

[In-Character-Focused]

Momentum  
Advent of Ure  
FEATURING  
THE TREASURE  
OF TETRASIDON



AquaVertigo

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When were you ambushed by bandits?

Roll 1d6 for Event + Describe:

- 6 While scouting ahead;
- 4-5 While moving thru a pass;
- 1-3 While asleep, dreaming of tomorrow

*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.*

*Who is Tetrasidon? What is IT, the treasure and more during another chapter in 2.5 days of 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 the bandit's hideout?

Sketch a Rough Map + Highlight:

- 5-6 Natural features;
- 3-4 Constructed features;
- 1-2 Fortified features;
- And share its name

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What do you hope the treasure will do?

Roll 1d6 for Effect + Describe:

- 6 Make you wealthy;
- 4-5 Enrich your home;
- 2-3 Help stop Tetrasidon;
- 1 Bring someone back

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Who do you trust most + relationship?

Roll 1d6 for Trust + Map Relationship:

- 6 Bargus the Broken;
- 4-5 The Green Sage, Jyles;
- 1-3 Cybil the Blacksmith;

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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