

[In-Character-Focused]

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



AquaVertigo

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When did you display your pride?

Roll 1d6 for Moment + Describe:

- 5-6 When I bested my mentor;
- 3-4 Flying Needle in the storm;
- 1-2 When I scaled the Cliffs of Insanity

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 did you find something hidden?

Sketch a Rough Map + Highlight:

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

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What haunts you still, even now?

Roll 1d6 for Thing + Describe:

- 5-6 An old and unfulfilled quest;
- 3-4 A dying foe's uttered curse;
- 1-2 The pleading cries of souls you couldn't save

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 betrayed your trust?

Roll 1d6 for Person + Describe:

- 6 A god you worshipped;
- 4-5 A plucky traveling friend;
- 1-3 A long-standing and powerful ally