

[In-Character-Focused]

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



AquaVertigo

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Who pursues you?

Sketch a Portrait + Highlight:

- Especially the face;
- Clothing and gear;
- The background;
- How they are your pursuer;
- And share their name

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 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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What comforts you along the journey?

Roll 1d6 for Thing + Describe:

- 6 Personal effect from another;
- 4-5 Cured food from home;
- 2-3 A sad little song;
- 1 Drink from a brewer

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How did you prepare for this journey?

Roll 1d6 for Event + Describe:

- 6 Spiritual quest with a ghost;
- 4-5 Rigorous combat training;
- 2-3 Extensive research;
- 1 Blessed by a god

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 are you doing this alone?

Roll 1d6 for Reason + Describe:

- 5-6 To make a name for myself;
- 3-4 To test Tetrasidon 1-on-1;
- 1-2 I don't want to lose another companion