



# RIISING 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.

