

[In-Character-Focused]

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



AquaVertigo

**51**

**When did you lose faith in yourself?**

**Roll 1d6 for Reason + Describe:**

- 5-6 After getting captured;
- 3-4 After losing the trail;
- 1-2 After failing to keep a promise

*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.*

**52**

**Where did you lose something valuable?**

**Sketch a Rough Map + Highlight:**

- 4-6 Total natural, constructed, and strange features;
- What made it valuable?;
- And share names

**50**

**What have you learned from a prophet?**

**Roll 1d6 for Wisdom + Describe:**

- 5-6 A weakness of Tetrasidon;
- 3-4 The prophet is false;
- 1-2 There is another "hero" on the way

**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).

**49**

**Who challenges your progress on the way?**

**Roll 1d6 for Event + Describe:**

- 5-6 Someone from home;
- 3-4 A helpful prisoner;
- 1-2 A band of summoned creatures