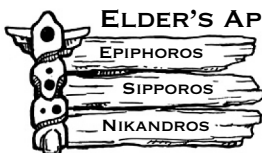


SEARCH RESULTS

100 to 555 — ENCOUNTER
 11 to 99 — TRACK BEAST + 1 COMMON MATERIAL
 1 to 10 — LAIR FOUND + 1 RARE OR 2 COMMON MATERIALS
 0 — LAIR FOUND + AMBUSH
 -1 to -555 — ENCOUNTER

ELDER'S APPROVAL



- ☐ +2 Hit Points
- ☐ +2 Determination Points
- ☐ Recharge item

EVENT CYCLES

Foul Weather + Madness = Terrible Beast Attack

- ☐ **ABUNDANCE**
+1 material found
- ☐ **SUDDEN CLARITY**
+1 to attack range
- ☐ **FOUL WEATHER**
2 searches / day
- ☐ **MADNESS**
+2 HP to all beasts

HIT POINTS

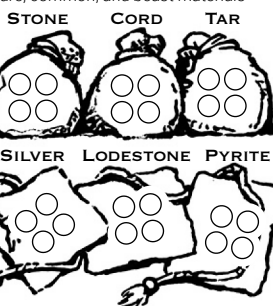


DETERMINATION



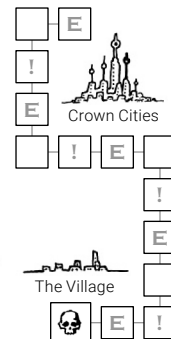
STORES

Fill in the circles to record your rare, common, and beast materials



TIME TRACK

The march of the Blazing Star Regiment



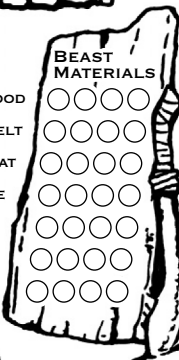
VILLAGER'S DOUBT



GAINING DOUBT

- +1 — RESTED
- 0 — BUILT A TOWER
- 0 — KILLED A TERRIBLE BEAST
- D. huts +1 — NONE OF THE ABOVE
- D. huts x 2 — HUT DESTROYED PENALTY

- FOUL BLOOD
- BEAST PELT
- OILY MEAT
- DRAGON SMOKE
- SACRED FEATHERS
- NIGHTMARE CHITIN
- TROLL ASH



UTOPIA ENGINE BEAST HUNTER

ADVENTURE SHEET ONE

THE VILLAGE & WILDERNESS

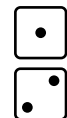
HALEBEARD PEAK

Tracking: ○○○ LAIR FOUND

Materials: STONE / SILVER (R)

Terrible Beast: GIANT OF THE PEAKS

1-2: E 3-4: S 5-6: SW



COASTAL CAVERNS

Tracking: ○○○ LAIR FOUND

Materials: CORD / LODESTONE (R)

Terrible Beast: DWELLER IN THE TIDES

1-4: E 5-6: S



THE SCAR

Tracking: ○○○ LAIR FOUND

Materials: TAR / PYRITE (R)

Terrible Beast: THE BURNING MAN

1: E 2-3: S 4-6: SW



SOUTHERN TOWER

☐ Hawk Totem

SOUTH WESTERN TOWER

☐ Hawk Totem

THE VILLAGE

Cross out one hut each time a Terrible Beast enters the Village

TOWER DAMAGE CHART

- 1 — NO DAMAGE
- 2 — 1 DAMAGE
- 3-5 — 2 DAMAGE
- 6+ — TOWER DESTROYED

COMBAT

Keep this portion of the Adventure Sheet visible when you encounter an enemy

ENCOUNTER CHART

When your search ends in an encounter, check your results here to see which enemy you must face

POSITIVE	ENCOUNTER	NEGATIVE
100 to 199	RANDOM	-1 to -100
200 to 299	LEVEL 1	-101 to -200
300 to 399	LEVEL 2	-201 to -300
400 to 499	LEVEL 3	-301 to -400
500 to 555	LEVEL 4	-401 to -555

RANDOM ENCOUNTERS

☐ LVL 1 ☐ LVL 2 ☐ LVL 3 ☐ LVL 4

HALEBEARD PEAK

LVL	Beast's attack	Your attack
LVL 1	Frost Gremlin	1 5-6
	<input type="checkbox"/> Beast material: Foul Blood	
LVL 2	Ice Bear	1-2 5-6
	<input type="checkbox"/> Beast material: Beast Pelt	
LVL 3	Blood Wolves	1-2 5-6
	<input type="checkbox"/> Beast material: Beast Pelt	
LVL 4	Horse Eater Hawk	1-2 6
	<input type="checkbox"/> Beast material: Sacred Feathers	

