

UTOPIA ENGINE

3RD EDITION

ADVENTURE SHEET ONE THE WILDERNESS

EVENT CYCLES

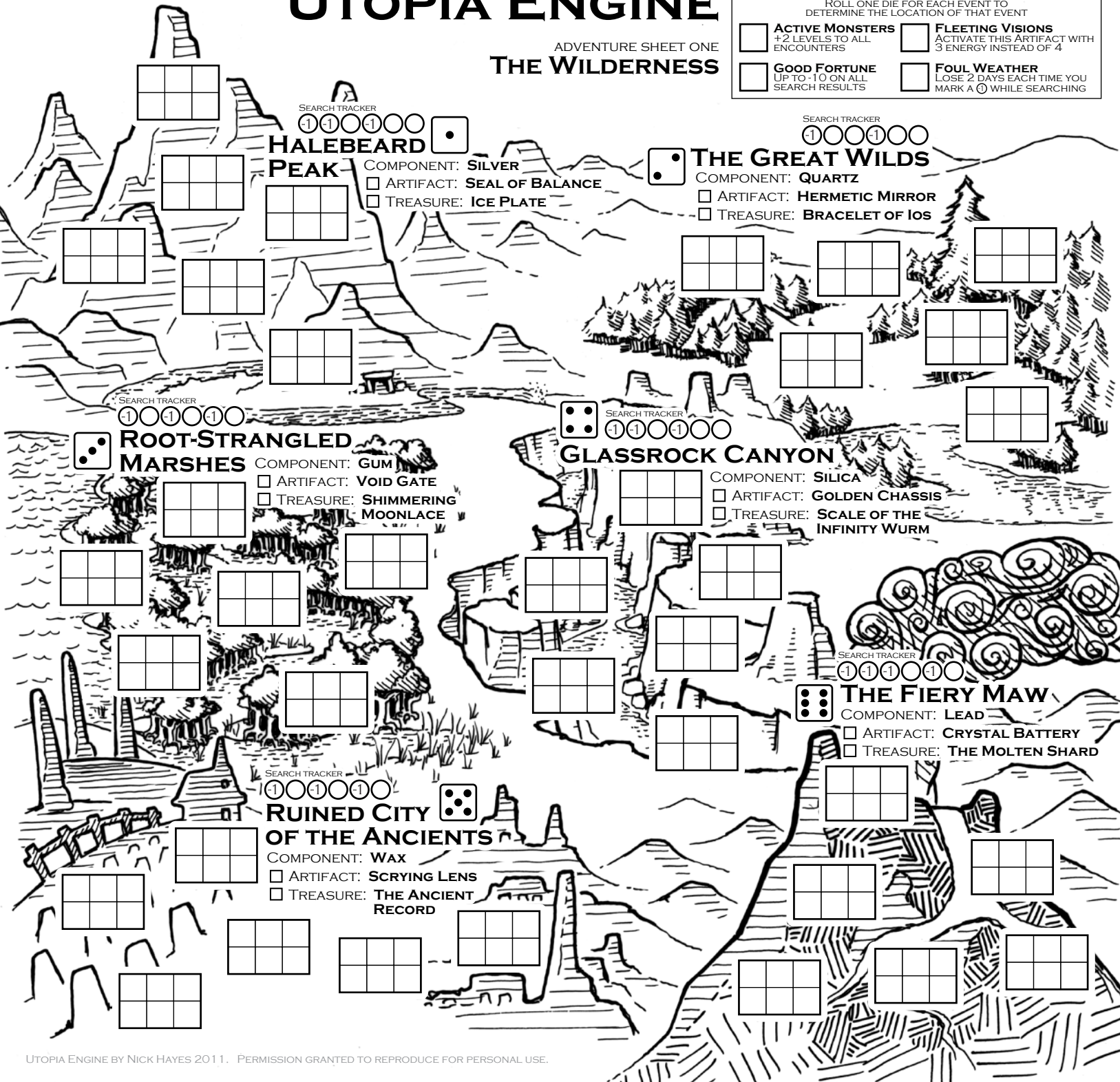
ROLL ONE DIE FOR EACH EVENT TO
DETERMINE THE LOCATION OF THAT EVENT

☐ **ACTIVE MONSTERS**
+2 LEVELS TO ALL
ENCOUNTERS

☐ **FLEETING VISIONS**
ACTIVATE THIS ARTIFACT WITH
3 ENERGY INSTEAD OF 4

☐ **GOOD FORTUNE**
UP TO -10 ON ALL
SEARCH RESULTS

☐ **FOUL WEATHER**
LOSE 2 DAYS EACH TIME YOU
MARK A ① WHILE SEARCHING



COMBAT

KEEP THIS PORTION OF THE ADVENTURE SHEET
VISIBLE WHEN YOU ENCOUNTER A MONSTER

ENCOUNTER CHART

WHEN YOUR SEARCH ENDS IN AN ENCOUNTER
CHECK YOUR RESULTS HERE TO SEE
WHICH MONSTER YOU MUST FACE

POSITIVE SEARCH RESULT	ENCOUNTER LEVEL	NEGATIVE SEARCH RESULT
100 TO 199	LEVEL 1	-1 TO -100
200 TO 299	LEVEL 2	-101 TO -200
300 TO 399	LEVEL 3	-201 TO -300
400 TO 499	LEVEL 4	-301 TO -400
500 TO 555	LEVEL 5	-401 TO -555

