



WILDSPIRE WASTE QUEST BOOK



Introduction

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

First time playing?

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



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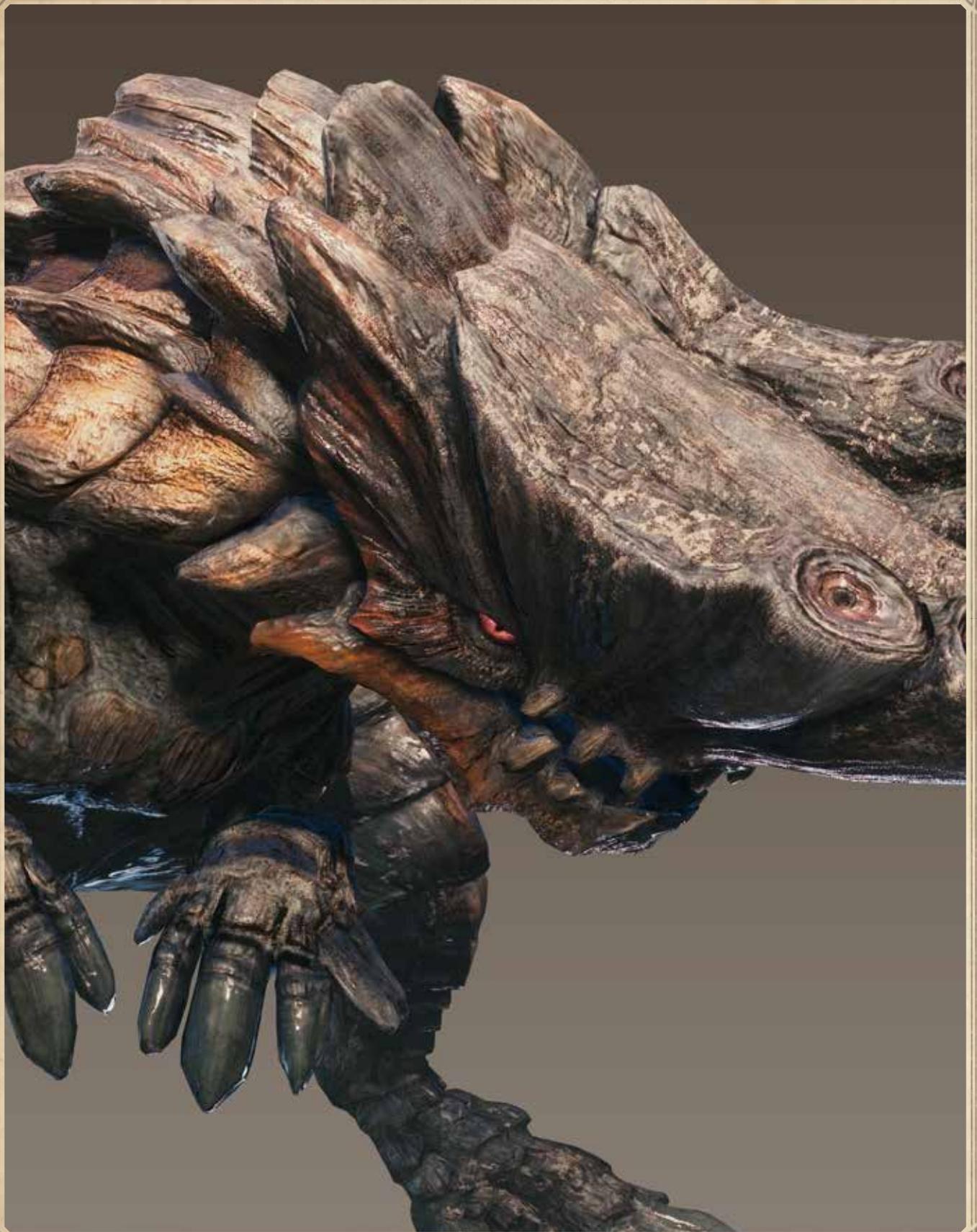
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Barroth



Barroth seeks out ants, its favourite snack, and marks its territory with mud. Potential rivals risk being crushed by its devastating charging attack. Prepare to have your pride trampled.



Assigned Quest



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



Investigation Quest



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



Tempered Investigation Quest



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



1

Assigned Starting Point



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

You get given jobs all the time; that's the nature of being a monster hunter. This is the first time you've been asked to defend ants' nests though. Turns out the ants round here are being used for some important scientific research; new technology could be unlocked through understanding how ants carry so much weight, they say. The issue is Barroth, smashing its way through every nest in the region, eating the insects before they can be studied. So, here you are. You've got a target, and you know the foetid, marsh-ridden region Barroth inhabits.

Get hunting.

Discard 1 time card. Gain 1 track token.

Progress to entry 17.



2

Investigation 1 Starting Point



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

You're heading after a Barroth. Big, nasty brutes, and they've been responsible for impeding vital research. So, that's why you're on the trail. And you've not spent long patrolling the edges of the swamps where it lives when you find a sign one of the creatures has been here. Barroth claws, wedged into stinking mud. There's been a fight... probably a Barroth duelling with a Jyuratodus. Those two beasts love to rip each other to pieces. But there's a Barroth nearby. Time to track it down.

Each hunter gains 1 Barroth Claw.

Get straight after the beast.

Gain 1 track token. Progress to entry 8.

or

Spend a little more time in this area.

The Barroth might return.

Discard 1 time card.

Each hunter gains 1 Monster Bone medium.

Progress to entry 11.

or

Race to where your prey was last seen!

Discard 5 time cards. Progress to entry 30.



3

Investigation 2 Starting Point



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

Ants. Swarming ants. Too many legs, too many sharp mandibles... too many ants. And you're having to head into the midst of them to stop a Barroth from eating them. No one ever said being a hunter was a normal way to make a living. But researchers need the ants alive, and not swallowed up by the rampaging Barroth. So here you are, bunkering down amidst a horde of surviving ants and working out where the creature gorging itself on them goes next...

Bait a trap, luring Barroth back towards you.

Gain and reveal 1 track token, then choose whether to keep or discard it. Progress to entry 20.

or

Head deeper into the swamp in search of the beast.

Gain 2 track tokens. Progress to entry 10.

or

Race to where your prey was last seen!

Discard 5 time cards. Progress to entry 30.



4

Investigation 3 Starting Point



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

Another demolished ant's nest. That's what you're confronted by. Again. It's been a day of traipsing through bug-infested swampland, your eyes stinging from the noxious gases oozing out of the foetid bog all around you. And for what? So some researchers can find an unharmed ant nest. You're on the hunt for a Barroth; might as well get to it.

Follow a path of twisted roots, and broken branches.

Discard 1 time card. Gain 1 track token.

Progress to entry 26.

or

Strange noises are audible from just over the way.

Investigate.

Discard 1 time card. Progress to entry 14.

or

Race to where your prey was last seen!

Discard 5 time cards. Progress to entry 30.





5

Investigation 4 Starting Point

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

Researchers say that a Barroth is attacking everything in the nearby swamp. They're trying to get hold of a series of sample ants, to start building some new technology, and they've been unable to. Barroth has ruined every venture they've made into the swamp. Smashing encampments to pieces, fighting any other creature that crosses its path. As soon as you enter the swamp, you can see what they mean. There are bones everywhere. Time to hunt.

Study Barroth's movements.
Something is driving it on. Might be able to find out what.
Discard 1 time card. Gain 2 track tokens.
Progress to entry 19.

or

There are rich pickings for those prepared to spend some time looking...
Discard 1 time card.
Each Hunter gains 1 Barroth Claw and 1 Monster Bone large.
Progress to entry 25.

or

Get straight on the creature's trail.
Discard 2 time cards. Progress to entry 24.

or

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

6

You race along after Barroth. It hasn't tried to conceal its tracks at all, simply forced its way through the environment as brutally, and efficiently, as it can. Its path is easy to see, and to follow... but that doesn't mean it's safe. Do you try and follow the same path as the creature, or hold back, taking your time?

Hurry! Every second counts!
Discard 2 time cards.
Each hunter suffers 1 damage, then gains 1 Barroth Ridge.
Progress to entry 23.

or

Be wary, no point in risking anything yet.
Discard 1 time card. Progress to entry 15.

7

You curse. Not footprints. The mud here is different to that elsewhere in the swamp, and, with the light distorting your vision, it was an easy mistake. Still, the mud should be useful in itself, and you've time to rest now.

Discard 1 time card. Each hunter gains 1 Fertile Mud, then add 1 potion to the pool. Progress to entry 21.

8

A discarded hunter's pack lies open. You wait a while, to see if anyone returns, but whoever it belonged to is long gone. There's something glinting beneath the fabric, though. Might be worth investigating.

Discard 1 time card.
Each hunter gains 1 Carbalite ore, and 1 Machalite ore.

Investigate the mysterious cloud to the east.
Discard 1 time card. Progress to entry 23.

or

Open the pack and root through.
Discard 2 time cards. Progress to entry 28.

9

Two Barroth? There are two Barroth now? The swamp here is a berserk array of uprooted plant life, trampled animals, and smashed pieces of Barroth. Two Barroth fought it out over this territory, and you've no idea which came off better. So, now there are likely two furious hulking monsters rampaging through the swamp. Be careful.

There should be an ant colony nearby.
Next step might be to visit there.
Discard 2 time cards. Each hunter gains 1 Barroth Shell.
If the group has at least 1 Barroth Ridge, each hunter also gains 1 Barroth Ridge. Progress to entry 12.

or

What are those noises, just over there?
Progress to entry 14.

10

The journey through the swamp is tiring, the mud sucks at your feet, making each step a labour. But you're certain you're gaining on the beast. The stickiness of the marsh means any tracks are swiftly consumed, but you know Barroth is nearby. You can feel it.

Roll a die.

On a 1-2 progress to entry 6.

On a 3-4 add 1 Potion to the pool. Progress to entry 6.

On a 5-6 each hunter gains 1 Fertile Mud. Progress to entry 15.

11

There's no sign the creature intends to return to the area, but you find more of its spore. It was a brutal fight, by the looks of thing. Remnants of it are everywhere. But the beast isn't returning.

Collect the relics of the battle.

Discard 2 time cards.

Each hunter gains 1 Monster Bone large and 1 Barroth Shell.

Progress to entry 27.

or

Make up for lost time!

Progress to entry 6.

12

The area around the ant colony is a mass of disrupted, uprooted earth. Almost as though Barroth was less a beast than a plough. You're uncertain what move to make next. You could conduct a more thorough search of the nest – there might be something in there a researcher would pay handsomely for. Or you could rest up. The area is open, and anything that might attack you was probably scared off by Barroth. Or you can keep up the hunt. What's your next move?

You swear you can hear something, just beyond that hill.

Keep going.

Shuffle the Rushed Advance card into the time deck.

Progress to entry 30.

or

Rest. You're going to need it, tomorrow.

Discard 2 time cards, all hunters heal to full,

progress to entry 21.

or

Digging in the ant colony, ruined though it may be, was a good idea.

Discard 1 track token. Shuffle the Researcher's

Favour card into the time deck, progress to entry 7.

13

More evidence of Barroth's presence. The ground is a ragged mass where the beast's enormous brow has gouged up a glittering spray of ore...

Roll a die.

On a 1-4 ignore the ore! Progress to entry 29.

On a 5-6 I mean... it's just there... Discard 1 time card.

Each hunter gains 1 Carbalite ore,

and 1 Machalite ore. Progress to entry 28.

14

The strange noises turn out to be a group of Palico, gambolling in a circle, and entirely unconcerned by the potential presence of a Barroth in the area. Felynes are fast enough to disappear into the swamp should they encounter a threat. The Palicoes notice you, and a few approach, looking up with their big eyes, noses twitching...

Discard 2 time cards.

Ask the Palicoes to accompany you on your hunt. Each hunter that does not have a Palico draws a Palico card. They may use it during the next hunting phase, then it is discarded. Progress to entry 15.

or

They look happy where they are, but they may have information...
Gain and reveal 4 track tokens, then choose whether to keep or discard each token. Progress to entry 21.

15

Skirting the most dangerous elements of the swamp proves an effective tactic. And you're still on the track of Barroth. The scent of freshly turned earth is rich in your nostrils, and it's dug up more than simply wet mud. The remnants of a long dead beast are scattered across the earth, exposed to the dying sun for the first time in centuries.

Stop to collect what you can.
Discard 1 time card. Each hunter gains 1 Ancient Bone. Progress to entry 22.

or

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

Offer the creature a silent prayer.
**Discard 1 time card.
Shuffle an Ancient Guardian card into time deck.
Progress to entry 29.**

16

Footprints. Large footprints, set deep into the mud. Only Barroth are big enough to leave track like this. You know you're gaining on your prey...

Keep up the pursuit. It's only a matter of time.
**Discard 1 time card. Gain 2 track tokens.
Progress to entry 30.**

or

Explore this area more closely. The Barroth has been here. There may be further clues.
**Discard 1 time card.
Reveal up to three tokens from the pool.
Progress to entry 29.**

17

Creatures get sucked into the marsh land around here all the time. One step too deep, the quicksand seizes them...and this is the result. This beast died a few weeks ago. The carcass is picked clean, only a few strands of mummified flesh cling to the skeleton of the beast, like ragged banners above a slaughtered army. But there's no time to dwell on such things. Your hunt needs to continue.