Defeated ☐ GIANT OF THE PEAKS

COASTAL CAVERNS

LVL	Beast's attack	Your attack
LVL 1	Hooktooth Goblins	1 5-6
	<input type="checkbox"/> Beast material: Foul Blood	
LVL 2	Shell-Cracker Troll	1-2 5-6
	<input type="checkbox"/> Beast material: Oily Meat	
LVL 3	Land Shark	1-2 5-6
	<input type="checkbox"/> Beast material: Oily Meat	
LVL 4	Nightmare Crab	1-3 6
	<input type="checkbox"/> Beast material: Nightmare Chitin	

Defeated ☐ DWELLER IN THE TIDES

THE SCAR

LVL	Beast's attack	Your attack
LVL 1	Hollow Birds	1 4-6
	<input type="checkbox"/> Beast material: Foul Blood	
LVL 2	Spark Hounds	1-2 4-6
	<input type="checkbox"/> Beast material: Dragon Smoke	
LVL 3	Coal Dragon	1-2 5-6
	<input type="checkbox"/> Beast material: Dragon Smoke	
LVL 4	Ash Troll	1-2 6
	<input type="checkbox"/> Beast material: Troll Ash	

Defeated ☐ THE BURNING MAN

SCORING CHART

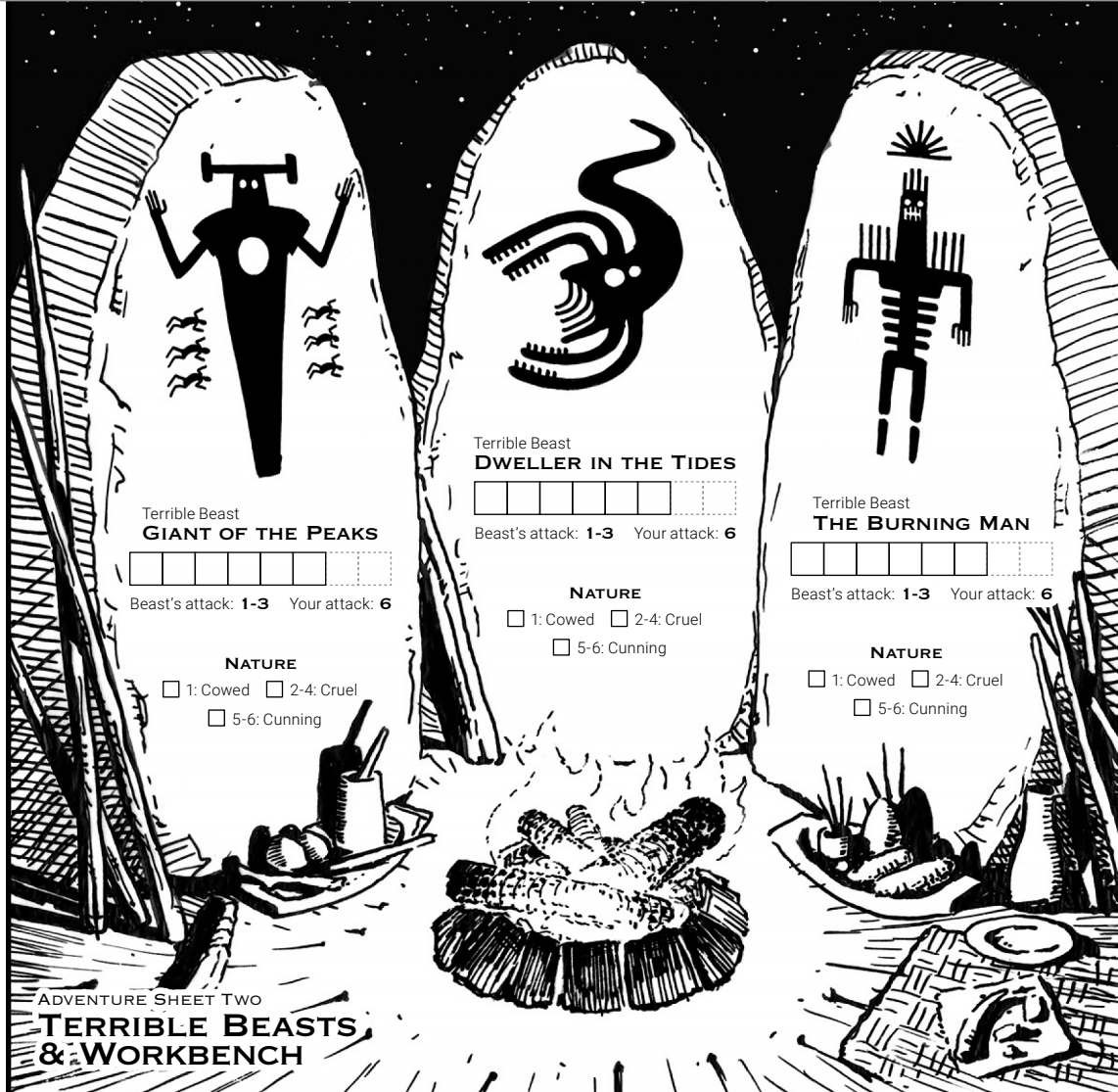
When the game ends, check your progress against the table below to find your score

