

[In-Character-Focused]

Momentum
Advent of Ure
FEATURING
THE TREASURE OF TETRASIDON



AquaVertigo

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Why must YOU search for the treasure?

Roll 1d6 for Truth + Describe:
5-6 My home volunteered me;
3-4 To keep a promise made;
1-2 To save someone

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 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.

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How does weather challenge the journey?

Roll 1d6 for Weather + Describe:
6 A storm blows you off course;
4-5 Extreme temps slow you;
1-3 Fair weather draws out travelers + bandits

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Where do you not want to get go?

Sketch a Rough Map + Highlight:
4-6 Total natural, constructed, and strange features;
Who or what tests you;
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 learn a truth about yourself?

Roll 1d6 for Truth + Describe:
6 The first time you nearly died;
4-5 The first time you killed;
2-3 From a dying stranger
1 You found a scroll