RISING SHADOWS

Sheet #

CCC-BMG-MOON6-2 Troubled Visions

Adventure Logsheet

Character Name	Class	Moonshae Organization (optional)
Player Name	Event and Date	Dungeon Master

Leveling

Starting Level	
Level Accepted?	
Ending Level	

Magic Items

Starting	
Earned	
Spent	
Total	

Gold

Starting	
Gained	
Spent	
Total	

Downtime

Starting	
Earned	
Spent	
Total	

Magic Items

Eladrin Boots of Elvenkind
Wondrous item, uncommon
Unworn, these eladrin-crafted boots appear to be little more than crude tubes of birch bark sewn roughly together with sinew. Worn, they transform into slippers that match the seasons. Elk-hide in winter, kelp-wrapped for the wet spring, straw sandals for summer and soft down-lined shoes for fall.

Moon-Touched Sword
Weapon (any sword), common, XGtE
The blade is thin to the point of being paper. Geometric runes run along its length, in stark contrast to the sweeping elven make. The script is unknown, but purportedly it reads: "I am but a shard."

Story Summary

The Earthmother's Eye, a moonwell portal to the Feywild, formally opened, connecting the isles of the Moonshaes to the Feywild community of Temerity Bay. Lately, Temerity Bay is being torn apart by planar rifts, rifts that threaten to reach into the Prime if unchecked, and the Seers of the Rushwood have asked for your help again.

You discovered that the rifts have inadvertently disturbed the prison of the foul Unseelie Count Uznezzir, a fey rumored to eat flesh and love the sound of tears. You crossed into the Feywild, Temerity Bay now transformed into an elemental dungeon, to seal the rifts and stop Uznezzir.

Was Aodh rescued? ☐ Yes ☐ No

Did you rescue the dryad in the Bay? ☐ Yes ☐ No

Did you assist Rainblossom in the Library? ☐ Yes ☐ No

Did you help the emissary Mairin discover the truth about her family legend? ☐ Yes ☐ No

Finally meeting Uznezzir himself, you emerged victorious from his challenges and stabilized the portal between planes. Things seem at peace for now, though with communication and trade available through the Earthmother's Eye, surely political and magical challenges lie ahead.

Adventure Notes

Story Awards

Saviors of Temerity Bay. The adventurers saved a community of immortals from a troublesome peril; while it's unlikely any eladrin or powerful fey will actually show up to help you if you ask, a spirit of the woods might allow you to pass, or a dire bear might decide to look elsewhere for a meal.

Mairin's Debt. Mairin is deeply indebted to you for proving her lineage. She has travelled to many places and knows a good deal of people across Faerun. If you need an item or expert that isn't easily obtained, she might be able to get it for you — given enough time.