

The Death Curse strikes! Twenty days ago, all resurrection magic stopped working. Those who've been brought back to life begin to slowly waste away, turning into undead parodies of their former selves. Though *Speak with Dead* continues to function, as it only relies on the body, attempts by mighty priests and planewalkers to commune with souls of the recently departed fail. Energy-draining wounds (such as those inflicted by certain undead that reduce maximum hit points) do not heal, not even with magic. Divinations seeking answers about what has befallen the dead offer only visions of soul-devouring darkness. Folks have taken to calling this the "Death Curse."

Prologue: Tomb of Punnihilation

The following is from a "flashback" mini-game we played during session #2 in which the PCs E'kama, Indigo, Koko, and Scomet related the tale of their first dungeon & how they escaped with a lich's skull to the merchant prince Wakanga.

Somewhere on an island off Calimshan... the PCs found the "Tomb of Punnihilation"! At the entrance they faced flying monkeys and gained a *potion of shunning*; Indigo saved E'kama's life from the monkeys by biting one. Their contact Lhara Kroft sadly died – eaten by a t-rex – but left them her trusty whip. The tomb was also guarded by raptors, but the PCs bypassed them to find a secret room in which they learned about liches, specifically the location of the phylactery of the lich's skull! There had to be snakes! At the tomb's climax, they faced an evil spirit naga and narrowly managed to defeat it; however, nagas are immortal creatures and it came back. They managed to flee with the skull... which turns out is sentient. This skull senses the presence of a powerful undead force somewhere in Chult that acts as a gateway to the Negative Energy Plane.

#1 (Sunday, Mar. 25, 2018): Pirates & Merchant Princes

- **Fighting Pirates:** PCs were aboard *The Brazen Pegasus* when attacked by the pirate ship *Stirge*. They drove off the pirates, forcing pirate Captain Lass Killer to yield. However, the sea warlock Calldos Hellingskorn betrayed Lass Killer and took command of the *Stirge*, last seen on fire (thanks to **KOKO**) fleeing to the west. The PCs took 3 captives: Captain Lass Killer, "Heel" (half-orc ship's mate), and a nameless pirate.
- **Dragon Turtle Tribute:** Aremag the dragon turtle demanded tribute, which Captain Ortimay (gnomish captain of *The Brazen Pegasus*) had in spades. However, it demanded even more. **SCOMET** threw his sack of gold overboard, thus appeasing the avaricious dragon turtle.
- **Sick Archmage & Company of the Yellow Banner:** PCs spoke with the sick archmage Syndra Silvane, who mentioned the missing Company of the Yellow Banner – adventurers once working with Syndra who'd lost contact shortly after arriving in Port Nyanzaru where they found a guide and headed to the River Olung. The PCs made a deal with Syndra to report their investigations in exchange for her divinations & contact with her merchant prince friend Wakanga O'tamu.
- **Lich's Skull:** Conversing with the sentient lich's skull, the PCs discover he is amnesiac. His name might have been Alokkair, Kangaxx, Klaxx, Skall, Xykon, or... something with a **K** or an **X**... he's not sure. Regardless, he recalls being destroyed by adventurers and instead of reforming in his phylactery, he found his consciousness trapped in a crystalline cylinder of blue light. He bartered for his escape with a witch who had gold coins over her eyes, and then his consciousness zoomed across jungles full of dinosaurs and an ocean before he found himself back in his skull. Not his phylactery, like should have happened. His skull. He can't remember the terms of the deal he made, but remembers the witch cackling about "the Soulmonger." He suspects that other liches must be investigating what is happening in Chult, particularly Szass Tam and his Red Wizards of Thay, and possibly Larloch the Netherese lich.

- **Rokah's Deal:** Docking in Tiryki Anchorage, the PCs (along with Syndra Silvane, her apprentice Xandala, and Captain Ortimay) escorted a bound Captain Lass Killer. Along the way they met a shady man named Rokah – working for the merchant princess Zhanthi and/or the Zhentarim – who offered a “charter of exploration” & “contacts” in exchange for PCs getting evidence that pirates are in league with the Flaming Fist. The PCs acquired the charter, making a tentative deal with Rokah.
- **Meeting with Wakanga:** PCs met the merchant prince Wakanga O'tamu who accepted the “gift” of Captain Lass Killer gratefully, answering several questions about the Death Curse & various factions in Port Nyanzaru (including the treasure-hunting Flaming Fist, the neo-colonial Zhentarim, merchant prince Jobal who governs official guides, and merchant princess Zhanthi who has royal blood of Tuama family).

