

[In-Character-Focused]

Momentum
Advent of Ure
FEATURING
THE TREASURE
OF
TETRASIDON



AquaVertigo

47

Why didn't you kill Alpridyn the Red?

Roll 1d6 for Reason + Describe:

- 5-6 Holds a secret you need;
- 3-4 To follow to their lair;
- 1-2 They had hostages you chose to save

You are a hero racing against time and danger 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. Play to find out the answers to these questions 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.

48

How do you find your way in the dark?

Roll 1d6 for Means + Describe:

- 6 A mystic boon from a god;
- 4-5 Torches or tools made;
- 1-3 A lantern passed down from family

46

Where did you leave a friend?

Sketch a Rough Map + Highlight:

- 4-6 Total natural, constructed, and strange features;
- What was the reason?;
- And share names

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).

45

When did an ally or equipment fail you?

Roll 1d6 for Event + Describe:

- 5-6 In the heat of a hard battle;
- 3-4 When affected by magic;
- 1-2 Went missing during a stop in a big town