MONSTER CHARTS

SHOWS MONSTER ENCOUNTERS BY REGION
(S) INDICATES A SPIRIT ENCOUNTER

HALEBEARD PEAK

LVL	MONSTER	YOU ATTACKS ON	ATTACK ON
LVL 1	ICE BEAR	1	5-6
LVL 2	ROVING BANDITS	1	6
LVL 3	BLOOD WOLVES	1-2	6
LVL 4	HORSE EATER HAWK	1-3	6
LVL 5	THE HOLLOW GIANT (S)	1-4	6

THE GREAT WILDS

LVL	MONSTER	YOU ATTACKS ON	ATTACK ON
LVL 1	ROGUE THIEF	1	5-6
LVL 2	BLANKET OF CROWS	1	6
LVL 3	HORNBACK BISON	1-2	6
LVL 4	GRASSYBACK TROLL	1-3	6
LVL 5	THUNDER KING	1-4	6

ROOT-STRANGLED MARSHES

LVL	MONSTER	YOU ATTACKS ON	ATTACK ON
LVL 1	GEMSCALE BOA	1	5-6
LVL 2	ANCIENT ALLIGATOR	1	6
LVL 3	LAND SHARK	1-2	6
LVL 4	ABYSSAL LEECH (S)	1-3	6
LVL 5	DWELLER IN THE TIDES	1-4	6

GLASSROCK CANYON

LVL	MONSTER	YOU ATTACKS ON	ATTACK ON
LVL 1	FEISTY GREMLIN	1	5-6
LVL 2	GLASSWING DRAKE	1	6
LVL 3	REACHING CLAWS (S)	1-2	6
LVL 4	TERRIBLE WURM	1-3	6
LVL 5	INFINITY WURM (S)	1-4	6