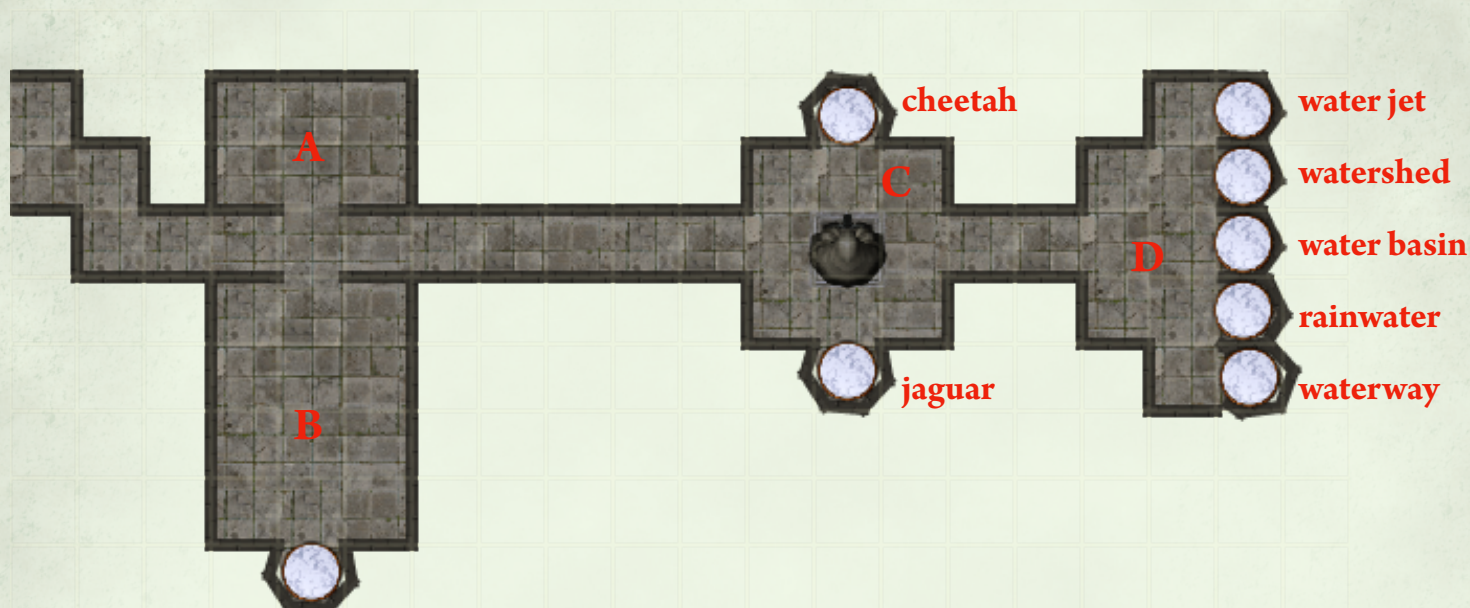
Session #2 (Saturday, Apr. 6): Guide Politics & Into the Jungle

- **Heart of the Wild:** Waking at Wakanga's estate, PCs found Wakanga and Lass Killer in baths. Wakanga cut a deal with captive Captain Lass Killer, who knows how to find the Daijobi Senga – the *Heart of the Wild* – which Wakanga has been searching for. This mythical gemstone was imbued with Ubtao's power, the essence of life, and was regarded as sacred by Mezro's College of Wizards. Lass Killer knows of a sage named Wainrath of the Tamalka tribe (river-farers who broke the rule of “training one mage per clan” & were tasked to serve the College of Wizards ever since) who knows of the Daijobi Senga. Lass Killer spared Wainrath's life when capturing a merchant sloop that Wainrath was aboard. The Tamalka tribe live in a village about a week's travel from Port Nyanzaru, buttressing the Mistcliffs.
- **About the lich's skull:** Wakanga was curious about PCs' dungeon delve in which they found the lich's skull, so they related what happened... (*see Prologue*)
- **Wizard's Journal Scrap:** Wakanga gave **KOKO** a Wizard's Journal scrap (*Handout*).
- **The Cartographer:** The PCs visited gnomish cartographer Carter Tuttleomb, and paid 30 gp to copy details from his maps. **E'KAMA** gave a drop of his blood to Syndra Silvane to have a magical locating map keyed to him commissioned by Tuttleomb; this way Syndra could follow PCs progress from afar.
- **Illegal Guides:** Following **INDIGO's** lead, the PCs visited a tavern in Port Nyanzaru's Old City, The Holdup, and discovered the owner Miboro Yan was missing. They spoke with Jhejhe (softspoken teenage Chultan boy) who arranged meet with illegal guides River Mist & Flask of Wine. After finishing buying supplies, the PCs met the sibling tabaxi guides but were ambushed by the monopolist merchant prince Jobal's thugs who they defeated.
- **Into the jungle:** PCs enter jungle with guides, following River Tiryki...

