

[In-Character-Focused]

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



AquaVertigo

**75**

**When did you give aid to a wild creature?**

**Roll 1d6 for Moment + Describe:**

- 5-6 Found and returned offspring;
- 3-4 Freed from a hunter's trap;
- 1-2 Fed and nursed back to health after a fight

*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 want to face Tetrasidon?**

**Sketch a Rough Map + Highlight:**

- 4-6 Total natural, constructed, and strange features;
- How is this desirable?;
- And share names

**74**

**What foreshadows a looming conflict?**

**Roll 1d6 for Sign + Describe:**

- 6 An eclipse and a flaming storm;
- 3-4 A mystical vessel shatters;
- 1-2 Mythical creatures fight in the night

**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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**Who swore vengeance on you?**

**Roll 1d6 for Enemy + Describe:**

- 5-6 A sidelined rival;
- 3-4 A surviving bandit;
- 1-2 A sorcerer's summoned familiar