

[In-Character-Focused]

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



AquaVertigo

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**When did the Void
call your name?**

Roll 1d6 for Event + Describe:
6 When the world shook;
4-5 When I slew its minion;
2-3 When I cursed its name;
1 With the eclipse

*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 did you
bury a secret?**

Sketch a Rough Map + Highlight:
4-6 Total natural, constructed,
and strange features;
Who else knows?;
And share names

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**Who did you recently
struggle to defeat?**

Sketch a Portrait + Highlight:
Especially the face; Clothing
and gear; The background;
What challenged you;
And share their name

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**What keeps you going
when it's difficult?**

Roll 1d6 for Motive + Describe:
6 A blood oath with a sorcerer;
4-5 Vengeance on Tetrasidon;
1-3 Your public promise to
everyone at home

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).