

[In-Character-Focused]

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



AquaVertigo

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Who surprises you on the journey?

Roll 1d6 for Person + Describe:
5-6 Tetrasidon tests you;
3-4 A defeated enemy as ally;
1-2 A version of yourself with a message

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. 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.

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What is a core belief you honor?

Roll 1d6 for Beliefs + Describe:
6 Killing as a last resort;
4-5 Daily prayer or offering;
1-3 To make amends for wrongs committed

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How do you plan to use the treasure?

Roll 1d6 for Scheme + Describe:
6 To rule the world forever;
4-5 To defeat Tetrasidon;
1-3 To protect your home from harm

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 might you abandon this quest?

Roll 1d6 for Reason + Describe:
5-6 Tetrasidon makes a deal;
3-4 Fears and insecurities;
1-2 The treasure is gone before you arrive