

[In-Character-Focused]

Momentum  
Advent of Ure  
FEATURING  
THE TREASURE  
OF TETRASIDON



AquaVertigo

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Why hasn't another gotten the treasure yet?

Roll 1d6 for Lore + Describe:  
5-6 It resides in Tetrasidon;  
3-4 The enigma protects it;  
1-2 It's a fake, and the real one is elsewhere

*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 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 does the treasure know you're near?

Roll 1d6 for Means + Describe:  
6 It hears your thundering heart;  
4-5 It cries out in the wind;  
1-3 It measures your steps in tears

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Where do you go to forget yourself?

Sketch a Rough Map + Highlight:  
4-6 Total natural, constructed, and strange features;  
What do you try to forget?;  
And share names

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When did you realize who you really are?

Roll 1d6 for Moment + Describe:  
5-6 After forging the Soul Spear;  
3-4 After saving home, 3x;  
1-2 After besting The Burning One

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).