 1 time card. Progress to entry 38.

or

Scour the area for some clue to the elder dragon's whereabouts.

**Each hunter gains 1 Teostra Tail.
Discard 1 time card. Progress to entry 26.**

24

Gouts of flame scour the earth, shrivelling the sparse grass; even as you dive to the side, you can feel the heat scorching the hairs on your arms. Your skin blisters as you hit the ground, rolling to avoid a second intense cascade of flame. Teostra has given you a warning; you're fortunate that's all it was.

All hunters suffer 2 damage.

Take some time to plan your next move.
Discard 1 time card. Progress to entry 12.

or

Hurry after the beast immediately.
Gain 1 track token. Progress to entry 7.

25

Nothing, nothing but more dust in your eyes and your throat. Coughing brings up gobbets of ash, and phlegm. Each time you spit, you can taste the fire of the creature you hunt in your mouth. More than enough to make you want to bring it down, and quickly.

**You're gaining. You're certain.
Gain 1 track token. Progress to entry 22.**

26

You knew you were right to keep going. As you surmounted the crest of a nearby hill, you caught the scent of fire; of smoke. And heard the inhalation of vast lungs. Teostra is so close.

**Just a little further.
Discard 1 time card. Progress to entry 39.**

27

The remnants of the Rathalos are far from an attractive sight. But there's still parts to be harvested. The scent of charred meat isn't one you'll miss, however.

**Hold your breath and get slicing.
Each hunter gains 1 Rathalos Wing.
Gain 1 track token. Progress to entry 12.**

28

Over the stinging stench of the smoke, you can smell something else. Spoiling meat. Teostra brought something down, nearby, to feast on. Finding it might not be so easy, but it might give you a clue to where the creature is.

**Follow your nose.
Gain 1 track token. Progress to entry 9.**

or

**Ignore the stench, and keep to the path.
Each hunter gains 1 Wyvern Gem.
Gain 1 track token. Progress to entry 25.**

29

The heat and the dust accreting around you are suddenly dispelled by a zephyr, swirling up suddenly from dead air. For the first time in hours, you realise, you're able to breathe.

**Suddenly refreshed, you continue the hunt eagerly.
Each hunter gains 1 Novacrystal.
Discard 1 time card.
Shuffle the Fortuitous Wind card into the time deck. Progress to entry 39.**

30

Further proof that the Rathalos possesses more in the way of courage than sense. The creature fought Teostra ferociously, but with little hope of hurting it. An elder dragon is a foe of almost limitless strength. Judging from the markings, it spent some time toying with the Rathalos before dealing the death blow.

Check the Rathalos corpse.
Each hunter gains 1 Rathalos Carapace.
Discard 1 time card. Progress to entry 27.

or

Examine the movements of Teostra.
Each hunter gains 1 Teostra Webbing.
Discard 2 time cards.
Progress to entry 24.

31

The dust and smoke here is virtually impenetrable. Seeing your own hand in front of your face is increasingly difficult. There's no wind, nothing. Just stillness, and smoke. You bow your head, and trudge onward.

Perhaps it will clear.
Discard 1 time card. Progress to entry 28.

32

The terrain grows more difficult, and your pack feels heavier with every step. Your weapons slip in your grasp, and wiping sweat from your eyes is leaving your vision blurry. It might be time to consider a break from this trek...

Stop, consider your options.
Gain 1 track token. Progress to entry 38.

or

You might be weary, but you should push on.
Discard 1 time card. Progress to entry 23.

33

The wastes are in uproar; you can tell that as you patrol their circumference. Creatures flee Teostra's rampage, and the atmosphere is changed... the scent of flame and smoke hangs heavy; Teostra's devastation is everywhere.

Search through the debris spread across the edge of the wastes.
Each hunter gains 1 Majestic Horn.
Discard 1 time card. Progress to entry 18.

34

Rushing after Teostra seemed necessary but now... well, now you don't know where to go, and, while you thought you were initially close behind it, that impression is quickly fading. You have to keep going, that much is certain, but you need your luck to turn soon.

Scavenge what little evidence you can of Teostra's presence.

Each hunter gains 1 Teostra Gem.

Shuffle the Aimlessly Wandering card into the time deck. Progress to entry 31.

or

Keep to this path. You're sure it came this way.
Discard 2 time cards. Progress to entry 15.



35

You're drawing deeper into Teostra's territory. You can feel the heat from seams of lava, bubbling close by. Steam drifts across your eyeline, making everything shimmer slightly; making your face slick with sweat. As if things weren't hard enough for you already, tracking an elder dragon...

Try and find some way out of this heat.
Discard 1 time card. Progress to entry 38.

or

You can cope with the temperature.
Explore your environs.

Each hunter gains 1 Firecell Stone.
Discard 1 time card. Progress to entry 23.

36

Within a few miles of entering the wastes, you are confronted with ample evidence of Teostra's deadliness. A Rathalos, impetuous and impatient, stumbled into Teostra's territory and Teostra dealt with it. Ruthlessly.

Roll a die.

On a 1-3 each hunter gains 1 Rathalos Scale.
Gain 1 track token. Progress to entry 30.

On a 4-6 each hunter gains 1 Teostra Claw.
Discard 1 time card. Progress to entry 24.

37

Exploring the area recently inhabited by an elder dragon is never quite safe, but it can be rewarding. You know the risks, you accept them every day. What will you find?

Discard 1 time card. Roll a die.

On a 1-2 all hunters suffer 2 damage.

On a 3-4 add 1 potion to the pool.

On a 5-6 each hunter gains 1 Teostra Gem.

Progress to entry 27.

38

A moment's respite is not a bad idea. The heat is oppressive; both the sun above you and the terrain around you conspire to make you sweat under the weight of your armour. A few minutes to collect yourself, to prepare for the next stage of your journey, is welcome.

