

[In-Character-Focused]

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



AquaVertigo

**59**

**Why do you carry a small ceramic jar?**

**Roll 1d6 for Reason + Describe:**  
6 It holds sacred healing water;  
4-5 It speaks to you at times;  
1-3 It holds hopes, fears for the future

*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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**How do you plan to move the treasure?**

**Roll 1d6 for Ideas + Describe:**  
6 With your trusty mount;  
4-5 Sheer force of will;  
1-3 Using a magic potion to displace it

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**Where might you find sanctuary out here?**

**Sketch a Rough Map + Highlight:**  
4-6 Total natural, constructed, and strange features;  
Why this place?;  
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).

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**When did you realize you might succeed?**

**Roll 1d6 for Insight + Describe:**  
6 When Tetrasidon cursed you;  
4-5 After a waking vision;  
1-3 After storming the keep with an army