

[In-Character-Focused]

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



AquaVertigo

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**When did you realize
you were trapped?**

Roll 1d6 for Event + Describe:

- 6 After helping a monarch;
- 4-5 After insulting a warlord;
- 2-3 After falling into a crypt;
- 1 After being poisoned

*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.*

*Who is Tetrasidon? What is IT, the treasure
and more during another chapter in 2.5 days.
Momentus 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
last nearly perish?**

Sketch a Rough Map + Highlight:

- 4-6 Total natural, constructed,
and strange features;
- Why and how for you;
- And share names

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**What do you confide
in another soul?**

Roll 1d6 for Secret + Describe:

- 5-6 A burning desire;
- 3-4 A gnawing regret;
- 1-2 A terrible mistake

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Who cares if you fail?

Sketch a Portrait + Highlight:

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

INSTRUCTIONS:

Choose one or more
hexes to respond to
each day.

Optional: Cut out, fold
and tape edges to make
3D hexes (truncated
tetrahedrons).

DAY
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