Each hunter gains 1 Monster Bone medium.

Press on.
**Discard 1 time card. Gain 1 track token.
Shuffle the Barroth Slayer card into the time deck.
Progress to entry 8.**

or

Stay and root through the carcass.
**Discard 1 time card.
Each hunter gains 1 Quality Bone and 1 Monster Bone small.
Progress to entry 8.**

18

So, this is what happens to a lesser Barroth. The creature lies at the edge of the swamp, it's flanks opened, scored with a terrible wound. Ruined ribs poke upwards and out from lacerated flesh. It fought well. The great ridge above its eyes is buckled from where it has been driven, relentlessly, into the foe. But to no avail.

Each hunter gains 1 Barroth Ridge.

There is a glinting patch of mud... perhaps what drew the creature here to die.

Discard 1 time card. Gain 1 Fertile Mud.

Progress to entry 22.

or

One fewer Barroth to worry about.

Progress to entry 7.

19

A trader, panicked but still willing to sell you something, is hurrying from the swamp.

The group may discard any 3 resources, and either add 1 Potion to the pool or gain 1 track token.

Discard 1 time card. Progress to entry 13.

20

Building the trap takes some time. Then you wait. And wait. And wait. Nothing. Barroth is either significantly smarter than you'd first assumed, or it's found other ants to feast on. So what are you doing now?

Abandon the trap, head into the swamp. **Discard 1 time card. Each hunter gains 1 Monster Keenbone.**

Progress to entry 15.

or

Are those Barroth footprints?

Discard 1 time card. Gain 2 track tokens.

Progress to entry 7.

or

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

You're certain you recognize more remnants of Barroth's path ahead. Worth pursuing, for sure.

Progress to entry 18.

21

You awake feeling refreshed. You might not have made much progress in the hunt, but at least you'll be in decent shape when you encounter Barroth.

You begin stalking the beast again, exploring deeper into the swamp. Barroths aren't subtle creatures, and it isn't long before you're convinced you're on its tail...

You're approaching the beast.

If the group has four or less track tokens, gain 1 track token.

Progress to entry 30.

22

It's been a bad start. Your arms and face sting from the bites, and you've barely seen anything to hint Barroth hunts these marshes at all. Until now. A collection of the hardy trees growing in the swamp have been torn up and flung apart by something big, and heavy. The marks on the trunks look like they were made by Barroth plates...

Pursue this lead!

Discard 1 time card.

Gain 3 track tokens, progress to entry 29.

or

Hunker down and wait. The beast might still be in the area.

Progress to entry 30.

23

Hornets! Hornets! Or, at least, something that looks a lot like hornets and stings a lot like them too. A cloud of the foul things surrounds you, jabbing and swooping, as you try to fight them off!

Flee from the hideous swarm!

All hunters suffer 2 damage. Progress to entry 22.

or

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

Fight them off!

Discard 1 potion. Progress to entry 22.

24

More evidence of the savagery of Barroth you're chasing. Another of its kin, trampled and bludgeoned to death. It took you a few minutes to determine it was a Barroth you were looking at, so comprehensive is the damage.

Each hunter gains 1 Barroth Carapace.

Progress to entry 19.

or

(The group may only select this option if they have at least one Barroth Ridge in their inventories).

You recognise a piece you might have missed at first, were you not so familiar with this creature.

Discard 2 time cards. Gain 1 Barroth Shell.

Progress to entry 25.

25

The remains of a Kestodon, clearly taken down by a Barroth. Those researchers were right... this monster is very, very, angry. And even more dangerous. It's dealt with this Kestodon brutally.

Discard 1 time card.

Examine the corpse.

Discard 1 time card.

Shuffle a Barroth Slayer card into the time deck.

Progress to entry 6.

or

Leave it. Continue the hunt.

Shuffle an Unavenged card into the time deck.

Progress to entry 20.

26

The beast has been here, rooting through more smashed ant's nests. The broken carapaces of insects are scattered across the clearing, and the signs of Barroth's feeding frenzy are difficult to miss. It doesn't have much in the way of table manners.

Stop to investigate Barroth's feeding habits. Discard 1 time card. Each hunter gains 1 Barroth Carapace and 1 Monster Hardbone.

Progress to entry 11.

or

You're sure the beast is still in the vicinity.

Explore the area carefully.

Discard 1 time card. Gain 1 track tokens.

Progress to entry 9.

27

A mass of ores have also been thrown up by the battle.

Discard 1 time card.

Spend a little time collecting what's here.

Discard 1 track token.

Each hunter rolls on the following table.

On a 1-2 gain 1 Dragonite ore

On a 3-4 gain 1 Fucium ore

On a 5-6 gain 1 Firecell ore

Once each hunter has rolled, progress to entry 28.

or

There's no further time to waste.

Gain 1 track token, progress to entry 22.

28

Another hunter's pack. Or perhaps this belonged to a researcher. It's difficult to tell. Something happened to a group of people exploring this area, that's certain. Their belongings are scattered about this place, most of them smashed or ruined. An encampment broken to pieces by a charging Barroth. Worth examining the wreckage, perhaps... or get straight on the creature's path.

Examine the debris.

Discard 1 time card.

Each hunter rolls on the following table.

On a 1-2 gain 1 Dragonite ore

On a 3-4 gain 1 Fucium ore

On a 5-6 gain 1 Ancient Bone

Once each hunter has rolled, progress to entry 16.

or

No time for that. Keep hunting.

Progress to entry 30.

29

A smashed ant nest confronts you as you chase Barroth. The colony lies open, its inhabitants either eaten or crushed under huge, charging feet. No wonder the researchers want the beast dealt with. It leaves little behind to give you a clue as to its next move, now it's fed. Time to make a choice.

Those might be footprints...

Discard 1 time card. Gain 1 track token, progress to entry 7.

or

Spend a little more time with the nest.

Discard 1 track token, progress to entry 12.

30

Your instincts are good. Only a few minutes later, you hear the odd trumpeting cry of Barroth, the grunting and smashing as it hurls aside great clumps of sodden earth in search of food. It's nearly upon you.

Brace yourselves for the fight.

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

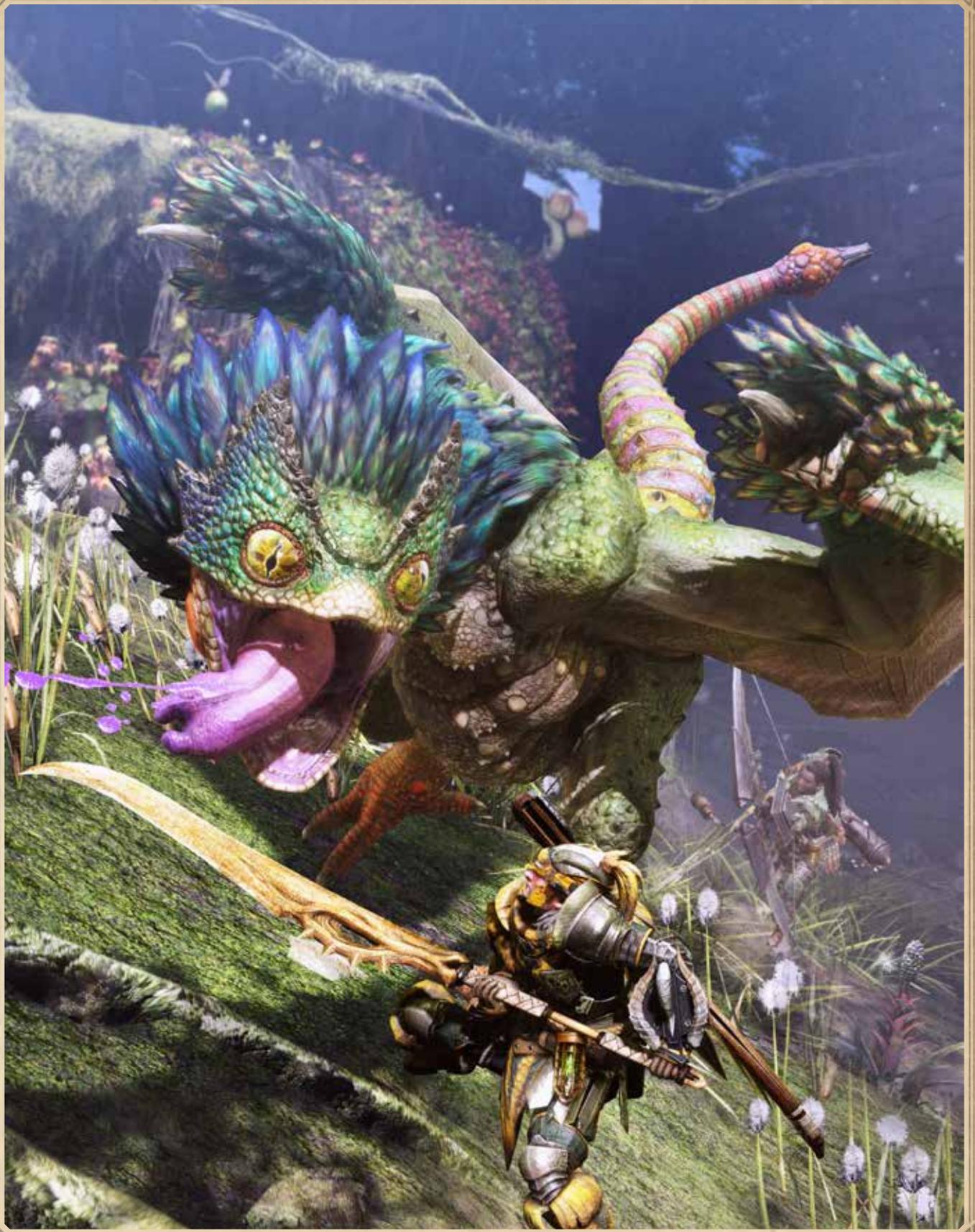
Barroth Scoutfly Level

1. If you finish a Barroth adventure with equal to or fewer tracks than the minimum Scoutfly level, add **Skull Crush** to its behaviour deck.
2. If you finish a Barroth adventure with more tracks than the minimum but fewer than the maximum Scoutfly level, add **Furious Trample** to its behaviour deck.
3. If you finish a Barroth adventure with equal to or more tracks than the maximum Scoutfly level, add **Tail Smash** to its behaviour deck.

Assigned Quest Scoutfly Level: 2-5

Investigation Quest Scoutfly Level: 3-6

Tempered Investigation Quest Scoutfly Level: 4-7



Pukei-Pukei

Pukei-Pukei is a bird-like wyvern known to possess poisonous toxins in its body, which it uses to envenom the scatternuts it stores in its mouth or tail before launching them at threats. Beware this toxic predator.



Assigned Quest



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



Investigation Quest



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



Tempered Investigation Quest



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



1

Assigned Starting Point

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



There's been chaos over the last week. Monsters, driven from their habitats, careening through the forest and further abroad. Several settlements have been left ruined, traders have seen their livelihoods smashed beneath the trampling feet of stampeding Kestodon. So you've been called in.

Only one creature is capable of causing this kind of havoc among other beasts; a Pukei-Pukei. So now you're going to have venture into the forest, deal with the thing, and hope that life returns to normal. or as normal as it gets round here.

Take some time to equip yourselves.

Discard 1 time card.

Each hunter gains 1 Dragonvein Crystal, and 1 Dragonite ore.

Progress to entry 33.

or

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



2

Investigation 1 Starting Point

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



A Pukei-Pukei's presence is never a good thing. It's a vicious, craven creature; attacking anything smaller than it, forcing them out of their nests and territories and making everything that little bit more dangerous, that little bit less safe. So, news one has moved into the forest caught your attention. Time to do a little bit of public service.

You know the beast's hunting patterns.

You know where it'll be.

Discard 6 time cards.

Progress to entry 34

or

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

Stalk it carefully. Everything you can learn about it is useful.

Each hunter gains 1 Pukei-Pukei Scale.

Progress to entry 9



3

Investigation 2 Starting Point

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



Monsters stumble out of the trees, crazed with pain, flailing about them and wreaking enormous devastation on the forest and the surrounding country. The sharp quills protruding from the beasts tell you the cause of this malady; a Pukei-Pukei is moving in. Well, you're going to have to put a stop to that.

Begin the hunt immediately.

Progress to entry 19

or

Harvest what you can from the monster carcasses.

Discard 1 time card.

Each hunter gains 1 Monster Bone small, and 1 Monster Hardbone. Progress to entry 32.

or

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



4

Investigation 3 Starting Point

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



The forest is in uproar. Kestodon have been fleeing their traditional hunting grounds in droves, stampeding the nearby settlements. There's talk of people moving away, an exodus, if things don't improve. That's why you've been called. To restore order. No pressure then...

Prepare yourself for the hunt.

Discard 2 time cards.

Each hunter rolls on the following table.

On a 1-2 each hunter gains 1 Ancient Bone

On a 3-4 each hunter gains 1 Pukei-Pukei Sac

On a 5-6 each hunter gains 1 track token

Once each hunter has rolled, progress to entry 10.

or

(The group may only choose this option if they have at least one Pukei-Pukei Scale in their inventories)

You know a Pukei-Pukei when you encounter one. Get after it.

