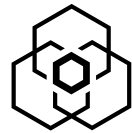


[In-Character-Focused]

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



AquaVertigo

43

Who do you hope to gain as an ally?

Sketch a Portrait + Highlight:
Especially the face; Clothing and gear; The background; Why do you want them?; And share their name

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 in 2.5 days. Who is Tetrasidon? What is IT, the treasure and more during another chapter in the Momentum 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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What do you need to face Tetrasidon?

Roll 1d6 for Need + Describe:
6 A divine blessing;
4-5 A cunning plan;
2-3 A courageous heart;
1 A magic weapon

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How do you cross a dangerous path?

Roll 1d6 for Means + Describe:
5-6 With insight from the room;
3-4 With mystical training;
1-2 With cobbled-gear from your pack

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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Why do you enter the cursed ruins?

Roll 1d6 for Reason + Describe:
5-6 To defeat an evil spectre;
3-4 For shelter from a storm;
1-2 To escape a dangerous beast