RUINED CITY OF THE ANCIENTS

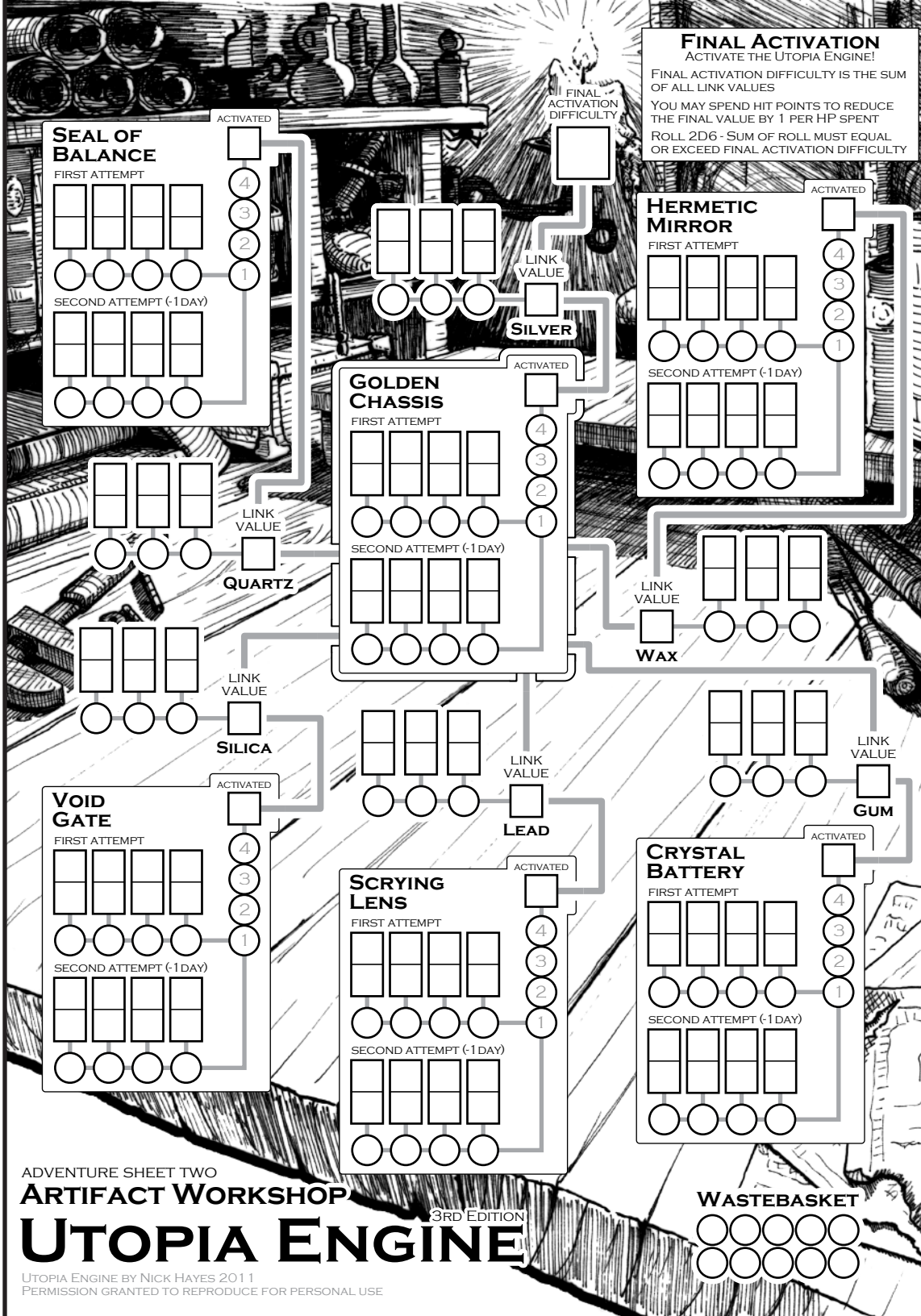
LVL	MONSTER	YOU ATTACKS ON	ATTACK ON
LVL 1	GRAVE ROBBERS	1	5-6
LVL 2	GHOST LIGHTS (S)	1	6
LVL 3	VENGEFUL SHADE (S)	1-2	6
LVL 4	NIGHTMARE CRAB	1-3	6
LVL 5	THE UNNAMED	1-4	6

THE FIERY MAW

LVL	MONSTER	YOU ATTACKS ON	ATTACK ON
LVL 1	MINOR IMP	1	5-6
LVL 2	RENEGADE WARLOCK	1	6
LVL 3	GIANT FLAME LIZARD	1-2	6
LVL 4	SPARK ELEMENTAL (S)	1-3	6
LVL 5	VOLCANO SPIRIT (S)	1-4	6