Session #3 (Sunday, Apr. 22): River Tiryki Travel

- **Supremely Lost!:** A new PC named **DRAKE** stumbled upon, and later joined, the party.
- **Cannibal Treehouses (Day 3):** On their 3rd day of travel, the PCs encountered cannibal-occupied elven treehouses covered with yellow flowers. **KOKO** recognized this as a yellow musk creeper, an unnaturally predatory plant propagating itself via zombies; however, her warning came too late! The PCs inadvertently awoke the yellow musk creeper! After an intense fight, they “killed” (or so they thought) the yellow musk creeper, angering the cannibal tribe which tended it like a vintner tends grapes, but in process discovered ruins underground & hints of elven *waterway map* left behind for missing relatives. The PCs retreated to rest at their former campsite.
- **Elven Ruins (Day 4):** PCs snuck into ruins under cover of darkness, taking some loot from outlying treehouses and discovering an elven shrine underground. **EKAMA** was the first to discover water portals used by ancient green elves (*Sy-tel-quessir*) of Chult when he touched one and was banished into a haunting time-displaced demiplane. While experimenting with the water portals... **KOKO** & **DRAKE** vanished into a cavernous “spirit world” (Fey Under-Chult) and **INDIGO** was stranded in the Plane of Shadow. **E'KAMA** and **SCOMET** meanwhile communicated – thanks to River Mist's translation –

with an elf named Alia Teth Mi'rhael who claimed to be “trapped” in the Plane of Shadow because she wouldn’t leave until she found her brother Amaheer.



Session #4 (Sunday, May 6): Elven Shrine Across Space and Time

My notes for this session were in a DM-eyes-only format, but tried to unpack that into something player-friendly. To do that, I had to edit out a lot. Strongly recommend cross-referencing with player notes.

A: Nine Water Tiles Room

Tiles filled with water hiding elvish runes, the ninth (Waterbearer) which was covered by rubble. Touching one teleported/planeshifted that PC to corresponding location, so long as water was covering it. Without water, dealt thunder damage.

- Water curse = trapped **E’KAMA** behind a shadowy demiplane “wall” which was time-distorted ahead by 6 seconds and surrounded by undead presence; rescued by **INDIGO** using *cape of the mountebank*.
- Water blessing = ?
- Watershed = ?
- Water jet = teleported **SCOMMET** back to last place he felt safe – their base camp by river.
- Water basin = ?
- Rainwater = ?
- Waterfall = ?
- Waterway = planeshifted **KOKO** and **DRAKE** to a cavernous “spirit world” (Feywild/Plane of Faerie?), where they discovered an underground river, several petrified creatures (a fawn & krenshars), and an open-air dungeon full of grave markers. They used a magical obelisk to return to Chult.
- Waterbearer = ?

B: Sacred Font

Filled with holy water enchanted with divination & transmutation magic. Can be used to speak with anyone trapped in “water curse” demiplane when touched with *waterbearer’s ring*. The *waterbearer’s ring* lies corroded within (its baseline powers: no Charisma save required to use water portals & can communicate with anyone who traveled via water portals when touching corresponding basin).

C: Elven Warrior-Queen's Statue

Statue of the Maiden of the Moon, a green elf (*Sy-Tel-Quessir*) who ruled her people in Chult. A protector of dreams and a great huntress, she disagreed with her kin who went on to colonize the mainland. After learning the apocalypse prophecy, she gave up her true name and became leader of the Gloaming Fey, hunting all lycanthropes to extinction, for it was among lycanthropes that the Sleeper was prophesied to reawaken, following emigrating humans from Katashka. Ultimately she left behind the Material Plane begrudgingly to create a sanctuary for lycanthropes who turned their backs on evil and called out to the Maiden for aid. From her Feywild demenses, she watches over any lycanthropes who would dare try to leave their lands without gaining her approval...especially weretigers of Chult.

Northern alcove has a cheetah face spewing water. It allows communication with Alia Teth Mi'rhael in her Domain of Dread when touched with *waterbearer's ring*.