Discard 1 time card. Progress to entry 15.

or

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

5

Investigation 4 Starting Point

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

They've sighted a Pukei-Pukei in a local village; saw it soaring above the forest, spitting its venom down on whichever creatures were unlucky enough to be in the way. They called you; it needs to be dealt with as soon as possible. So, you strapped on your pack, and headed off. No point waiting around for things to get worse, after all.

Go straight into the forest.
Discard 2 time cards. Gain 4 track tokens.
Progress to entry 30.

or

(The group may only choose this option if they have at least one Pukei-Pukei Wing in their inventories)

You might be able to catch it in the air, if you're fast enough!
Gain 3 track tokens. Each hunter gains 1 Pukei-Pukei Wing.
Progress to entry 32.

or

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

6

It looked like a shallow bill, leading back into the shadow of the trees. But it wasn't. What it instead gave you was the illusion of a gentle walk, followed by a swift tumble into the undergrowth. You're more or less unharmed, but that isn't the case for your pack...

Discard all but 1 potion.

Pick yourself up, and try to find somewhere to check yourself over.
Progress to entry 14.

or

No hunter gives up after such a minor setback! Keep going!
Progress to entry 10.



7

This place was used by Pukei-Pukei for shelter from something. Might have been the weather, might have been something that decided it might make a tasty snack. Difficult to tell. Beneath the close-packed branches, however, there's an awful lot of evidence of the creature's lengthy stay...

Collect what you can.
Discard 2 time cards.
Each hunter rolls on the following table.

On a 1-2 you gain 1 Poison Sac
On a 3-4 you gain 1 Pukei-Pukei Sac
On a 5-6 you gain 1 Pukei-Pukei Quill

Once each hunter has rolled, progress to entry 35.

8

The wounded Kestodon lashes out as you enter the clearing, its tail smashing you to the ground. It's in severe pain, dying slowly from Pukei-Pukei venom. It's a nasty way to go, and you best your weapon. You could put it out of its misery, but it'll fight you, maybe even hurt you.

Your pain will be less than the Kestodon's.
Each hunter suffers 3 damage, then gains 1 Pukei-Pukei Quill.
Shuffle the Barroth Slayer card into the time deck.
Progress to entry 34.

or

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

Leave the creature.
You'll find its killer more quickly if you're uninjured.
Shuffle the Unavenged card into the time deck.
Progress to entry 16.

9

Judging by the size of the scales you've found, it's a young adult. Possibly only just reached full maturity; that would explain its sudden, aggressive move into this area. That's something you'll need to be aware of. It's certainly not going to run as easily as other Pukei-Pukei do... not this one.

Keep on this path. You're closing the distance.
Discard 1 time card, progress to entry 28.

or

Is this a shortcut? It might be worth investigating.
Discard 1 time card. Gain 2 track tokens. Progress to entry 24.

10

Remnants of Pukei-Pukei's kills are scattered throughout the forest. It's been a busy beast. Even you're half-impressed by its hunting prowess. This won't be an easy pursuit.

Gather what resources you can.
Discard 1 time card.
Each hunter gains 1 Quality Bone or 1 Monster Bone large.
Progress to entry 35.

or

You're close to the creature. You sense it. Hurry!
Progress to entry 18.

11

Pukei-Pukei wasn't expecting this, that's for certain. You emerge into a clearing, spattered with the bright blood of the creature you're hunting, along with a clump of its scales, ripped clean from its back. You're not sure what did this, but it was big, and it was nasty.

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

Spend some time collecting the scales.
Discard 2 time cards. Each hunter gains 1 Pukei-Pukei Scale.
Progress to entry 34.

or

There are sounds nearby. Another wounded creature?
Progress to entry 8.

12

There's a sudden ripple of foliage, just to your left. You tense, ready to roll away from danger. But then the danger reveals itself to be the lithe, feline form of a Palico. It slinks up to you, batting its own nose softly with one paw.

You can always use some more help on this trek.
Discard 1 time card. You may choose to discard 1 potion to shuffle the Palico Assistant card into the time deck.
Progress to entry 35.

or

It may be adorable, but it's not a Pukei-Pukei. Stay on target.
Gain 1 track token. Progress to entry 8.

13

You're not sure what this creature was, but you know that, right now, it's a swollen mass of leaking flesh. Pukei-Pukei's poison has some particularly unpleasant effects sometimes. And this is one of them. Is it going to explode? Do you want to hang around to find out?

Each hunter gains 1 Monster Keenbone.

Wipe off the viscera.
Discard 1 time card. Gain 2 track tokens.
Progress to entry 2.

14

You settle yourself against a tree trunk, give yourself a moment to collect your thoughts. That was a nasty fall, and going after a creature as dangerous as Pukei-Pukei without being sure of what resources you can still draw on would be... reckless at best. You'll be back on the trail soon.

Discard 2 time cards. Gain 1 Potion.
Each hunter gains 1 Monster Bone small.
Progress to entry 10.

15

This place is a treasure trove! The ground opens up before you, into a shallow valley, glittering with ore. You hadn't been looking for anything like this, but you've found it. Might as well spend some time discovering what there is to take with you!

Get digging!
Discard 1 time card. Each hunter gains 1 Carbalite ore.
The hunters may then discard another 2 time cards to each gain 1 Machalite ore, 1 Fucium ore, and 1 Dragonite ore.
Progress to entry 11.

or

Why waste time on distractions, when you can concentrate on Pukei-Pukei instead?
Discard 3 time cards.
Gain and reveal 2 track tokens.
Progress to entry 7.

16

You're uncertain when Pukei-Pukei came here, but it definitely did. This cliff face lured it in, and you can see why; the shimmer of dragonite is fairly alluring even to you.

Spend some time digging around in the cliff face.

Discard 1 time card.

Each hunter rolls on the following table.

On a 1-2 you gain 1 Dragonite ore

On a 3-4 you gain 1 Dragonvein Crystal

On a 5-6 you gain 1 Poison Sac

Once each hunter has rolled, progress to entry 12.

or

Ignore this. You've ground to make up on the creature.

Discard 1 track token or gain 1 track token.

Progress to entry 35.

17

This track is false. You're getting nowhere, save being led towards the edge of the forest. A trader, shoulders bunched with weariness, is following the same route though. He doesn't have much, but he offers what little he has, even if it's only information. 'I want that damned Pukei-Pukei dealt with,' he says, 'so things can get back to normal!'

Accept his offer.

Roll a die.

On a 1-2 gain 1 Potion

On a 3-4 gain 1 Ancient Bone

On a 5-6 gain 1 track token

Discard 1 time card.

Progress to entry 25.

or

Thank him but press on.

Discard 2 time cards.

Progress to entry 29.

18

Enemy sighted!

Pukei-Pukei stalks through the forest ahead of you. Do you take it now, or find a better vantage point? It seems to be growing weary; perhaps it might seek to rest soon, giving you a better chance to kill it quickly?

Attack now!

Progress to entry 34.

or

Wait for the opportune moment.

Discard 2 time cards.

Shuffle the Wake Up! card into the time deck.

Each hunter gains 1 Pukei-Pukei Wing.

Progress to entry 35.

19

The chase is wearing you out. You can feel the blood pooling at the end of your boots, where a blister's burst or a toenail has come away. You're not sure you want to find out which, but you do know you need to sit down, take stock of what you know, ready yourself for the next step.

Recover a little. Equip yourself properly.

It'll be worth it when the time comes.

Discard 1 time card. Gain 1 potion.

Progress to entry 15.

or

Use the time to consider your next move, and what Pukei-Pukei might do next.

Discard 1 time card. Gain 2 track tokens.

Progress to entry 7.



20

You were certain you nearly had the cursed creature. But you were very wrong. What you do have is a mass of forest, and now, no real idea where to go. You realign the straps on your back, take a swig from your canteen, and get back to the hunt.

If the group has less than three track tokens, shuffle the Aimless Wandering card into the time deck, progress to entry 12.

or

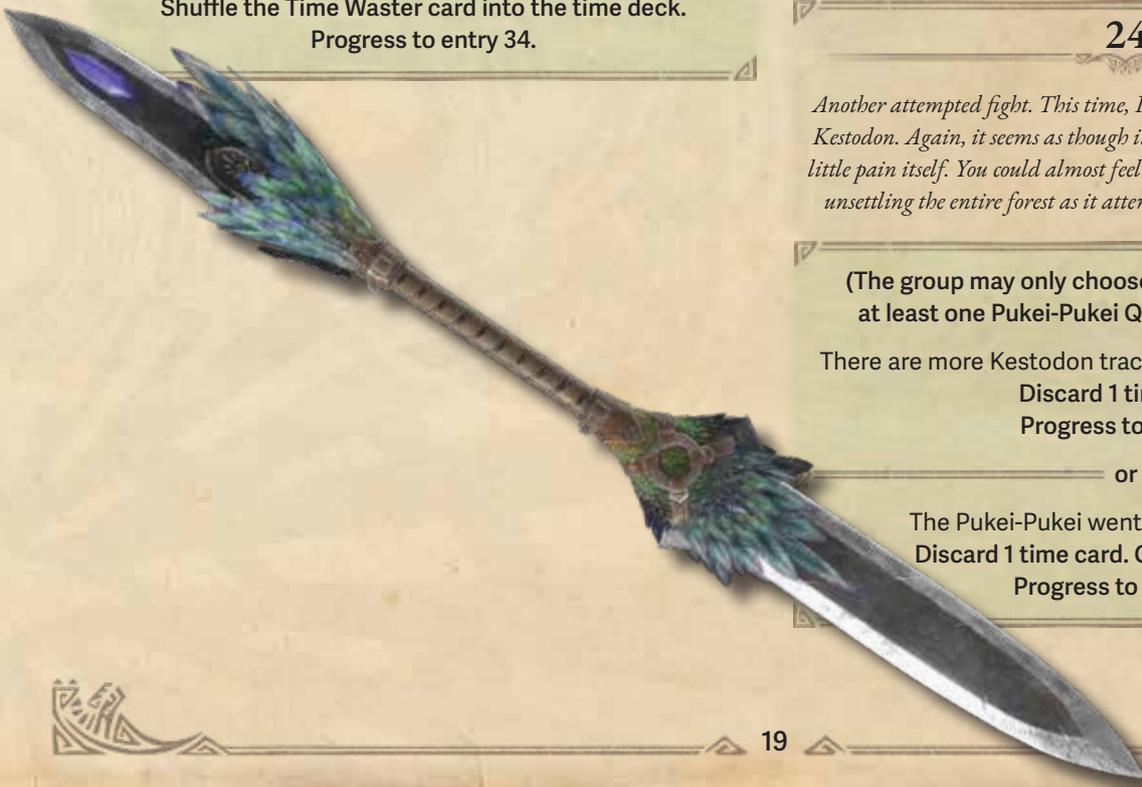
You feel lost, but there might be something nearby.
Just keep going.
Discard 1 time card.
Reveal a track token from the pool.
Progress to entry 16.

21

The beast is there. Ahead of you, you're certain of it. Except, when you charge into the clearing, your weapons at the ready, it isn't a Pukei-Pukei waiting for you. It's a small, shame-faced man, clearly scared by the appearance of heavily-armed hunters.

'I just enjoy standing in the forest making noises!' he says 'It's not my fault if I sound like a Pukei-Pukei. Wait! There's a Pukei-Pukei round here?! Why did no one say?' And then he's off, running back towards his village. You consider hunting him down for wasting your time, but decide to let it go. This time, at least.

**Shuffle the Time Waster card into the time deck.
Progress to entry 34.**



22

The trees here are dripping with... something nasty. It smokes, filling the air with the acrid stench of burning rubber. Pukei-Pukei venom, you're sure. The whole copse is drenched in the stuff, as though the beast was testing its capacity. A troubling thought.

**Ignore this for now. There's a hunt to get on with.
Discard 2 time cards. Gain 2 track tokens.
Progress to entry 35.**

or

(The hunters may only choose this option if they have at least 1 Toxin Sac in their inventories)

Where there's venom, there's usually a toxin sac, for those who know how to look...
Discard 1 time card. Gain 1 track token.
Each hunter gains 1 Toxin Sac.
Progress to entry 18.

23

Yes. Yes, it's just ahead of you, you're certain. You've got it now. You can bear the strange, trilling call of the creature...

**Brace yourselves.
Discard all track tokens.
Each hunter gains 1 Pukei-Pukei Sac.
Progress to entry 21.**

24

Another attempted fight. This time, Pukei-Pukei attempted to attack a Kestodon. Again, it seems as though it won, but not without suffering a little pain itself. You could almost feel sorry for the creature, if it weren't unsettling the entire forest as it attempted to prove itself fully grown.

(The group may only choose this option if they have at least one Pukei-Pukei Quill in their inventories)

There are more Kestodon tracks, leading away from here.
Discard 1 time card.
Progress to entry 8.

or

The Pukei-Pukei went that way, didn't it?
Discard 1 time card. Gain 1 track token.
Progress to entry 20.

25

Nothing is normal in this forest. The sounds you've grown so accustomed to are gone, the chirrup of birds in the trees is now just a grim silence. And the number of bones... they're everywhere. Broken, shattered, bleaching in the thin sunlight. It almost makes you angry.

