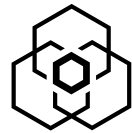


[In-Character-Focused]

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



AquaVertigo

79

Who sings your praises?

Roll 1d6 for Follower + Describe:

- 6 An enchanted spirit;
- 4-5 A roving bard;
- 1-3 Liberated prisoners

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 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.

80

What out of place thing do you find?

Roll 1d6 for Thing + Describe:

- 6 A ship with strange sails;
- 4-5 A suit of gems;
- 1-3 An underground garden of paradise

78

How do you deal with Tetrasidon's patrols?

Roll 1d6 for Means + Describe:

- 6 I fight my way through them;
- 4-5 Disguising as one of them;
- 1-3 I study their patterns and sneak through

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).

77

Why do you pause along the journey?

Roll 1d6 for Reason + Describe:

- 5-6 To thank a village elder;
- 3-4 To recover from harm;
- 1-2 To prepare myself for the final conflict