

Momentum  
Advent of Ure

FEATURING

THE TREASURE  
OF TETRASIDON



AquaVertigo

<https://www.patreon.com/aquavertigo>

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Who died in your arms?

Roll 1d6 for Person + Describe:

- 5-6 The love of your life;
- 3-4 The Witch King;
- 1-2 A plucky traveling companion

[In-Character-Focused]

*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 really? And why must you risk it all to do this? 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 bars your way?

Roll 1d6 for Opposition + Describe:

- 6 A hungry and determined beast;
- 4-5 A vast natural disaster;
- 1-3 A dozen animated corpses clamoring for your blood

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How might you get an enemy to help?

Roll 1d6 for Ideas + Describe:

- 6 Remind them of their debt;
- 4-5 Offer a better payment;
- 1-3 Team up against a greater threat

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Why would you try to destroy the treasure?

Roll 1d6 for Reason + Describe:

- 6 To keep Tetrasidon from it;
- 4-5 To unlock its true power;
- 1-3 To open a stable portal through the Void

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).