Ignore the sights, focus your anger. Keep on its track.
Discard 1 time card. Gain 1 track token, progress to entry 13.

or

Collect what you can. You might need it.
Discard 1 time card.
Each hunter gains 1 Quality Bone and 1 Monster Bone small.
Progress to entry 21.

26

The new route is much less taxing, leading you on a gentle incline, breaking through the clutch of the trees and into something like open air.

The route turns downwards, back into the forest. Follow it.
Progress to entry 6.

or

A strange scent assails you from your right. Investigate.
Progress to entry 22.

27

Where is the damned creature? You've stalked through miles of dense foliage, certain you were on the right trail. But now you're increasingly convinced you're getting nowhere.

If there are two cards next to the time deck,
progress to entry 23.

Draw a time card and place it to one side of the deck.
Progress to entry 32. If there are already two or more cards
to the side of the deck, this path cannot be selected.

or

Follow the path. You might as well at this point...
Progress to entry 19.

28

Definitely somewhat inexperienced, this Pukei-Pukei. It's big, yes, and nasty, but it didn't expect such resistance from a Rathian. It won the fight, driving the Rathian off into the forest, but it took a few nasty scrapes in doing so...

Each hunter gains 1 Pukei-Pukei Sac.

Hunt for more evidence of Pukei-Pukei's activities.
Discard 1 time card. Progress to entry 24.

or

Keep hunting. You must be getting close now.
Discard 2 time cards. Progress to entry 20.

29

You follow the scent of Pukei-Pukei's feast. The mass of berries it consumed produce a distinctive smell, and, for a little while at least, it gives you something to follow. As you traipse through the forest, you can see the chaos the beast has caused...

Discard 1 time card.

Bones everywhere. Stop to collect them. Might be useful.
Discard 1 time card. Each hunter gains 1 Boulder Bone,
and 1 Monster Hardbone. Progress to entry 21.

or

Sooner the beast is dead, the better.
Progress to entry 17.



30

The creature has disappeared into the foliage by the time you reach the forest's outskirts, but the presence of the burn marks left by Pukei-Pukei's venom makes it easy to start your hunt.

Enter the forest cautiously – who knows what awaits within?
Discard 1 time card. Gain 2 track tokens.
Each hunter gains 1 Monster Bone small or 1 Monster Bone large. Progress to entry 16.

or

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

The creature injured itself on its descent. There's a lot of valuable remains for those willing to look...
Discard all track tokens. Each hunter gains 1 Pukei-Pukei Quill, 1 Pukei-Pukei Scale, 1 Pukei-Pukei Sac, and 1 Poison Sac. Progress to entry 35.

31

The pursuit is lengthy, and hard. The forest closes in around you, repulsing you, making each step a struggle. But you keep going. That's what a hunter does.

Try a new route; it might be easier.
Discard 1 time card.
Progress to entry 26.

or

Keep plodding onward.
Progress to entry 22.

32

There are so many creatures already killed by Pukei-Pukei you can barely believe it. A dozen corpses, at least. All of them bloated with poison, dying in agony. That's a lot of spoiling meat needing to be dealt with...

Those bones are valuable.
Discard 1 time card.
Each hunter rolls on the following table.

On a 1-2 you gain 1 Quality Bone
On a 3-4 you gain 1 Ancient Bone
On a 5-6 you gain 1 Boulder Bone

Once each hunter has rolled, progress to entry 27.

or

Stop the creature causing this mayhem.
Progress to entry 19.

33

A Pukei-Pukei has been here. You can see it from the way the nearby trees are stripped of berries; it consumes them, coats them in its poisonous saliva, and then fires them at its prey. So that's something to look forward to.

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

Continue the hunt!
Discard 1 time card. Gain 1 track token.
Progress to entry 25.

or

Examine the site of Pukei-Pukei's feast.
Discard 1 time card. Each hunter gains 1 Machalite ore, and 1 Pukei-Pukei Sac. Progress to entry 29.



34

There's a harsh, keening noise from somewhere nearby. The scent of berries in the air. Ready your weapons. You've found the creature you sought—now you need to deal with it!

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

35

The roar is not quite as intimidating as the creature clearly hopes it is. It goes on a bit too long. A callow Pukei-Pukei, leaving destruction wherever it goes. Not any more, though. You're about to stop all that. Ready your weapons. Time to fight.

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

Pukei-Pukei Scoutfly Level

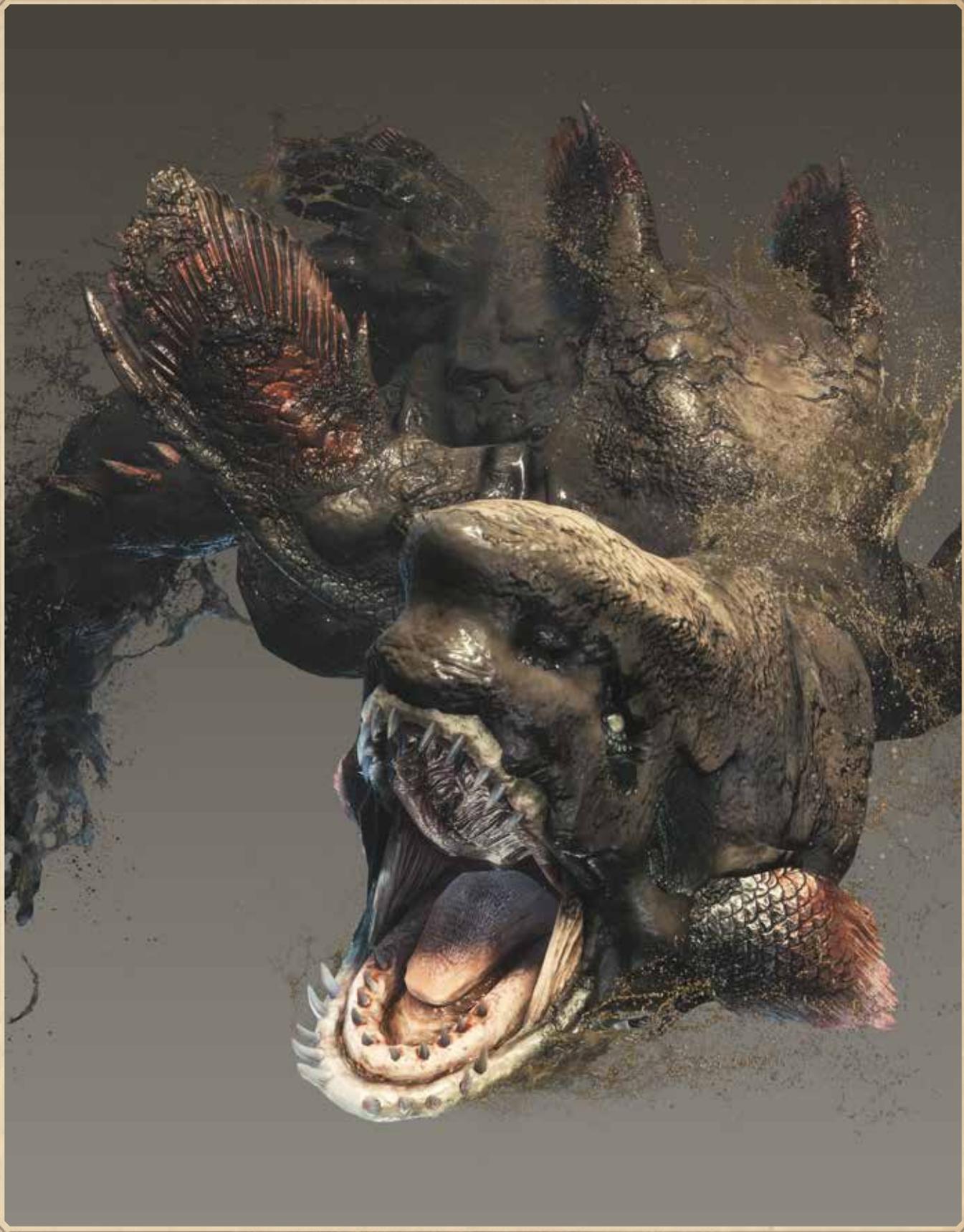
1. If you finish a Pukei-Pukei adventure with equal to or fewer tracks than the minimum Scoutfly level, add **Flying Bite** to its behaviour deck.
2. If you finish a Pukei-Pukei adventure with more tracks than the minimum but fewer than the maximum Scoutfly level, add **Rear Spray** to its behaviour deck.
3. If you finish a Pukei-Pukei adventure with equal to or more tracks than the maximum Scoutfly level, add **Chicken Scratch** to its behaviour deck.

Assigned Quest Scoutfly Level: 2-5

Investigation Quest Scoutfly Level: 3-6

Tempered Investigation Quest Scoutfly Level: 4-7





Jyuratodus

Jyuratodus is a large piscine wyvern that inhabits the swamps of the Wildspire Waste. Highly territorial, it uses mud to capture prey. Will you venture into the water again?



Assigned Quest



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



Investigation Quest



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



Tempered Investigation Quest



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



1

Assigned Starting Point

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



A young scholar has gone missing in an area you know a particularly vicious and hungry Jyuratodus hunts. It's not a set of circumstances likely to make you feel optimistic. But you've been tasked with finding the scholar and bringing them back. Or whatever's left of them...

If the scholar is alive, then they can wait a little to be rescued.
Discard 1 time card. Each hunter gains 1 Monster Hardbone.
Progress to entry 27.

or

Race to where your prey was last seen!
Shuffle the Betrayal card into the time deck.
Discard 7 time cards. Progress to entry 28.



2

Investigation 1 Starting Point

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



So, a Jyuratodus is on the rampage, making this swamp extremely unsafe for researchers, merchants... anyone who needs to cross it. So, as usual, you've been called in to deal with things. Because that's what you do. You handle things. Like gigantic, ravenous land sharks. All in a days work, you suppose.

Racing into a swamp is exactly how the scholar ended up lost. You won't make the same mistake.
Each hunter gains 1 Monster Keenbone, and 1 Quality Bone.
Progress to entry 22.

or

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

You know what Jyuratodus looks for in its prey. You're a bit more careful since you last faced one.
Discard 1 time card. Gain 1 track token.
Each hunter gains 1 Jyuratodus Fin.
Progress to entry 24.

or

Race to where your prey was last seen!
Discard 7 time cards. Progress to entry 28.



3

Investigation 2 Starting Point

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



Into the swamp. In search of its most elusive and lethal predator. Jyuratodus. A creature perfectly adapted to camouflage itself amidst the mud and murk, waiting for the precise moment to lunge and fix its jaws around the throat of a victim. And some young idiot calling themselves a scholar has wandered into its domain. So you're on a rescue mission. Good luck.

Don't go in unprepared. That's the first rule of hunting.
Discard 2 time cards. Each hunter gains 1 Potion, and 1 Monster Hardbone. Progress to entry 15.

or

If the scholar is still alive, they won't be for long. Hurry.
Gain 3 track tokens. Draw two time cards and place them to one side of the deck. Progress to entry 24.

or

Race to where your prey was last seen!
Discard 7 time cards. Progress to entry 28.



4

Investigation 3 Starting Point

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



You're no stranger to this swamp by now, nor searching for a Jyuratodus with some sort of grudge against anyone or anything setting foot in its swamp. You've been searching for a while, hampered by the mist hanging everywhere, making every step that little more dangerous.

Stumble around in the mist.
Shuffle an Aimless Wandering card into the time deck.
Progress to entry 15.

or

Keep searching; there's something nearby, you're certain.
Discard 1 time card. Gain 2 track tokens. Progress to entry 23.

or

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

The creature hunts this marsh, you're certain. Keep looking.
Discard 1 time card. Each hunter gains 1 Jyuratodus Carapace. Progress to entry 26.

or

Race to where your prey was last seen!
Discard 7 time cards. Progress to entry 28.



5

Investigation 4 Starting Point



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

So, merchants venturing into the swamp in search of a shortcut haven't been emerging out the other side. Which is a problem. The kind of problem you specialise in resolving. So you're heading into the swamp to make it safer for merchants. And prevent them from ending up as Jyuratodus food. Simple... right?

Each hunter gains 1 Jyuratodus Carapace.

Explore the swamp, bit by bit.
Progress to entry 4.

or

Take some time before you plunge into the swamp.
Progress to entry 3.

or

(The group may only choose this option if they're equipped with at least 1 Jyuratodus weapon)

The route the merchants took is ahead of you. But be careful!
Discard 1 time card. Each hunter gains 1 Aqua Sac.
Progress to entry 12.

or

Race to where your prey was last seen!
Discard 7 time cards. Progress to entry 28.

6

The Jyuratodus didn't have to return to the kill. It never went away. One moment you're crouched next to a patch of mud, the next the creature is upon you, fangs seeking to rip you to pieces. Your armour holds but only just, as it snaps and snarls at you, flinging you from side to side. With a grunt, you free yourself, collapsing into the swamp. You brace for the next assault but the Jyuratodus is gone.

Draw a time card and place it to one side of the deck.
Each hunter suffers 4 damage. Progress to entry 22.



7

A slim, mercifully humanoid, shape stands ahead of you. You can't make out much through the mist, but it must be the scholar you've been sent to find. They're alive. Splashing through the murk, you plant a hand on their back, in relieved welcome. They give a great yell of fear, spinning around and slicing at you with a blade, sending blood splashing into the water. And then they are gone, running off into the fog.

