

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



AquaVertigo

**31**  
[In-Character-Focused]  
**Who mentored you?**

**Sketch a Portrait + Highlight:**  
Especially the face;  
Clothing and gear;  
The background;  
What they taught you;  
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.*  
*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.*

**32**  
**What distracts you  
from the journey?**

**Roll 1d6 for Distraction + Describe:**  
6 A vision about Tetrasidon;  
4-5 Helping an old friend;  
2-3 A rival challenges you;  
1 A false call for help

**30**  
**How do villagers  
challenge the journey?**

**Roll 1d6 for Villagers + Describe:**  
6 You promise to help them;  
4-5 They hold a grudge vs. you;  
1-3 They know and treat  
you well for days

**29**  
**Why do you hesitate  
to slay this monster?**

**Roll 1d6 for Reason + Describe:**  
5-6 It calls me by my true name;  
3-4 I am badly wounded;  
1-2 It reminds me of a  
lost memory

**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).