

# INTRODUCING THE BEAST UNIVERSE





Studio Midhall is a family company founded by brothers **Elon** and **Aron Midhall**, alongside their cousin **Assar Pettersson**.

Headquartered in Malmö and collaborating globally, the studio combines a passion for storytelling and meticulous design, all set in a unique, dark fantasy world inspired by Scandinavian folklore.



The flagship title, **Beast**, launched on Kickstarter in 2021 with resounding success. It garnered nearly 10,000 backers, raised 5.8 million SEK, and was translated to 13 languages.

Building on this momentum, the second campaign for Beast expansions **Shattered Isles** and **The Great Hunt** generated over 1.6 million Euros, cementing Studio Midhall's place as one of Sweden's most innovative crowdfunding companies. Beyond board games, the studio aims to expand into different media, including video games, novellas, RPGs, and more—all within the Beast Universe.







*Welcome to the Northern Expanse, a place where nature is unexplored, mystical, and dangerous.*

**Beast** is a one-vs-many game where one player is the Beast, a powerful creature, and others are Hunters trying to track the Beast down. The game features hidden movement, card drafting, and strategic decisions for **2-4 players**.



ONE VS  
MANY

Play alone as a mighty Beast or collaborate as Hunters.



HIDDEN  
MOVEMENT

The Beast moves using a deck of secret direction cards. Hunters must strategize to locate and kill the Beast.



CARD  
DRAFTING

All players choose among cards they need and cards they don't want their opponent to have.



The first expansion for Beast, **Shattered Isles** features a dangerous place filled with adventure and mystery. With **new mechanics, maps, Beasts, Hunters, cards, and contracts**, the expansion offers an epic and unforgettable experience that builds upon the core gameplay of Hunters vs Beast.



**The Great Hunt** is a story-focused expansion, telling the saga of the fierce Esmeria against The Feathered King.

**It features a 60-page playable narrative with branching paths, multiple endings, and story chapters with voice acting.**





# A BATTLE OF HUMAN GREED AND BESTIAL FURY



A NEW STANDALONE GAME  
SET IN THE BEAST UNIVERSE



Step into the shoes of a cunning Scoundrel, racing through the ruins of a city to smuggle precious cargo while avoiding betrayal and the relentless pursuit of a terrifying Beast. Or assume the control of the Beast itself, hunting the Scoundrels and ensuring they never escape.

**Hollow Pact** is a fast-paced, horror-filled game, blending strategy, survival, and treachery—a thrilling experience from both sides of the chase. Who will triumph: the Scoundrels or the Beast?

*Hollow Pact launches on  
Kickstarter April 2025*



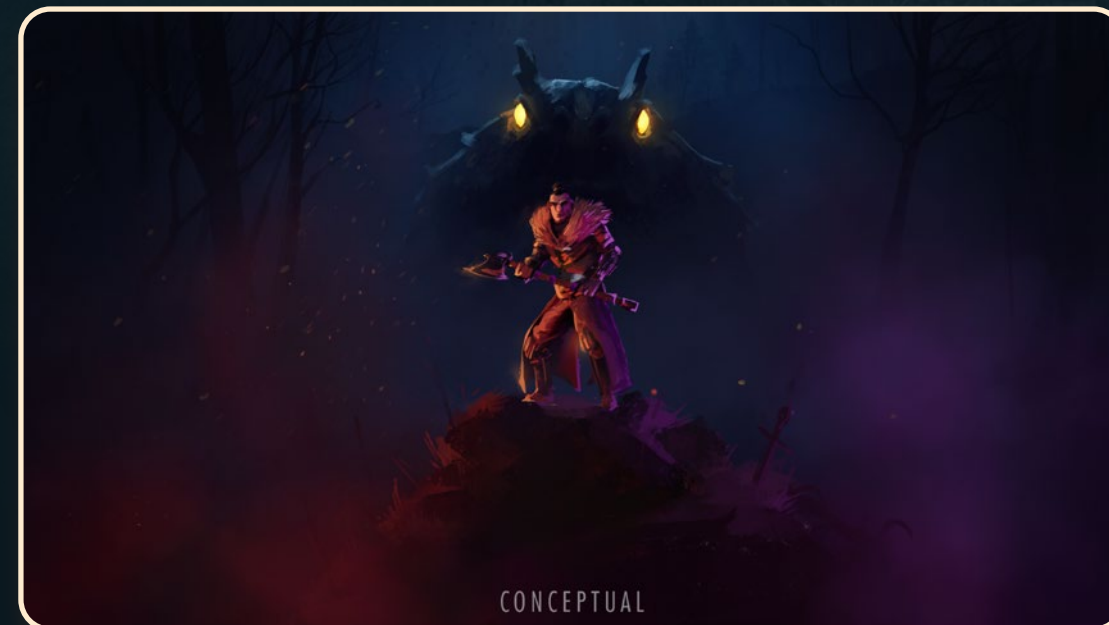




*The Beast board game unleashed in the digital realm.*

**Beast Unleashed** adapts our beloved board game, maintaining original mechanics but releasing them into a state beyond physical limitation. Includes quicker gameplay, tighter actions, streamlined multiplayer, and much more.

*A collaboration between*



This game is a tight co-development with EB Studio, another Malmö-based company that is well established and has worked with multiple partnerships. Most recently, they've been part of the development of the highly anticipated Exodus. They were also awarded most successful company in Sweden in 2024. We couldn't be happier with this partnership.

**Beast Unleashed** is designed for **adult gamers, and caters to casual and hardcore players** who appreciate deep, strategic gameplay and immersive storytelling.

***Beast Unleashed goes to Kickstarter in September 2025.***





# BEAST

## *The Role Playing Game*

*Based on the 2024 fifth-edition D&D rules*

What better way to expand the Beast Universe than to let players immerse themselves in it? Confront Beast cultists and minions, unravel mysteries of the Beast Universe, and hunt down one or more Beasts. Beast: The Roleplaying Game, based on the **2024 rules for the fifth edition of the Dungeons & Dragons** roleplaying game, contains new rules for players and Dungeon Masters, along with locations, adventures, monsters, and expanded lore.

Leading this project, we have **Chris S. Sims, a veteran involved with RPGs for more than 20 years**. Chris has been credited in countless works, including the 2014 version of D&D, which was a New York Times Bestseller. Chris is not only helping us craft the Beast RPG but also collaborating with us to deepen lore for all projects. With his expertise, we're confident that the Beast Universe will deliver an extraordinary experience for players and storytellers alike.

*Beast: The Role Playing Game comes to  
Kickstarter in March 2026*



# TALES FROM THE NORTHERN EXPANSE

*A collection of stories  
set in the Beast Universe*

**Tales from the Northern Expanse** is a **set of six novellas, each featuring a different Beast from the original game**. These stories will deepen fans' connections with the unique setting and themes of Beast.

They'll be written by **Joshua Green, our previous collaborator for The Great Hunt**, member of the Science Fiction & Fantasy Writers Association and short fiction author and poet. We're sure that our fans will love and cherish these stories.

**Tales from the Northern Expanse  
comes to Kickstarter in November 2025.**





# BEAST UNIVERSE



[info@studiomidhall.com](mailto:info@studiomidhall.com)

Södergatan 28, 211 34, Malmö, Sweden

[studiomidhall.com](http://studiomidhall.com)