Southern alcove has a jaguar face spewing water. It provides vision of shadowy ice-covered city when touched with *waterbearer's ring*.

D. Hall of Five Gates

Five basins: water jet, watershed, water basin, rainwater, waterway. If basins are touched without *waterbearer's ring*, they function like Area A, but with the *waterbearer's ring*, the basins allow communication. When "waterway" was touched it allowed communication with **KOKO** and **DRAKE**, for instance.

- **Domain of Dread (Shadowfell):** **INDIGO** was trapped here along with the undead elf Alia teth Mi'rhael who searches for her twin brother Amaheer.
- **Cannibal revenge:** The yellow musk creeper wasn't dead, just dormant. The cannibals took the PC's pack dinosaurs and left one guide Flask of Wine bound above the pit leading down into elven shrine, so the yellow musk creeper could eat him. PCs saved Flask of Wine. There was no sign of cannibals anywhere, as if their tracks had been magically wiped away.

Session #5 (Sunday, May 20): "Allying" with the Elven Lich

- **All In:** All PCs enter the Domain of Dread, fight off zombie horde, and meet with Alia teth Mi'rhael. She divulges a way to escape, but first she tasks PCs to find her brother Amaheer.
- **Memory Moss:** PCs found and interacted with an entity the party dubbed "memory moss." *I didn't take good notes on this.*
- **Hydra Lake:** PCs followed stream in search of Amaheer, coming to a swampy lake surrounded by a ward against undead, and while crossing they narrowly evaded a hydra in the waters.
- **Tent Mimic:** PCs encounter a tent which is actually a hungry mimic, and based on clues PCs suspect this may be a shapeshifted Amaheer. **INDIGO** tricks mimic into eating memory moss, restoring Amaheer.
- **Amaheer's Revelations:** After restored to his humanoid form, Amaheer (Alia's twin brother) revealed that Alia was gifted with a unique form of undeath by the elven gods. However, she was banished by the queen of all Chultan elves, the Maiden of the Moon, for 3 reasons:
 1. Alia was to watch over the elves when they first sailed to the mortal world, protecting them from a "demon" called The Sleeper. However, when tabaxi & humans immigrated to Chult, fleeing The Sleeper which terrorized their homelands of Maztica and Katashka, Alia viewed them as a threat which would attract The Sleeper and imperil the elves. So she devised a spell to appease The Sleeper by sacrificing tabaxi & human minds to it in a nightmare realm... this realm became the domain of dread that Alia was banished to.

2. To extend her un-life beyond what the elven gods imbued her with, Alia imbued her siblings with magic turning them into clone-phyllacteries (which Alia could be reborn through), and drained her sister Athkael & brother Andreheth.
 3. A necromancer called The Devourer sought the secret of Alia's phyllactery-clones which the Maiden of the Moon wouldn't risk him learning, fearing what he would do with such power.
- **Half-Elf, Half-Bard:** PCs encountered a fellow traveler named **PALLIS** in the demiplane whose elvish heritage allowed him to wield the *waterbearer's ring* so they could escape. He later joined the party. When he attuned to the *waterbearer's ring*, he received a prophecy: *"As you traverse the River Olung, you will undergo a spiritual test in the form of 3 gifts. One will flower with truth, one will hiss in falsehood, and another will challenge what you believe. Pass these tests and you will reach the holy city of Mezro, if that is what you seek."*
 - **Turning Point:** After an agonizing cat-and-mouse game through the Domain of Dread & hallucinatory terrain, the PCs opted to allow Alia to consume her brother Amaheer's soul. Empowered by her twin brother's life force and with **PALLIS** wielding the *waterbearer's ring*, Alia was at last able to break her prison. Honoring her agreement with the PCs – her freedom in exchange for teleporting them to Mezro – Alia also promised to help them if they called upon her.

Level up (4th)

