



UTOPIA ENGINE

3RD EDITION

ADVENTURE SHEET ONE THE WILDERNESS

EVENT CYCLES

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

- | | |
|---|---|
| <input type="checkbox"/> ACTIVE MONSTERS +2 LEVELS TO ALL ENCOUNTERS | <input type="checkbox"/> FLEETING VISIONS ACTIVATE THIS ARTIFACT WITH 3 ENERGY INSTEAD OF 4 |
| <input type="checkbox"/> GOOD FORTUNE UP TO -10 ON ALL SEARCH RESULTS | <input type="checkbox"/> FOUL WEATHER LOSE 2 DAYS EACH TIME YOU MARK A ☉ 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 | GRASSBACK 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)

SEAL OF BALANCE

FIRST ATTEMPT

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SECOND ATTEMPT (-1 DAY)

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ACTIVATED

| |
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| |
| 4 |
| 3 |
| 2 |
| 1 |

FINAL ACTIVATION DIFFICULTY

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|---|
| |
| 4 |
| 3 |
| 2 |
| 1 |

LINK VALUE

SILVER

GOLDEN CHASSIS

FIRST ATTEMPT

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SECOND ATTEMPT (-1 DAY)

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ACTIVATED

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| 3 |
| 2 |
| 1 |

LINK VALUE

QUARTZ

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LINK VALUE

SILICA

VOID GATE

FIRST ATTEMPT

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SECOND ATTEMPT (-1 DAY)

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ACTIVATED

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| 4 |
| 3 |
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| 1 |

LINK VALUE

LEAD

SCRYING LENS

FIRST ATTEMPT

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SECOND ATTEMPT (-1 DAY)

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ACTIVATED

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|---|
| |
| 4 |
| 3 |
| 2 |
| 1 |

FINAL ACTIVATION

ACTIVATE THE UTOPIA ENGINE!

FINAL ACTIVATION DIFFICULTY IS THE SUM OF ALL LINK VALUES

YOU MAY SPEND HIT POINTS TO REDUCE THE FINAL VALUE BY 1 PER HP SPENT

ROLL 2D6 - SUM OF ROLL MUST EQUAL OR EXCEED FINAL ACTIVATION DIFFICULTY

HERMETIC MIRROR

FIRST ATTEMPT

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SECOND ATTEMPT (-1 DAY)

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ACTIVATED

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| 4 |
| 3 |
| 2 |
| 1 |

LINK VALUE

WAX

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LINK VALUE

GUM

CRYSTAL BATTERY

FIRST ATTEMPT

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SECOND ATTEMPT (-1 DAY)

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ACTIVATED

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|---|
| |
| 4 |
| 3 |
| 2 |
| 1 |

WASTEBASKET

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| | | | |

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

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 |
|--|-------------|------|

ADVENTURE SHEET TWO ARTIFACT WORKSHOP

UTOPIA ENGINE

UTOPIA ENGINE BY NICK HAYES 2011
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