

[In-Character-Focused]

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



AquaVertigo

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**Who must you
now defeat?**

Roll 1d6 for Guardian + Describe:

- 6 Pyradon, the Dragon;
- 4-5 The Blooded Cultists;
- 2-3 Titans from the Void;
- 1 Isosidon, the Star

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 in 2.5 days. Who is Tetrasidon? What is IT, the treasure and more during another chapter in the Momentum Advent of Ure. Play to find out the answers to these questions and more during another chapter in the Momentum Advent of Ure.

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**What cost might you
pay for the treasure?**

Roll 1d6 for Thing + Describe:

- 6 Replacing Tetrasidon;
- 4-5 Losing my life;
- 1-3 Performing 4D4 Labors of the Enigma

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**How did you let slip
your true intentions?**

Roll 1d6 for Means + Describe:

- 6 Plucked from your mind;
- 4-5 From a captured ally;
- 1-3 As a bargaining chip to force their hand

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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**Why must you find
another approach?**

Roll 1d6 for Reason + Describe:

- 5-6 Guardians are on alert;
- 3-4 The way is a labyrinth;
- 1-2 Tetrasidon arrived early and is ready