

[In-Character-Focused]

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



AquaVertigo

**95**

**Why do you want to remain here?**

**Roll 1d6 for Reason + Describe:**

- 6 To retire away from the world;
- 4-5 To explore the wonders;
- 1-3 To keep this power safe from abuse

*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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**How might the final conflict go?**

**Roll 1d6 for Means + Describe:**

- 6 I have bested Tetrasidon;
- 4-5 I have stolen the treasure;
- 2-3 I am defeated;
- 1 I am dead

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**Where was the treasure?**

**Sketch a Rough Map + Highlight:**

- 4-6 Total natural, constructed, and strange features;
- What protects it?;
- 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 will you know you are done?**

**Roll 1d6 for Moment + Describe:**

- 6 When I have won the day;
- 4-5 When Tetrasidon is gone;
- 2-3 When I am a prisoner;
- 1 When I am no more