50	Each Terrible Beast defeated
15	Each Tower still standing
10	Each mastercraft equipment forged
5	Each standard equipment forged
3	Each item crafted

50	No destroyed huts	Bonus points for wins only
5	Each day remaining	
2	Each hit point remaining	
1	Each doubt remaining	

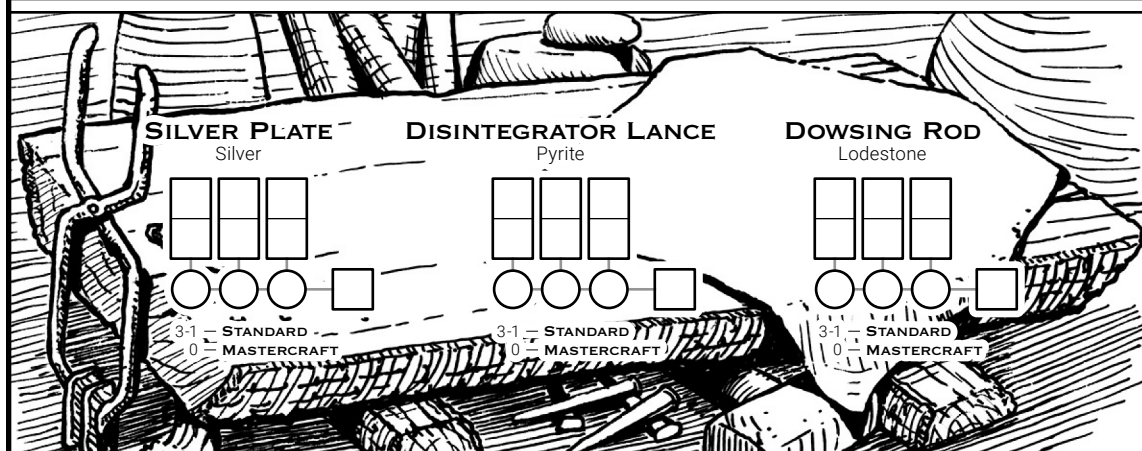
FINAL SCORE

DATE



ADVENTURE SHEET TWO

TERRIBLE BEASTS & WORKBENCH



INVENTORY

Use this portion of the Adventure Sheet to keep track of your items and equipment

TOOL BELT ITEMS

Mark each box to record which items you have used

- ☐ **LUCK CHARM**
Spend for a 3x reroll
- ☐ **BALANCE BLADE**
Spend to deal 1 damage in combat
- ☐ **OPTIC DISRUPTOR**
Spend to escape combat

EQUIPMENT

Mark each box to record which equipment you have forged

SILVER PLATE

- ☐ **STANDARD**
-1 to attack range of all beasts
- ☒ **MASTERCRAFT**
As above + take no more than 1 damage from any attack

DISINTEGRATOR LANCE

- ☐ **STANDARD**
+1 to your attack range
- ☒ **MASTERCRAFT**
As above + critical hit on any doubles within your attack range

DOWSING ROD

- ☐ **STANDARD**
Find rare material instead of common
- ☒ **MASTERCRAFT**
As above + always find 1 rare material

CRAFTED ITEMS

Trace each box to show which items you have crafted, and mark them after use

- ☐ **BLOOD LURE**
Spend to encounter any common beast in your region. Materials needed:
☐ FOUL BLOOD ☐ STONE
- ☐ **POTENT BAIT**
Spend to encounter the Terrible Beast in your region. Materials needed:
☐ OILY MEAT ☐ CORD
- ☒ **HEAVY COAT**
Ignore the effects of Foul Weather; unlimited uses. Materials needed:
☐ BEAST PELT ☐ CORD
- ☐ **FIREBOX**
Spend to deal 2 damage in combat. Materials needed:
☐ DRAGON SMOKE ☐ TAR
- ☒ **CRAB PLATE**
Spend to ignore up to -2 damage from one attack; two uses. Materials needed:
☐ NIGHTMARE CHITIN ☐ STONE
- ☐ **REVIVING DOSE**
If killed, spend to recover 3 hit points from one attack. Materials needed:
☐ TROLL ASH ☐ CORD
- ☐ **HAWK TOTEM**
Attach to any Tower; cancel all T. Beast attacks at that Tower. Materials needed:
☐ SACRED FEATHERS ☐ TAR