RESTING

MAKE CAMP OR RETURN TO WORKSHOP
GAIN 1 HP FOR EACH DAY SPENT RESTING
(+1 HP IF RESTING 3+ DAYS IN WORKSHOP)



ADVENTURE SHEET TWO

ARTIFACT WORKSHOP

3RD EDITION

UTOPIA ENGINE

UTOPIA ENGINE BY NICK HAYES 2011

PERMISSION GRANTED TO REPRODUCE FOR PERSONAL USE

SEARCH

KEEP THIS PORTION OF THE ADVENTURE SHEET
VISIBLE WHILE SEARCHING THE WILDERNESS

SEARCH RESULTS

COMPARE YOUR SEARCH RESULTS
TO THE TABLE BELOW

100 ~ 555	ENCOUNTER
11 ~ 99	COMPONENT
1 ~ 10	INACTIVE ARTIFACT
0	ACTIVE ARTIFACT
-1 ~ -555	ENCOUNTER

THE ARTIFACTS

MARK THE BOXES BELOW TO RECORD WHICH
ARTIFACTS YOU HAVE FOUND AND ACTIVATED

FOUND		ACTIVATED
<input type="checkbox"/>	SEAL OF BALANCE IGNORE ALL EVENTS IN ANY ONE REGION USE ONLY ONCE PER GAME	<input type="checkbox"/>
<input type="checkbox"/>	HERMETIC MIRROR SUBTRACT UP TO 10 FROM ANY SEARCH IN HALEBEARD PEAK AND THE FIERY MAW	<input type="checkbox"/>
<input type="checkbox"/>	VOID GATE RECOVER FROM UNCONSCIOUSNESS IN FOUR DAYS INSTEAD OF SIX	<input type="checkbox"/>
<input type="checkbox"/>	GOLDEN CHASSIS +1 TO EACH DIE WHILE IN COMBAT AGAINST A SPIRIT ENCOUNTER (S)	<input type="checkbox"/>
<input type="checkbox"/>	SCRYING LENS SUBTRACT UP TO 10 FROM ANY SEARCH IN AND ROOT-STRANGLED MARSHES AND GLASSROCK CANYON	<input type="checkbox"/>
<input type="checkbox"/>	CRYSTAL BATTERY SPEND ANY THREE COMPONENTS TO RECHARGE ONE TOOL BELT ITEM	<input type="checkbox"/>

LEGENDARY TREASURES

MARK THE BOXES BELOW TO RECORD WHICH
LEGENDARY TREASURES YOU HAVE FOUND

FOUND	
<input type="checkbox"/>	ICE PLATE -1 TO ATTACK RANGE OF ALL MONSTERS
<input type="checkbox"/>	BRACELET OF IOS BEGIN FIRST ACTIVATION ATTEMPT WITH 1 FREE ENERGY POINT
<input type="checkbox"/>	SHIMMERING MOONLACE YOU MAY IGNORE ENCOUNTERS
<input type="checkbox"/>	SCALE OF THE INFINITY WURM RECOVER 1 HP EACH EVENT DAY
<input type="checkbox"/>	THE ANCIENT RECORD CHANGE ANY ONE LINK VALUE TO ZERO USE ONLY ONCE PER GAME
<input type="checkbox"/>	THE MOLTEN SHARD +1 TO YOUR ATTACK RANGE

SCORING CHART

WHEN THE GAME ENDS CHECK YOUR PROGRESS
AGAINST THE TABLE BELOW TO FIND YOUR SCORE

10	EACH ARTIFACT FOUND
5	EACH ARTIFACT ACTIVATED
5	EACH LINK COMPLETED
10	EACH SKULL CROSSED OUT
10	EACH CHARGED TOOL BELT ITEM
20	EACH LEGENDARY TREASURE FOUND
50	UTOPIA ENGINE ACTIVATED
5	EACH DAY REMAINING AFTER ACTIVATING THE UTOPIA ENGINE
1	EACH HIT POINT REMAINING AFTER ACTIVATING THE UTOPIA ENGINE
10	(EXPERT MODE) EACH DAY SACRIFICED

FINAL
SCORE

DATE