Catch your breath.

Discard 2 time cards. Progress to entry 29.

or

Don't tarry too long.

Discard 1 time card. Add 1 potion to the pool.

Progress to entry 26.

39

Flame and shadow swirl around you as Teostra hurls its defiance into the air. The wastes echo with the call of battle, and you ready your weapons for the fight.

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

Teostra Scoutfly Level

1. If you finish a Teostra adventure with equal to or fewer tracks than the minimum Scoutfly level, add **Blast Swing** to its behaviour deck.
2. If you finish a Teostra adventure with more tracks than the minimum but fewer than the maximum Scoutfly level, add **Flying Dive Bomb** to its behaviour deck.
3. If you finish a Teostra adventure with equal to or more tracks than the maximum Scoutfly level, add **Flaming Bite** 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)







Teostra Assigned Arena Quest



Time Limit: 35 time cards

Ancient Forest Set



	Jagras Hacker				Jagras Helm	Rathalos Mail	Anja Greaves
	Anja Cyclone				Anja Helm	Rathalos Mail	Jagras 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	Kadachi Mail	Rathalos Greaves
	Glutton Gunlance						Jagras Helm	Rathalos Mail	Anja Greaves
	Jagras Fire						Jagras Helm	Rathalos Mail	Anja Greaves
	Lightning Spire						Jagras Helm	Rathalos Mail	Anja Greaves
	Anja Barone						Anja Helm	Rathalos Mail	Jagras Greaves

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



Teostra Assigned Arena Quest



Time Limit: 35 time cards

Wildspire Waste Set



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

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

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

Teostra Investigation Arena Quest

Time Limit: 35 time cards

Ancient Forest Set



	Red Wing	Kaiser Helm	Kaiser Mail	Rathalos Greaves
	Twin Nails	Anja Helm	Rathalos Mail	Rathalos Greaves
	Teostra's Spada	Anja Helm	Rathalos Mail	Rathalos Greaves
	Anja Arch	Kaiser Helm	Kaiser Mail	Rathalos Greaves

	Imperial Saber	Anja Helm	Rathalos Mail	Rathalos Greaves
	Anja Striker	Kaiser Helm	Kaiser Mail	Rathalos Greaves
	Red Rook	Kaiser Helm	Kaiser Mail	Rathalos Greaves
	Rathbuster	Kaiser Helm	Kaiser Mail	Rathalos Greaves
	Red Tail	Kaiser Helm	Kaiser Mail	Rathalos Greaves
	Teostra's Tiple	Anja Helm	Rathalos Mail	Rathalos Greaves

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

Teostra Investigation Arena Quest

Time Limit: 35 time cards

Wildspire Waste Set



	Teostra's Arx	Pukei Hood	Diablos Mail	Diablos Greaves
	Tyrannis Glaive	Jyura Helm	Kaiser Mail	Kaiser Greaves
	Diablos Tyrannis	Barroth Helm	Kaiser Mail	Kaiser Greaves
	Teostra's Artillery	Jyura Helm	Diablos Mail	Diablos Greaves

	Imperial Saber	Jyura Helm	Diablos Mail	Diablos Greaves
	Diablos Shatterer	Jyura Helm	Kaiser Mail	Kaiser Greaves
	Jyura Blaster	Barroth Helm	Kaiser Mail	Kaiser Greaves
	Jyura Bullet	Pukei Hood	Kaiser Mail	Kaiser Greaves
	Water Spike	Barroth Helm	Kaiser Mail	Kaiser Greaves
	Teostra's Tiple	Jyura Helm	Diablos Mail	Diablos Greaves

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

Teostra Tempered Investigation Arena Quest



Time Limit: 40 time cards

Ancient Forest Set



	Red Wing	Kaiser Crown	Kaiser Mail	Kaiser Greaves
	Fire And Ice	Kaiser Crown	Rathalos Mail	Rathalos Greaves
	Teostra's Emblem	Kaiser Crown	Rathalos Mail	Rathalos Greaves
	Anja Arch	Kaiser Crown	Kaiser Mail	Kaiser Greaves

	Imperial Shimmer	Kaiser Crown	Rathalos Mail	Rathalos Greaves
	Anja Striker	Kaiser Crown	Kaiser Mail	Kaiser Greaves
	Red Rook	Kaiser Crown	Kaiser Mail	Kaiser Greaves
	Rathbuster	Kaiser Crown	Kaiser Mail	Kaiser Greaves
	Red Tail	Kaiser Crown	Kaiser Mail	Kaiser Greaves
	Teostrás Orphée	Kaiser Crown	Rathalos Mail	Rathalos Greaves

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

Teostra Tempered Investigation Arena Quest



Time Limit: 40 time cards



Wildspire Waste Set

	Teostra's Castle	Diablos Helm	Diablos Nero Mail	Kaiser Greaves
	Tyrannis Glaive	Kaiser Crown	Kaiser Mail	Kaiser Greaves
	Diablos Tyrannis	Kaiser Crown	Kaiser Mail	Kaiser Greaves
	Teostra's Flames	Diablos Helm	Diablos Nero Mail	Kaiser Greaves

	Imperial Shimmer	Diablos Helm	Diablos Nero Mail	Kaiser Greaves
	Diablos Shatterer	Kaiser Crown	Kaiser Mail	Kaiser Greaves
	Jyura Blaster	Kaiser Crown	Kaiser Mail	Kaiser Greaves
	Jyura Bullet	Kaiser Crown	Kaiser Mail	Kaiser Greaves
	Water Spike	Kaiser Crown	Kaiser Mail	Kaiser Greaves
	Teostrás Orphée	Diablos Helm	Diablos Nero Mail	Kaiser Greaves

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

