

[In-Character-Focused]

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



AquaVertigo

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Why might you not return with the treasure?

Roll 1d6 for Truth + Describe:
5-6 Its power overtakes me and we vanish into the Void;
3-4 Someone else gets it
1-2 I am killed first

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 in 2.5 days. Who is Tetrasidon? What is IT, the treasure 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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How do you repair something just broken?

Roll 1d6 for Weather + Describe:
5-6 I go on an epic quest to have my item remade;
1-4 I limp along and hope for help with wounds

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Where do you go to rest?

Sketch a Rough Map + Highlight:
4-6 Total natural, constructed, and strange features;
Why here for what rest;
And share names

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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When did you feel lost?

Roll 1d6 for Truth + Describe:
5-6 Only survivor of a shipwreck;
3-4 When my friend died;
1-2 When my prayer was unanswered