

[In-Character-Focused]

Momentum
Advent of Ure
FEATURING
THE TREASURE
OF TETRASIDON



AquaVertigo

23

Why do you dream about the treasure?

Roll 1d6 for Secret + Describe:

- 5-6 It's part of my destiny;
- 3-4 It will protect my home;
- 1-2 Tetrasidon cursed me and my bloodline

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 Momentum Advent of Ure. 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.

24

How do you handle the Cult of Tetrasidon?

Roll 1d6 for Outcome + Describe:

- 6 They are soundly defeated;
- 4-5 Most are defeated—you are hurt or lose something;
- 1-3 Prepare for the worst

22

Where will you go when this is done?

Sketch a Rough Map + Highlight:

- 6 Go into the Void of Enigma;
- 4-5 Ride to the City of Ure;
- 2-3 Sail to the Isle of Xan;
- 1 Retire to a quiet cabin

21

When did you last do something like this?

Roll 1d6 for Tale + Describe:

- 5-6 The Debt of Granit;
- 3-4 The Keep of Ydelles;
- 1-2 The Fire of Elio

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).