

[In-Character-Focused]

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



AquaVertigo

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**Why do you fear
the final conflict?**

Roll 1d6 for Reason + Describe:

- 5-6 Tetrasidon may prevail;
- 3-4 You may give in to desire;
- 1-2 You may win and not know what to do

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 25 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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**How might you
know the treasure?**

Roll 1d6 for Reason + Describe:

- 6 It calls you by your true name;
- 4-5 You found it once before;
- 1-3 You are responsible for it being here

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**Where do you access
the Keep of Tetrasidon?**

Sketch a Rough Map + Highlight:

- 4-6 Total natural, constructed, and strange features;
- What is dangerous?;
- And share names

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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**When did you know
you were discovered?**

Roll 1d6 for Moment + Describe:

- 5-6 I felt the blade on my neck;
- 3-4 The panting of a beast;
- 1-2 When I heard the incantation