Each hunter suffers 2 damage. Progress to entry 12.

8

You almost collide with the scholar, their thin form quaking in the gelid swamp air. They turn to you, gibbering with fear, in total panic. Are they trying to say something? Then, before you can try and speak to them, they're running back the way they came, and you're staring into the darkness... a darkness with teeth.

If the number of time cards adjacent to the deck is equal to or less than the number of track tokens, discard the cards then progress to entry 30.

If the number of time cards adjacent to the deck is higher than the number of track tokens, discard the cards then progress to entry 29.

9

Soon, the mist has left you utterly disoriented. No sign of the scholar, or of Jyuratodus anywhere. Only the splashing of your feet in water the colour of a Rathalos' eye.

You make little progress but the slow paces enables you to recover a little.
Discard 1 track token. Each hunter recovers 2 health.
If the party has less than three track tokens, shuffle an Aimless Wandering card into the time deck.
Progress to entry 11.

or

You can hear something ahead... a voice?
Discard 1 time card. Progress to entry 7.

10

You land, without grace, in the midst of the swamp. The stagnant water makes you retch, but, as you plunge your hand down into the mire, you feel something beneath you... withdrawing your closed fist from the water, you notice the glint of ore.

Might as well make getting soaked worthwhile.
Discard 1 time card. Each hunter gains 1 Fucium ore, and 1 Dragonite ore. Progress to entry 25.

or

Maybe there are more valuable things to be found further into the swamp?
Discard 1 time card. Progress to entry 26

or

Get out and get dry as soon as you can!
Discard 1 time card. Progress to entry 21.

11

You're utterly lost. You have no idea where you are, where you're meant to go. Nothing to follow. There's just fog, and mud. You curse. Sometimes, you hate this job.

Discard 3 time cards. Progress to entry 28.

12

Already tired, you head into the swamp. Someone came this way and you're on their tracks. The swamp sucks at your feet with every step, and the mist makes knowing where you're going virtually impossible, but you can hear the splash of footsteps ahead of you. You're gaining!

Gain 1 track token.

Don't stop, they're just ahead of you! You're certain of it!
Draw a time card and place it to one side of the deck.
Progress to entry 8.

or

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

Pause for a moment... where's that other noise coming from?
Progress to entry 29.

13

Gradually, the mist recedes, and with the help of some vigorous jumping up and down, you begin to dry your clothes. The wait hasn't been wasted though. You've studied the tracks of the Jyuratodus, readying yourself for the next encounter.

Gain 2 track tokens.

You need more recovery time.
Discard 1 time card.
Progress to entry 14.

or

The mist is still thick, but you need to press on into the swamp.
Discard 1 time card. Gain 1 track token.
Progress to entry 9.

14

You're too winded to do much. You stumble to a dry spot in the swamp, huddle up, and try to recover some stability. Gradually, your breathing slows, and you regain something approaching normality.

You've not made much progress, but you're feeling better.
Discard 2 time cards. Each hunter recovers 2 health.
Progress to entry 25.

or

No! No recovery time needed! Get hunting!
Progress to entry 21.



15

You stumble into a scene from hell. Blood everywhere. Pooling in the swamp, dripping from reeds. Even the mist spreading across the whole of the marsh seems to possess a red hue. A Barroth and a Jyuratodus went to war here, and, from the look of it, Jyuratodus won. Though it was a close won thing. Barroth lies in the marsh, roaring in its death throes. Getting past it unharmed is going to take some doing.

There is Jyuratodus shell embedded in Barroth's flesh...
if you dare to get that close.

Discard 1 time card.

Each hunter suffers 2 damage, and gains 1 Jyuratodus Shell.
Progress to entry 12.

or

Skirt this area entirely. The Jyuratodus is close.
Progress to entry 24.

or

(The group may only choose this option if they're
wearing at least 1 piece of Jyuratodus armour)

Bide your time. The creature will return to the kill.
Discard 1 time card. Gain 1 track token.
Each hunter gains 1 Jyuratodus Carapace.
Progress to entry 6.

16

It's nothing. A clod of earth made sinister and troubling in the darkness. You need to take some time to recover your focus. Your mind is playing tricks on you. You need to take some time, calm down. Even your nerves, toughened after dozens of hunts, are starting to fray.

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

Find somewhere to sit down.
Discard 3 time cards. Progress to entry 14.

or

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

One last push. There must be something up ahead.
Discard a time card and place it to one side of the deck.
Progress to entry 8.

or

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

Is that a human voice, reading to itself?
Discard 1 time card. Each hunter gains 1 Wyvern Gem.
Progress to entry 19.

17

The ground gives way beneath you, and suddenly you're plunged again into freezing water. For a moment, you panic, thrashing around and wasting energy. Gradually, you manage to calm yourself. But then other fears begin to intrude upon your thinking...

Each hunter suffers 2 damage. Progress to entry 26.



18

There's an explosion of water, snapping teeth, the vast bulk of a creature impossibly big and impossibly strong roaring past you, knocking you to the ground and driving the breath from your lungs, claws swiping at the space you were prone a moment before... and then it's gone. Jyuratodus. It nearly got you! You struggle to your feet. This just got personal.

**Each hunter suffers 4 damage.
Roll a die.**

**On a 1-2 progress to entry 14
On a 3-4 progress to entry 10
On a 5-6 progress to entry 21**

19

There's a voice, disconcertingly loud in the quiet of the swamp. It's reading, intoning the words of a book. Something about Jyuratodus feeding habits. You wonder if the voice knows if it carries on at this volume, it'll become evidence of those feeding habits itself?

**Race to the voice.
Draw a time card and place it to one side of the deck.
Gain 1 track token. Progress to entry 12.**

or

**Ready yourself, then move quickly
and cautiously towards the voice.
Discard 2 time cards.
Reveal and discard any number of track tokens.
Discard any time cards that are to the side of the time deck.
Progress to entry 12.**

20

A shape looms from out of the darkness. You drop to your haunches, weapon ready, poised to strike. Nothing. No movement. You edge forward, slowly. What is it? What is it waiting for?

**Continue to creep up on it, carefully.
Progress to entry 16.**

or

**Leap to the attack!
Discard 1 time card. Progress to entry 10.**

21

The cold hits you as soon as you drag yourself from the murky waters. Your clothes cling to you and you start to shiver. The mist seems to close in, making it even harder to see. The path through the swamp is almost entirely vanished. Should you wait for the mist to clear, or push on?

**Push on. The scholar needs to be rescued or at least found.
Progress to entry 17.**

or

**Wait. You're no good to anyone with a broken leg, or neck.
Discard 1 time card. Progress to entry 13.**

22

Footprints. The first sign you've seen of the scholar's presence. They aren't new, exactly, but it means you're on their track. That's good. What's not good are the items clumsily thrown aside, littering the path the scholar seems to have taken. They were being chased.

Discard 1 time card.

**Find the scholar's belongings.
Each hunter rolls on the following table.**

**On a 1-2 you gain 1 Boulder Bone
On a 3-4 you gain 1 Torrent Sac
On a 5-6 you gain 1 Potion**

Once each hunter has rolled, progress to entry 20.

or

**Investigate the foliage nearby for evidence
of the creature chasing the scholar.
Discard 1 time card. Gain 1 track token.
Each hunter gains 1 Jyuratodus Scale.
Progress to entry 18.**

23

The beast passed through here; you can see the marks in the muck, the slithering passage of its muscular form. Stay sharp—it's out there.

**Each hunter gains 1 Jyuratodus Scale.
Progress to entry 25**

24

The kill is recent; so recent the blood is still pumping from Barroth's ruined throat. Not often you see a Barroth killed so efficiently, but the creature was ambushed. Bent down to drink and Jyuratodus came out of the mud. No time to react. Only to bleed. At least you're on the right track.

Each hunter gains 1 Monster Bone large.

You can hear something strange on the breeze.
Discard 1 time card. Each hunter gains 1 Aqua Sac.
Progress to entry 19.

or

Ignore the sound for now,
follow the splashes of Barroth blood.
Progress to entry 20.

25

The trek through the swamp is taking its inevitable toll. You've been hurt several times, and the 'flies flocking around you aren't helping matters, and nor is the mist obscuring every danger lurking ahead of you.
You need to rest. You must rest.

Drink a potion. That should help.
Discard 1 potion.

If the players cannot discard a potion,
shuffle the Exhaustion card into the time deck.
Discard 1 time card. Progress to entry 9.

26

The marsh soaks into your clothes; the mud all around you makes you nervous. Mud is Jyuratodus' favoured camouflage for hunting; what if there is more than one of them in here?

Quell your fears. There's loot to be found!
Discard 1 time card.
Each hunter gains 1 Torrent Sac, and 1 Dragonite Crystal.
Progress to entry 7.

27

You reach the outskirts of the swamp. Mist is gathering, visibility down to almost nothing. There's a silence even your piercing whistle can't quite pierce. Almost enough to make you feel... scared. And that's before you find the picked clean carcass of the monster, protruding from the water.

Discard 1 time card.

Take what you can from the corpse.
Gain 1 track token.
Each hunter gains 1 Monster Keenbone, and 1 Quality Bone.
Progress to entry 22.

28

The ground in front of your feet is suddenly a yawning red gulf, along the edges of which you can see so, so many teeth. Leaping backwards, you bring your weapons round. Battle is joined.

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

29

You can hear it, the sound of something large breathing incredibly quietly, incredibly slowly. The beast is near, hiding beneath the mud. Before you can pinpoint it, Jyuratodus rears up in a welter of mud and serrated teeth, and you're fighting for your life!

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

30

The darkness lunges forwards, becoming a Jyuratodus as it does so, and forcing you to leap aside to prevent it taking your midsection with it. It snarls, wheeling about, and battle is joined!

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

Jyuratodus Scoutfly Level

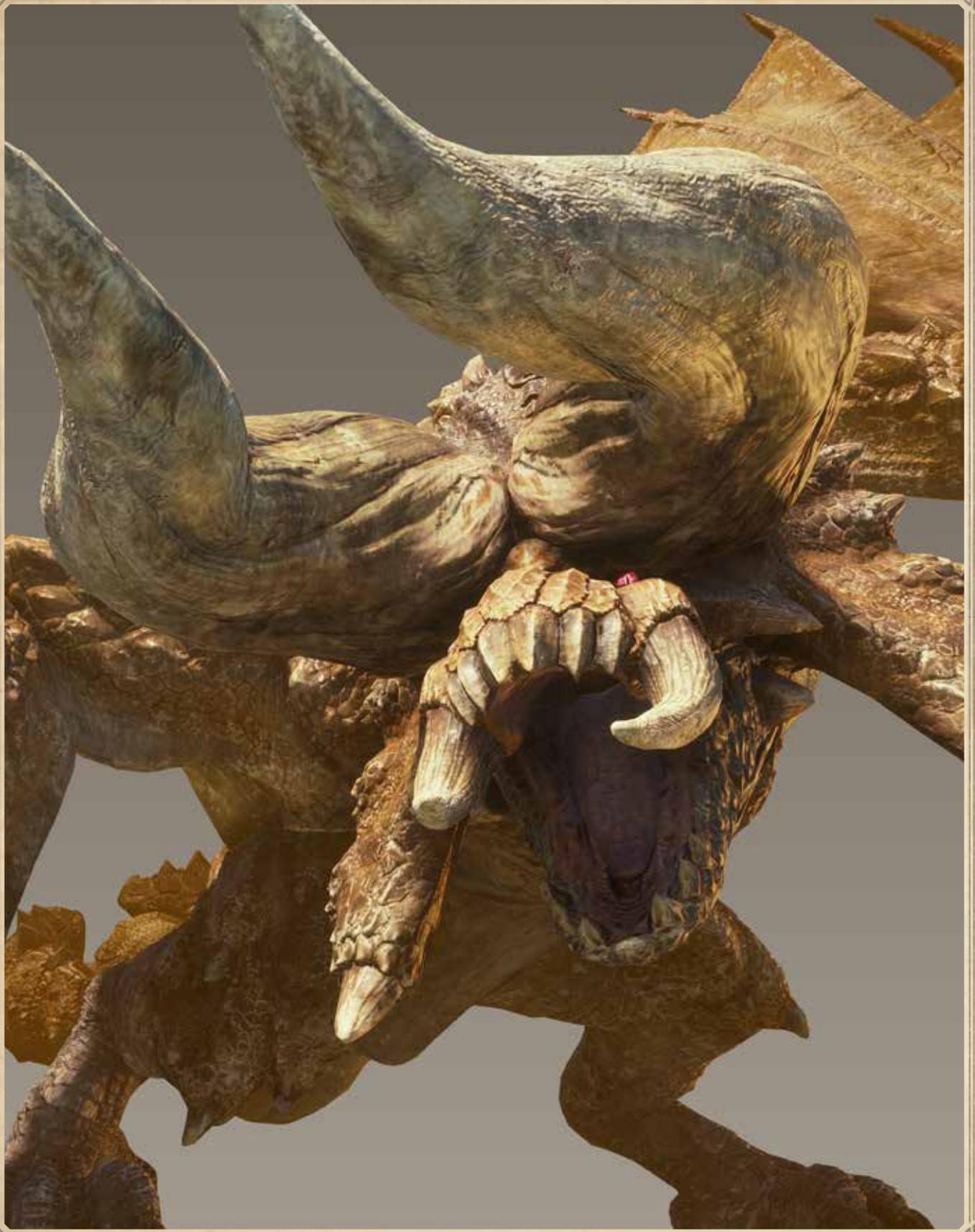
1. If you finish an Jyuratodus adventure with equal to or fewer tracks than the minimum Scoutfly level, add **Forward Bite** to its behaviour deck.
2. If you finish a Jyuratodus adventure with more tracks than the minimum but fewer than the maximum Scoutfly level, add **Submerge Attack** to its behaviour deck.
3. If you finish a Jyuratodus adventure with equal to or more tracks than the maximum Scoutfly level, add **Water Wrap** to its behaviour deck.

