

[In-Character-Focused]

Momentum  
Advent of Ure  
FEATURING  
THE TREASURE  
OF  
TETRASIDON



AquaVertigo

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When did you recently call for help?

Roll 1d6 for Help + Describe:  
6 Dealing with a dragon—Sentra;  
4-5 Breaking a curse—Alpridyn;  
1-3 Saving a town from fierce beasts—Mannu

*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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Where do you refresh your provisions?

Roll 1d6 for Location + Describe:  
5-6 Traveling merchants;  
3-4 An abandoned village;  
1-2 In a mystical grove during a dream

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What might Zyn the Cruel use the treasure for?

Roll 1d6 for Desire + Describe:  
6 Rule the world as a tyrant;  
4-5 Resurrect a lost empire;  
1-3 Remake themselves into the most powerful god

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Who warned you against this journey?

Roll 1d6 for Person + Describe:  
5-6 Your best friend, Ulsey; 3-4 Diathon, the Oracle; 1-2 The ghostly Lemenor, who haunts the road

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).