

Momentum
Advent of Ure
FEATURING
**THE TREASURE
OF TETRASIDON**



AquaVertigo

<https://www.patreon.com/aquavertigo>

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[In-Character-Focused]

**When did you know
you had to go for IT?**

Roll 1d6 for Motivation + Describe:

- 6 A sign from the gods;
- 4-5 Something to prove;
- 1-3 An Enemy threatened
what matters to you

*You are a hero racing
against time and danger day
by day to get the legendary
Treasure of Tetrasidon before
others do and before it disappears
into the chilling Void of Enigma.*

*Who is Tetrasidon? What is IT, the treasure
and more during another chapter in 2.5 days.
Momentus Advent of Ure.*

*Needs: Time, paper, writing tools, a
six-sided die (1d6), and copies of
these daily pages. Tape and art
supplies are optional.*

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**Where are
you from?**

Sketch a Rough Map + Highlight:

- 5-6 Natural features;
- 3-4 Constructed features;
- 1-2 Strange features;
- And share its name

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**What do you look
like to others?**

Sketch a Self-portrait + Highlight:

- Especially the face;
- Clothing and gear;
- The background;
- And share your name

DAY
— / 25

INSTRUCTIONS:

Choose one or more
hexes to respond to
each day.
Optional: Cut out, fold
and tape edges to make
3D hexes (truncated
tetrahedrons).

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**Who did you leave
and miss the most?**

Roll 1d6 vs Heartache:

- 6 Recall a fond moment;
- 4-5 Recount a memory;
- 1-3 Ponder how you will
make up for leaving