Assigned Quest Scoutfly Level: 2-5

Investigation Quest Scoutfly Level: 3-6

Tempered Investigation Quest Scoutfly Level: 4-7





Diablos



Diablos is the apex monster of the Wildspire Waste. A menacing, territorial beast that lurks underground, loud noises will cause it to lunge out of the sand in search of prey. A ground-breaking final battle awaits!



Assigned Quest



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



Investigation Quest



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



Tempered Investigation Quest



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



1

Assigned Starting Point



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

You've been given a quest. The First Wyverian tasked you with finding and slaying a Diablos. The apex predator of the wastes. The thing that lies in wait. Always waiting, just beneath your feet, ready to swallow you whole. But these kinds of challenges... they're what being a hunter is about. So ready yourself. You're about to face a truly terrifying challenge.

Examine the remnants of Diablos' prey.
Each hunter gains 1 Ancient Bone. Gain 1 track token.
Progress to entry 30.

or

Race to where your prey was last seen!
The hunters discard 8 time cards.
Progress to entry 28.



2

Investigation 1 Starting Point



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

Heading into the Wildspire Wastes is dangerous at the best of times. Doing so with the express purpose of tracking and killing a Diablos is bordering on the suicidal, even for the most skilled and deadly of hunters. But what the First Wyverian asks of you, you do. That's how it works. And that's why you're heading into the sands.

Each hunter gains 1 Wyvern Gem. Discard 1 time card.
Progress to entry 1.

or

Gain 1 track token. Progress to entry 27.

or

Race to where your prey was last seen!
The hunters discard 8 time cards.
Progress to entry 28.



3

Investigation 2 Starting Point



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

The First Wyverian fixed you with the kind of stare you dread. The kind of stare that tells you he has a quest for you — the kind of quest you'd much rather refuse but that you know you won't. Which is exactly what happened. He gazed into your eyes, pressed a token of the creature he wanted you to hunt into your hand, and left. You didn't want to look down. But you did. That's why you're in the desert, stalking a Diablos. Or trying to.

You know why you're here. Might as well get on with it.
Each hunter gains 1 Diablos Carapace. Progress to entry 2.

or

You've heard of a Diablos surfacing not far from here, recently. Might be worth investigating.
Each hunter gains 1 Majestic Horn.
Gain 1 track token. Progress to entry 17.

or

Race to where your prey was last seen!
The hunters discard 8 time cards.
Progress to entry 28.



4

Investigation 3 Starting Point



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

Already enervated from the heat of the sun, you wonder how it is you came to be walking across the desert, hoping your footsteps might attract the attention of the most lethal predator in the Wildspire Wastes. Then you remember; the First Wyverian. The First Wyverian tasked you with hunting one of the great brutes, to prove your skill. And you said yes. Feels like less of a smart decision right now.

You see evidence of a fight ahead, a fight that led into a tunnel. Follow it.
Gain 1 track token. Discard 1 time card.
Progress to entry 22.

or

The ground subsides a little here. Where does it lead to?
Each hunter gains 1 Diablos Shell. Progress to entry 26.

or

Race to where your prey was last seen!
The hunters discard 8 time cards.
Progress to entry 28.



5

Investigation 4 Starting Point



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

Hunting a Diablos is never a good idea. They're terrifying predators, difficult to detect as they course along beneath the surface of the earth, waiting for the opportunity to strike. And yet, that's what you're doing. The First Wyverian tasked you with hunting one of the creatures, and so you've obeyed. Good luck. You're going to need it.

Diablos create their own tunnels beneath the earth.
You think there's an entrance nearby.
Each hunter gains 1 Diablos Ridge.
Progress to entry 23.

or

You've heard there's some sort of graveyard nearby.
Might as well start there.
Each hunter gains 1 Diablos Carapace.
Progress to entry 9.

or

Race to where your prey was last seen!
The hunters discard 8 time cards.
Progress to entry 28.

6

You don't want to stay here too long. The creature knows this terrain far too well, making you vulnerable. But you also can't shake the feeling that there might just be something here to make it worth the risk...

That's the creature. Has it noticed you?
Gain 1 track token. Progress to entry 31.

or

Move silently, take what you can, and get out..
Each hunter rolls on the following table.
On a 1-2 you gain 1 Dragonite ore
On a 3-4 you gain 1 Wyvern Gem
On a 5-6 you gain 1 Lightcrystal

Discard 1 time card. Progress to entry 8.

7

Barroth turns, still bellowing in fury. Its huge bulk is almost too big for the tunnel. Almost. You force yourself to your feet, readying yourself to run, or at least dodge again, as it thunders towards you once more.

The tunnel is too small! The creature, berserk with rage, hasn't calculated correctly. It'll be able to force its way through soon though!
Gain 1 track token. Progress to entry 32

or

(This option can only be chosen if the hunters have at least 1 Majestic Horn in their inventories)
You brace yourself for the impact, and hope you'll be able to withstand the creature's charge!
Progress to entry 33.

8

Above, you hear the sinister call of a Pukei-Pukei, flying as far above the earth as it can. No creature draws too near to a place Diablos hunts if it can help it. The slightest tremor of the ground can bring it to the surface... and apparently, this is prime hunting ground. Which explains the sudden shaking of the earth beneath your feet!

Run for solid ground!
Gain 1 track token. Progress to entry 31.

9

There are the signs of Diablos' recent presence nearby, but the signs chiefly take the form of chewed up and spit out bones. Few creatures stand a chance against a creature of the size and ferocity of Diablos.

You feel you're getting closer.
Each hunter gains 1 Twisted Horn.
Gain 1 track token.
Progress to entry 19.

or

The Diablos is going nowhere. Take some time to recover.
Each hunter recovers 2 health.
Discard 1 time card.
Progress to entry 23.

10

There's a roar, and, for a moment, you glance down, expecting the tunnel to become the mouth of a Diablos. Then you hear the sound of a stampeding form from ahead of you, and glance up. It's a Barroth, bearing down on you with hideous speed. You fling yourself to one side, as it barrels past you, dislodging earth and sand down on your head.

That was close!
Gain 1 track token. Progress to entry 7.

11

Staying above ground proves a sensible move. Only a few hundred feet away you find Diablos spore. Its shell glints in the harsh sunlight. It surfaced near here, not too long ago. It won't have stayed above ground long, but perhaps it resubmerged close by.

Quickly, follow the trail!
Each hunter gains 1 Diablos Shell.
Gain 1 track token. Progress to entry 14.

12

Clambering up high always seems like a good idea. Get a view of the land around you, determine areas of interest and concern. Sensible. Except, of course, when the rock under your fingers crumbles apart, sending you sprawling down.

Do you see anything useful before you fall?
Roll die.

On a 1-3 each hunter suffers 2 damage.
On a 4-6 the hunters gain 3 track tokens.

Discard 1 time card. Progress to entry 16.

13

Those... those are definitely tracks. You hurry over to them, examining the claw marks left in the earth where Diablos has bored its way into the earth. And then you freeze. You can hear a scrabbling noise from inside the tunnel wall. A scrabbling, rushing noise. And it's coming towards you.

Discard 1 time card. Progress to entry 34.

14

You keep moving deeper, further, into Diablos' tunnels. Your hands brush against the smooth earth of the tunnel sides, perfectly compact. The air is a little stale, but you're glad to be out of the sun and the dust of the surface.

Keep on into the darkness. Progress to entry 24.

15

More of the underworld, exposed to the surface. You see the refractive gleam of machalite ore, hidden for long ages but now revealed by Diablos' passage.

Might as well take it.
Each hunter gains 1 Machalite ore. Progress to entry 11.

16

Barroth is easily avoided. It's distracted by something nearby, soon lumbering off and away from you. You breathe a little sigh of relief and return to the hunt for Diablos.

Press on into the wilderness.
Each hunter gains 1 Boulder Bone. Progress to entry 9.

17

*Well, a Diablos definitely erupted from the sand here. You can see the evidence strewn across the earth. But this site is old. The earth is nearly filled in, the tunnel entrance almost completely concealed.
The hunt continues...*

This is a starting point, but no more.
Each hunter gains 1 Diablos Ridge. Progress to entry 27.

18

The tunnel is cool, even slightly damp, which, after the heat of the desert is a blessing. You could consider staying down here for a little while, at least.

Return to the surface.
Easier to lure Diablos to you up there.
Progress to entry 9.

or

Stay down here. These passages might lead you to Diablos.
Gain 1 track token. Progress to entry 10.

19

Tunnels. Wherever Diablos goes, it leaves tunnels, burrowing through the earth at impossible speeds. You've stumbled across one of those tunnels. Diablos might not be in it any longer, but there are still valuable ores to be collected. Who says no to such easy money?

Take the ore.
Each hunter gains 1 Fucium ore.
Gain 1 track token. Progress to entry 8.

20

There's something nearby. Something big. Not big enough to be Diablos, you don't think. But something pretty nasty. It could be the lowing noise of a Barroth you can hear. You stay low; you're hunting a Diablos, you don't need any distractions right now.

Skirt around Barroth.
The hunters gain 1 track token. Progress to entry 16.

or

Clamber up the rocky outcrop ahead of you.
There's something up there.
Each hunter gains 1 Wyvern Gem. Progress to entry 12.

or

Start tracking Barroth.
It might lead you somewhere interesting.
Gain 2 track tokens. Progress to entry 28.

21

Leaving the pit behind, you head into one of the tunnels leading off, wending its way beneath the sand. Diablos came this way, burrowing through the earth with terrible speed. And it might still be nearby. You pause for a moment, listening to see if you can detect the direction it took.

Keep listening.
Gain 1 track token. Discard 1 time card.
Progress to entry 24.

or

Stop this, keep looking for tracks.
Progress to entry 13.

22

Pukei-Pukei continued its struggles deep into the darkness. You can see the evidence of its battle to survive, smeared on the walls of the tunnels around you. Diablos toyed with its prey before finishing it. Not a comforting thought.

Stop to examine the remains.
Each hunter gains 1 Twister Horn.
Progress to entry 23.

or

Forge on ahead.
Gain 1 track token. Progress to entry 17.

23

The tunnels stretch on, in endless and dizzying array. Diablos burrows everywhere, creating its own routes through the living earth. All you can do is follow.

Gain 1 track token. Progress to entry 15.

24

There's a moment of sudden stillness. A stillness more profound than any you'd encountered down here before. An absence of sounds you weren't even aware you were hearing...

Cautiously move...
Progress to entry 10.

25

There's an entrance into the tunnels below the sand here. Obscured, but visible enough. Do you risk entering Diablos' domain already?

Stay on the surface, for now.
The hunters gain 1 track token. Progress to entry 11.

or

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

You recognise the gleam of lightcrystal. Head deeper.
Each hunter gains 1 Lightcrystal. Progress to entry 23.

26

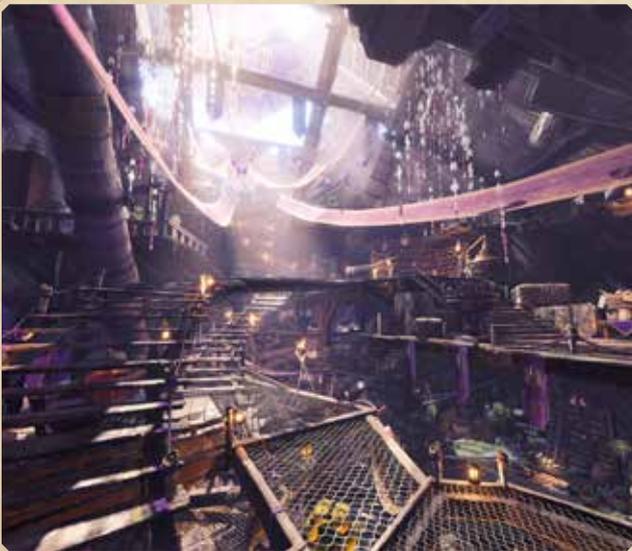
The path, it turns out, leads downwards into a sinkhole. The constant burrowing of Diablos leaves the desert riddled with places like this, and you're stumbling down into it. The creature is long gone, but it was here. You can see its tooth, lodged into one of the sheer walls above you.

(This option can only be chosen if the hunters are wearing at least 1 piece of Diablos armour)

Get out of the pit and get up high; survey the landscape!
Gain 1 track token. Discard 1 time card.
Progress to entry 12.

or

That fang is worth something!
Each hunter gains 1 Diablos Fang. Progress to entry 21.



