

[In-Character-Focused]

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



AquaVertigo

**7**  
**Who is your rival?**

**Sketch a Portrait + Highlight:**  
Especially the face;  
Clothing and gear;  
The background;  
How they are your rival;  
And share their name

*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 really? And why must you risk it all to do this? Who is Tetrasidon? What is IT, the treasure and more during another chapter in the Momentum Advent of Ure in 2.5 days. 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.*

**8**  
**What do you fear the treasure will do?**

**Roll 1d6 for Change + Describe:**  
5-6 To a Natural feature;  
3-4 To a Constructed feature;  
1-2 To a Strange feature;  
And name this change

**6**  
**How do you track the treasure?**

**Roll 1d6 for Means + Describe:**  
6 Forbidden Magic;  
4-5 A Mysterious Vision;  
2-3 An Unexpected Guide  
1 You Are Bound to IT

**5**  
**Why are you actually doing this?**

**Roll 1d6 for Agenda + Describe:**  
6 You are a scion of Tetrasidon;  
4-5 You believe in Tetrasidon;  
1-3 You are a sworn enemy of Tetrasidon

**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).