27

Blood. The air stinks of it; copper tasting, made foul by the sun. The stench is rising up out of the sand; it's not been spilled long enough to be absorbed. Not yet. The Pukei-Pukei landed here, briefly, for a moment's respite. And Diablos came up from beneath it. There was a struggle, and you're looking at the aftermath. Diablos is long gone, back into the earth, but you can see where it vanished, back into the darkness.

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

Pick through the remains of the fight.
Each hunter gains 1 Diablos Shell. Progress to entry 9.

or

Head downwards, into the tunnels.
Gain 1 Lightcrystal. Gain 1 track token.
Progress to entry 22.

28

The tunnels stretch on, miles of them unfolding around you. Does Diablos double back on itself; you wonder, examining the floor carefully. If it does, then a booby trap might prove quite effective...

Gain 1 track token.

Not worth the time or the effort.
Gain 1 track token.
Progress to entry 25.

or

Construct a booby trap.
Discard a time card and roll a die.

On a 1-3 progress to entry 14
On a 4-6 reduce Diablos' health dial by the amount rolled, then progress to entry 29.

or

You're not going to build anything, but digging a little deeper into these tunnels might reveal something good...
Each hunter gains 1 quality bone and 1 monster bone small.
Progress to entry 14.

29

Diablos prey, left out amidst the sand to rot. The scoutflies are already swarming over it, but you can see enough of the beast to recognise a Jyuratodus. What the creature is doing so far from the mud and water it enjoys so much, you don't know. But you like the ease and speed with which Diablos must have ripped it to shreds even less.

The hunters gain 1 Diablos Fang each.

Keep on this path.

You're in the midst of Diablos' hunting ground.
The hunters gain 1 track token. Progress to entry 6.

or

The entrance to Diablos' tunnel is obvious.

Might as well take the crystals you can see.

The hunters gain 1 Dragonvein Crystal. Progress to entry 18.

30

Heading out into the desert is always concerning. Little water, too much heat. The sand blowing in your eyes. But you're equal to it, you hope. And the rocky outcrops, emerging from the sand, often contain interesting things worth collecting; just like this one...

Collect your fortuitous bounty.

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

31

From somewhere close you hear a roar loud enough to stun you utterly, if it weren't for the fact you're already dazed. Disoriented, but defiant, you grab your weapons. The battle begins!

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

32

The tunnel shakes as Barroth charges, its head down. And then the tunnel isn't a tunnel anymore, but is the image of a Diablos' head, spearing up from beneath Barroth and seizing it in vast jaws with a roar of delight.

You grip your weapon so hard it might break.

Fear, adrenaline, desperation; all filter through your mind, and then are replaced by a cold joy. Battle is joined!

Gain 3 track tokens. Reveal your track tokens,
check the Scoutfly level, and begin the hunting phase.

33

The ground opens up beneath you, beneath Barroth; opens into nothingness. The pair of you, still with eyes fixed on each other, vanish into the darkness. You suffer little worse than bumps or bruises, but, as you rise from the dust of the fall, you look up into the features of a Diablos, calmly shredding Barroth with its titanic fangs.

Each hunter suffers 1 damage. Reveal your track tokens,
check the Scoutfly level, and begin the hunting phase.

34

The walls of the tunnel explode in a fusillade of soil and sand, and the roaring maw of Diablos. The creature has been stalking you, not the other way round. Ready your weapons. Battle is joined!

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

Diablos Scoutfly Level

1. If you finish an Diablos adventure with equal to or fewer tracks than the minimum Scoutfly level, add **Forward Rush** to its behaviour deck.
2. If you finish a Diablos adventure with more tracks than the minimum but fewer than the maximum Scoutfly level, add **Horn Thrust** to its behaviour deck.
3. If you finish a Diablos adventure with equal to or more tracks than the maximum Scoutfly level, add **Surface Bite** to its behaviour deck.

Assigned Quest Scoutfly Level: 2-5

Investigation Quest Scoutfly Level: 3-6

Tempered Investigation Quest Scoutfly Level: 4-7



Black Diablos



Black Diablos is a female Diablos in heat – with its black shell comes increased aggression and heightened hostility to other creatures in its habitat. Will you fall victim to the darkness?



★ Assigned Quest ★

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



★★ Investigation Quest ★★

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



★★★ Tempered Investigation Quest ★★★

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



1



Assigned Starting Point

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

Diablos is one of the most terrifying foes you can conceive. Fast, strong, enormous in size. And now you're going to fight Black Diablos; a creature with all of the cunning and savagery of its kin, but even faster. This isn't one of your smartest decisions, even you're forced to concede that. But sometimes, that's the nature of the job.

Ready yourself for the hunt.
Each hunter gains 1 Ancient Bone. Gain 1 track token.
Progress to entry 20.

or

There's an open tunnel; perhaps where
Black Diablos emerged?
Progress to entry 29.

or

Race to where your prey was last seen!
Discard 8 time cards. Progress to entry 31.



2



Investigation 1 Starting Point

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

*Black Diablos spreads terror, slaughtering the creatures who dwell in or near the Wildspire Waste. Its remarkable speed make it a threat to even the oldest and most formidable of Diablos, and you're hunting it because the First Wyverian requires information about the elder dragons.
What an interesting way to die!*

Crystal might be useful, especially if you're
tracking the creature in the darkness.
Each hunter gains 1 Novacystal. Discard 1 time card.
Progress to entry 1.

or

Head straight into the desert.
Gain 1 track token. Progress to entry 30.

or

Race to where your prey was last seen!
Discard 8 time cards. Progress to entry 31.



3



Investigation 2 Starting Point

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

To discover the secrets of the elder dragons, so goes the tale, you need to gain information about Black Diablos. You're not sure whether that means information about where to find the ancient creatures, or how to bring them down, but you're also unsure if that concerns you, currently. The First Wyverian dispatched you to bring down a Black Diablos. That's enough to focus on, for now.

Gather your resources and start the hunt.
Each hunter gains 1 Novacystal. Progress to entry 12.

or

Seek out the advice of someone who
has hunted Black Diablos before.
Each hunter gains 1 Majestic Horn.
Gain 1 track token. Progress to entry 21.

or

Race to where your prey was last seen!
Discard 8 time cards. Progress to entry 31.



4



Investigation 3 Starting Point

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

The desert stretches out in front of you, an unfinished world of sand and dust and stone. Before you begin your trudge over the dunes, you focus on the purpose of your mission again. To bring Black Diablos down, as the First Wyverian requested. Let the hunt begin.

The Black Diablos stalks beneath the earth.
The tunnels might be a good start.
Gain 1 track token. Discard 1 time card.
Progress to entry 26.

or

Proceed across the sand.
Each hunter gains 1 Majestic Horn.
Progress to entry 17.

or

Race to where your prey was last seen!
Discard 8 time cards. Progress to entry 31.



5

Investigation 4 Starting Point



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

The battle is ferocious enough to level a small town; a Diablos fighting a Black Diablos. You duck down behind the rocks, grateful for some barrier between yourself and the rampaging beasts beyond. With a roar, Diablos scores its claws along the gullet of Black Diablos, rending flesh and spraying dark blood across the sand. The darker-hued Diablos shrieks in pain, turning and fleeing from its attacker. In a moment, it's beneath the ground, the sand spraying into the air as it burrows down into the earth. Well... the First Wyverian tasked you with bringing a Black Diablos down. You should probably get chasing it.

The Wyverian places his trust in you. Don't let him down.
Each hunter gains 1 Wyvern Gem. Progress to entry 4.

or

Who cares about higher duty? Let's get hunting!
Each hunter gains 1 Novacrystal. Shuffle the Turf War card into the time deck. Progress to entry 8.

or

Race to where your prey was last seen!
Discard 8 time cards. Progress to entry 31.

6

The vast form of a Diablos lies sprawled over the sand. Its stomach has been ripped open by savage teeth; its claws are bloodied but irrevocably stilled. An enormous battle took place here. What killed the creature you're uncertain—though you suspect a Black Diablos. Little else has the means of bringing down one of these monsters. You stop to examine the corpse, to learn something about the beast you hunt... and notice the rumbling beneath you.

Something is coming.
Gain 1 track token. Shuffle the Diablos Slayer card into the time deck. Progress to entry 31.



7

The ground shifts beneath you, the sand suddenly unsettled, writhing like a fish on a hook. The rumbling is coming from beneath... have you found it? You think so. Or has it found you? Black Diablos is coming.

Find yourself a place to make your stand.
Gain 1 track token. Progress to entry 32.

or

(This option can only be chosen if the hunters have at least 1 Black Diablos Carapace in their inventories)
You know what Black Diablos will try, and you're ready.
Progress to entry 33.

8

Above, you hear the sinister call of a Pukei-Pukei, flying as far above the earth as it can. No creature draws too near to a place Black Diablos hunts if it can help it. The slightest tremor of the ground can bring it to the surface... Being this close to Black Diablos' hunting grounds makes you nervous. But overcoming fear is part of the hunter's trade.

You're confident Black Diablos went this way.
Gain 1 track token. Progress to entry 28.

or

(This option can only be chosen if the hunters have at least 1 Black Diablos Ridge in their inventories)
The beast isn't going anywhere, no matter how fast it moves.
You've time to rest a little.
Each hunter recovers 2 health. Discard 1 time card.
Progress to entry 22.

9

The wind is high today, sweeping the sands across you in plumes of yellow and white. Seams of ore are exposed, the sand driven off to reveal glinting troves of gemstone and more. But do you have time to collect them?

No. The First Wyverian gave you a task. Stick to it.
Gain 1 track token. Progress to entry 31.

or

Plenty of time for hunting later.
Each hunter rolls on the following table.
On a 1-2 you gain 1 Dragonite ore
On a 3-4 you gain 1 Wyvern Gem
On a 5-6 you gain 1 Novacrystal
Discard 1 time card.
Shuffle the Time Management card into the time deck.
Progress to entry 6.

10

The trek across the sands is a laborious one; your feet sink a little into the sand each time, making the next step seem so much harder. But this is the route you've found, and Black Diablos is out there somewhere.

Keep walking.
Gain 1 track token. Progress to entry 7.

11

The tunnel is dark and close, unsurprising considering that your prey forced it's way through here, and caused several cave ins.

Pick up any fallen ores.
Each hunter gains 1 Machalite ore. Progress to entry 19.

or

No time to waste.
Gain 1 track token. Progress to entry 8.

12

You're crouched, carefully skirting over the ground, keeping your movements to a minimum. Attracting the attentions of Barroth is not something you want to do. You take a cautious step to the left, and feel the ground give in beneath you. The earth drops in, leaving you falling downwards into another of Black Diablos' tunnels.

Roll a die.

On a 1-3 you tumble downwards and have to scramble back up. Each hunter suffers 2 damage.

On a 4-6 it's a fresher tunnel, as luck would have it.
Gain 3 track tokens.

Discard 1 time card. Progress to entry 16.

13

You listen to the wind, press your hand to the hot sand to feel for vibrations beneath the earth, try to detect where Black Diablos might have gone after its fight with the winged beast. No luck though; you need to press on.

That whine... could that be scoutflies?
Discard 1 time card. Gain 1 track token.
Shuffle the Recovery card into the time deck.
Progress to entry 19.

or

Head into Black Diablos' tunnels.
You're sure there's an entrance nearby.
Progress to entry 25.

14

You'd hoped you'd find something a little more substantial on this route, maybe even finally encounter the beast itself. Still, judging from the swarming scoutflies, there's something just beyond that sand dune.

Press on and see what it is.
Progress to entry 19.

15

It's not just novacrystal embedded in the spurs of stone, jutting through the sand. There's much more; seams of ore, invisible from below, but up here an iridescent marvel. You chisel some free. Despite the glint from the ore, you see something on the other side. Something most certainly worth examining.

Clamber over the stone spines.
Each hunter gains 1 Fucium ore. Gain 1 track token.
Progress to entry 6.

16

Clawing your way back out of the tunnel is exhausting. But worth it. The earth you disturbed was rich with the bones of Black Diablos' prey—and now they're yours.

Each hunter gains 1 Boulder Bone. Progress to entry 8.

17

The creature Black Diablos seized upon out here, in the sand dunes, is difficult to determine. It had wings, but it could be anything; a Pukei-Pukei, perhaps. Or a junior Rathalos, grown lost and disoriented. Either way, Black Diablos won, but it didn't do so unharmed. You can see fragments of its armour, scattered everywhere.

Collect what you can. Could be invaluable.
Each hunter gains 1 Black Diablos Carapace.
Progress to entry 13.

or

(This option can only be chosen if the hunters have at least 1 Black Spiral Horn in their inventories)
Spend longer among these fragments. You might be able to glean some insight into the creature's habits.
Discard 1 time card. Each hunter gains 1 Black Diablos Carapace and 1 Black Diablos Ridge. Progress to entry 22.

18

You emerge from the tunnels, out into the heat of the desert. You're blinded for a moment, the brightness of the sun dazzling after the darkness of the tunnels.

Stop to get your breath and let your eyes adjust.
Progress to entry 8.

or

Start the long hike across the sands.
Gain 1 track token. Progress to entry 10.

19

A dead Barroth. Ripped cleanly in two, though the back half is missing. The rest of the carcass might be worth stripping.

Time to get bloody.
Each hunter gains 1 Majestic Horn.
Gain 1 track token. Progress to entry 10.

20

Rumbling noises nearby. Not big enough to be Black Diablos, you don't think. Its speed ensues the noise of its movements are difficult to mistake. But this is still something pretty nasty. It could be the lowing noise of a Barroth you can hear. You stay low; you're hunting a Diablos, you don't need any distractions right now.

Track Barroth carefully.
Gain 1 track token. Progress to entry 16.

or

Keep your distance. No point getting drawn into battle unnecessarily.
Each hunter gains 1 Black Spiral Horn.
Progress to entry 12.

or

Ignore it. Head for the tunnel entrance instead.
Each hunter gains 1 Carbalite ore.
Gain 1 track token. Progress to entry 29.

21

The advice you were given wasn't exactly comforting: "Be lucky." But you were given some pieces of the beast to examine, and to take with you. Tokens of good fortune, but also useful insight into how the creature behaves. The hunt is already off to a good start.

Each hunter gains 1 Black Diablos Ridge.
Progress to entry 8.

22

The tunnels are smooth, arid. The doying, sweet reek of decaying meat and the musty, animal smell of a predator's secretions infest your nostrils. But you're on the trail of Black Diablos now. Closing in.

Gain 1 track token.

Follow this tunnel, into the darkness.
Progress to entry 11.

23

The broken body of a former hunter is not the sight you wanted to see. Not at all. Black Diablos left the unfortunate in literal pieces, smashing through them and their armour, scattering pieces of them across a wide area. They're still clutching the gem gifted to them by the First Wyverian.

Each hunter gains 1 Wyvern Gem.

Pay your respects and press on.
Gain 1 track token. Progress to entry 28.

or

There are some valuable gems here. Might be worth examining.
Not respectful, but your need is greater than theirs...
Each hunter gains 1 Dragonvein Crystal. Progress to entry 18.

24

The tunnels are studded with pieces of Black Diablos, pieces broken off by the speed and energy of its movements. You pluck some fragments of its carapace from the wall, wondering at the forces generated by a creature of this size moving so quickly.

Continue to follow the tunnels downwards.
Each hunter gains 1 Black Diablos Carapace.
Progress to entry 22.

or

(This option can only be chosen if the hunters have at least 1 Black Diablos Carapace in their inventories)

Progress to entry 27.

25

Descending into the darkness of Black Diablos' tunnels feels a lot less sensible in practice, than it did in theory. But you were getting nowhere on the surface. Better to try and herd the thing in its lair than stumble about in the dust. Or at least, that's what you keep telling yourself.

(This option can only be chosen if the hunters have at least 1 piece of Black Diablos armour equipped)

Explore the tunnels.
Discard 1 time card. Gain 1 track token. Progress to entry 27.

or

Wait. You're sure the beast knows you're here.
Discard 1 time card. Progress to entry 34.

26

The entrance to one of Black Diablos' tunnels yawns before you; as perfectly round and black as the throat of the creature itself.

Dare you venture in?

Head straight in.
Each hunter gains 1 Black Diablos Carapace.
Progress to entry 22.

or

You're not afraid. You're just interested in that thing over there.
Gain 1 track token. Progress to entry 19.

27

The tunnels stretch on, miles of them unfolding around you. Does Black Diablos double back on itself, you wonder, examining the floor carefully. If it does, and at the speed it travels, a well-made booby trap might be highly effective. And unexpected. Certainly worth some consideration.

Gain 2 track tokens.

Construct a booby trap.
Discard a time card and roll a die.

On a 1-3 progress to entry 14.
On a 4-6 reduce Black Diablos' health dial by the amount rolled, then progress to entry 23.

or

Forget it. Keep on this path.
Each hunter gains 1 quality bone and 1 Monster Bone small.
Progress to entry 14.

28

Ridges rear from the sand, great spines of stone jutting upwards. It might be worth clambering up and surveying the land from above. The fact you can see the persistent glint of crystal embedded in the stone is neither here nor there, of course.

Follow the spines, but stay on the sand.
Gain 1 track token. Progress to entry 15.

or

Clamber up. Crystals are always good.
Each hunter gains 1 Novacrystal. Progress to entry 9.

29

The tunnel is huge, deep, running straight into the earth. Black Diablos moves with terrifying speed, excavating tonnes of earth in seconds. And now you're going into the tunnels, after it.

Head into the darkness.
Gain 2 track tokens. Progress to entry 24.

30

The desert is littered with the remnants of Black Diablos attacks. There barely seems an inch of sand not replete with the debris from its bloody feasting. Bones crunch under every footstep.

Rummage among the debris.
Each hunter gains 1 Wyvern Gem and Black Spiral Horn.
Progress to entry 8.

or

Look out for specific remains.
Each hunter gains 1 Black Diablos Ridge.
Gain 1 track token. Progress to entry 26.

31

The earth disgorges a huge, snarling beast. All teeth, all lolling tongue, all black chitinous armour. It slams into the ground, nearly knocking you to your knees with the force of its landing. Bellowing, Black Diablos charges towards you. Let battle begin!

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

32

Black Diablos claws its way up, from the abyss it dwells in. A nightmarish visage of blackened armour, sword-like teeth and a lolling tongue, ravening for meat. Brace yourselves. Battle is joined.

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

33

As the beast erupts from the sand, in a surge of muscle and carapace and teeth, you're already upon it, bringing your weapons down in a savage blow. You bring the fight to Black Diablos!

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

34

It does not take long. The darkness swells, swarms before you, and then spits out Black Diablos. For a moment, you can't believe it isn't the shadows come to life, but then it roars so loudly you can feel your spine try to push its way out of your back. The battle begins.

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

Black Diablos Scoutfly Level

1. If you finish an Black Diablos adventure with equal to or fewer tracks than the minimum Scoutfly level, add **Forward Rush** to its behaviour deck.
2. If you finish a Black Diablos adventure with more tracks than the minimum but fewer than the maximum Scoutfly level, add **Horn Thrust** to its behaviour deck.
3. If you finish a Black Diablos adventure with equal to or more tracks than the maximum Scoutfly level, add **Surface 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 Barroth 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)





Barroth Assigned Arena Quest



Time Limit: 25 time cards



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

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

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



Barroth Investigation Arena Quest



Time Limit: 25 time cards



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

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

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



Barroth Tempered Investigation Arena Quest



Time Limit: 25 time cards



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

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

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



Pukei-Pukei Assigned Arena Quest



Time Limit: 30 time cards



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

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

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

Pukei-Pukei Investigation Arena Quest

Time Limit: 30 time cards



Carapace Axe	Alloy Helm	Barroth Mail	Barroth Greaves	
Aerial Magus	Pukei Hood	Barroth Mail	Alloy Greaves	
Mighty Strongarm	Barroth Helm	Pukei Mail	Alloy Greaves	
Power Shooter	Pukei Hood	Barroth Mail	Alloy Greaves	

Carapace Buster	Alloy Helm	Barroth Mail	Barroth Greaves	
Strong Hatchets	Pukei Hood	Barroth Mail	Alloy Greaves	
Carapace Edge	Barroth Helm	Alloy Mail	Barroth Greaves	
Hunter Proudbow	Barroth Helm	Pukei Mail	Alloy Greaves	

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

Pukei-Pukei Tempered Investigation Arena Quest

Time Limit: 30 time cards



Carapace Axe	Alloy Helm	Pukei Mail	Barroth Greaves	
Blooming Glaive	Pukei Hood	Barroth Mail	Bone Greaves	
Mighty Strongarm	Barroth Helm	Alloy Mail	Pukei Greaves	
Blooming Shooter	Pukei Hood	Alloy Mail	Barroth Greaves	

Blooming Blade	Pukei Mail	Alloy Mail	Barroth Greaves	
Strong Hatchets	Alloy Helm	Barroth Mail	Pukei Greaves	
Blooming Knife	Barroth Helm	Alloy Mail	Barroth Greaves	
Blooming Arch	Barroth Helm	Pukei Mail	Bone Greaves	

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



Jyuratodus Assigned Arena Quest



Time Limit: 30 time cards



Barroth Grinder	Alloy Helm	Barroth Mail	Pukei Greaves	
Datura Blade	Pukei Hood	Alloy Mail	Barroth Greaves	
Mighty Strongarm	Barroth Helm	Barroth Mail	Pukei Greaves	
Datura Blaster	Pukei Hood	Alloy Mail	Barroth Greaves	

Datura Blaze	Pukei Hood	Alloy Mail	Barroth Greaves
Strong Hatchets	Pukei Hood	Barroth Mail	Pukei Greaves
Datura Blossom	Barroth Helm	Alloy Mail	Barroth Greaves
Datura String	Barroth Helm	Pukei Mail	Bone Greaves

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



Jyuratodus Investigation Arena Quest



Time Limit: 30 time cards



Barroth Grinder	Jyura Helm	Barroth Mail	Pukei Greaves	
Datura Blade	Jyura Helm	Pukei Mail	Barroth Greaves	
Mudslide Blade	Barroth Helm	Jyura Mail	Pukei Greaves	
Datura Blaster	Pukei Hood	Jyura Mail	Barroth Greaves	

Datura Blaze	Pukei Hood	Pukei Mail	Barroth Greaves
Madness Pangas	Pukei Hood	Jyura Mail	Pukei Greaves
Datura Blossom	Barroth Helm	Pukei Mail	Barroth Greaves
Datura String	Pukei Hood	Pukei Mail	Pukei Greaves

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

Jyuratodus Tempered Investigation Arena Quest

Time Limit: 30 time cards



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

Datura Blaze	Jyura Helm	Pukei Mail	Barroth Greaves	
Jyura Hatchets	Pukei Hood	Jyura Mail	Pukei Greaves	
Datura Blossom	Barroth Helm	Jyura Mail	Barroth Greaves	
Datura String	Jyura Helm	Pukei Mail	Pukei Greaves	

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

Diablos Assigned Arena Quest

Time Limit: 35 time cards



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

Datura Blaze	Jyura Helm	Pukei Mail	Barroth Greaves	
Jyura Hatchets	Pukei Hood	Jyura Mail	Pukei Greaves	
Datura Blossom	Barroth Helm	Jyura Mail	Barroth Greaves	
Datura String	Jyura Helm	Pukei-Pukei Mail	Pukei-Pukei Greaves	

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

Diablos Investigation Arena Quest

Time Limit: 35 time cards



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

Datura Blaze	Jyura Helm	Diablos Mail	Barroth Greaves	
Jyura Hatchets	Diablos Helm	Jyura Mail	Pukei Greaves	
Datura Blossom	Barroth Helm	Diablos Mail	Barroth Greaves	
Datura String	Diablos Helm	Pukei Mail	Pukei Greaves	

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

Diablos Tempered Investigation Arena Quest

Time Limit: 40 time cards



Axe Semper Tyrannis	Jyura Helm	Diablos Mail	Diablos Greaves	
Tyrannis Glaive	Diablos Helm	Barroth Mail	Diablos Greaves	
Diablos Tyrannis	Barroth Helm	Diablos Mail	Diablos Greaves	
Dual Threat	Diablos Helm	Pukei-Pukei Mail	Diablos Greaves	

Datura Blaze	Diablos Helm	Diablos Mail	Diablos Greaves	
Diablos Clubs	Diablos Helm	Jyura Mail	Diablos Greaves	
Datura Blossom	Diablos Helm	Diablos Mail	Diablos Greaves	
Diablos Coilbender	Diablos Helm	Pukei-Pukei Mail	Diablos Greaves	

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



Black Diablos Assigned Arena Quest



Time Limit: 35 time cards



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

Datura Blaze	Jyura Helm	Pukei Mail	Barroth Greaves
Jyura Hatchets	Pukei Hood	Jyura Mail	Pukei Greaves
Datura Blossom	Barroth Helm	Jyura Mail	Barroth Greaves
Datura String	Jyura Helm	Pukei Mail	Pukei Greaves

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



Black Diablos Investigation Arena Quest



Time Limit: 35 time cards



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

Datura Blaze	Jyura Helm	Diablos Nero Mail	Barroth Greaves
Jyura Hatchets	Jyura Helm	Diablos Nero Mail	Pukei Greaves
Datura Blossom	Barroth Helm	Diablos Nero Mail	Barroth Greaves
Datura String	Jyura Helm	Diablos Nero Mail	Pukei Greaves

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

Black Diablos Tempered Investigation Arena Quest

Time Limit: 40 time cards



Axe Semper Tyranis	Jyura Helm	Diablos Nero Mail	Diablos Nero Greaves	
Tyrannis Glaive	Jyura Helm	Diablos Nero Mail	Diablos Nero Greaves	
Diablos Tyrannis	Barroth Helm	Diablos Nero Mail	Diablos Nero Greaves	
Dual Threat	Jyura Helm	Diablos Nero Mail	Diablos Nero Greaves	

Datura Blaze	Diablos Nero Helm	Diablos Nero Mail	Diablos Nero Greaves
Diablos Clubs	Jyura Helm	Diablos Nero Mail	Diablos Nero Greaves
Datura Blossom	Diablos Nero Helm	Diablos Nero Mail	Diablos Nero Greaves
Diablos Coilbender	Jyura Helm	Diablos Nero Mail	Diablos Nero Greaves

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