Session #6 (Sunday, June 3): Ataaz Muhahah & Finding Mezro

- **Back in Chult (Day 4/Night 4):** With elven lich Alia's help, the PCs recovered their pack dinos from cannibals & let the elven lich (baelnorn) soul-drain cannibals.
- **Ataaz Muhahah (Morning of Day 5):** Alia teleported PCs with Mezro as destination – engulfed by mists, lurching sensation, brief image of a circular flooded ruined city – but they appear 36 miles south of Mezro along edge of River Olung gorge (which guides regard as boundary between undead-infested jungle & normal jungle to east), just south of Ataaz Muhahah & Monkey Bridge. According to guide River Mist, the bridge served as entry point to kingdom of Mezro, but was damaged by River Olung shifting its banks during the Spellplague.
- **Guardian dragon images at pylons** of the bridge whisper Draconic name Cirrothamalan ("Guardian of the Mists") which only **PALLIS** heard. He also saw dragon pylons shifting like 2 layers of reality.
- **Stone Golem:** A dead explorer's body found with a letter from Waterdeep Archaeology Guild (*Handout*) inquiring about **DRAKE**, Artus Cimber, **PALLIS's** father Paeral, Lord Brixton of the Company of the Yellow Banner, and "Lhara Kroft" (from the "Tomb of Punishment"). PCs inadvertently triggered a stone golem guarding the bridge when **INDIGO** attempted to pry out its gemstone eyes, narrowly escaping it after **INDIGO** miraculously survived a 100 foot fall.
- **Project Image (Night 5):** Sydney contacted PCs via *project image*, using Tuttle's finished magic map keyed to **E'KAMA**. She was still staying with Wakanga – who proudly was showing off Port Nyanzaru's repaired water tubes to the visiting explorer Volo. Her apprentice Xandala, however, was looking for her "father" Artus Cimber somewhere in the jungles of Chult, and was concerned he's under the influence of an evil artifact. Xandala heard her "father" was traveling with a dinosaur-man smelling of honeysuckle, and that merchants in Port Nyanzaru overheard him whispering that Mezro's ruins are an illusion. She warned them that a large party left Port Nyanzaru that morning after asking about Artus Cimber; they left in a hurry, bound for River Tiryki and were led by a Red Wizard named Urbol Kannistrae – a skilled telekinetic (force mage).
- **Weathering a Storm (Day 6):** **KOKO** warned party of a coming storm, so the PCs hunkered down, and their guide River Mist related what she knows of Mezro – a holy city made by the god Utao, hidden from the rest of Chult, destroyed when the River Olung flooded its banks a century ago, and now infested with undead once serving the renegade *bara* Ras Nsi and Flaming Fist mercenaries looting its riches.

- **Arrive at Mezro (Day 7):** PCs made their way around the flooded ruins of Mezro, encountering an outpost of Flaming Fist mercenaries on the western shoreline. They received a decent welcome thanks to the charter they obtained from Rokah (session #1). Meeting with the commander, a fierce gray-skinned woman known as “Brokenbarrel”, the PCs noticed the Yellow Banner (of the Company of the Yellow Banner) hanging on her trophy wall alongside various dinosaurs and jungle beasts. She despises the Company of the Yellow Banner who she claimed raided Mezro despite her explicit order not to & despite undead making the ruins deadly. Thus, she adopted a policy of denying treasure-seekers access to the Scholar’s Quarter. PCs convinced her to agree to a deal: If they get rid of the death knight Ras T’fima (who comes when it rains & slaughters those taking treasures from Mezro), she grants them access to the Scholar’s Quarter... wherein lie the Great Library & College of Wizards.

Session #7 (Sunday, July 1): Mezro, Library

- **Mezro (Day 7):** Leaving their pack dinosaurs in the Flaming Fist outpost, the PCs were ferried by canoe along the flooded boulevards to the Scholar’s Quarter of Mezro. SCOMET saw a sarcosuchus swimming in water and faint music box sound was heard; mercenaries related tale of how commander Brokenbarrel hunted and killed a man-eating sarcosuchus by tricking it into swallowing a music box. But maybe it’s not so dead? One canoe was left for them.
- **Library (Day 7):** Within the library, the PCs faced a group of zombified clerics of the Flaming Fist, who appeared to be studying and copying maps of Mezro before their unfortunate fate. Moreover, all the zombies (including an ogre zombie with a minotaur skull mask trapped in a grate) had handprints seared onto their flesh much like **INDIGO** (*did we decide if SCOMET has similar marking or not?*) – PCs speculate this is also the mark of the Devourer. While leaving the library, however, the PCs were intercepted by the death knight Ras T’fima...

In addition to looting many *scrolls of detection & protection*, the PCs unearthed the following informative scrolls bound in dinosaur hide:

1. **Children of Ubtao:** 4-volume dinosaur encyclopedia, from Abelisaurus to Zuniceratops.
2. **Chosen of Ubtao & Legend of Katashka:** A history of the *barae* (Chosen of Ubtao), including King [Osaw I](#), [Kwalu](#), [Dhalmass Rayburton](#), [Alisanda Rayburton](#), [Mainu](#), [Fipyra](#) (*click for links to Forgotten Realms wiki*), and brief mention of exiled Ras Nsi. This story is included:

So long ago that not even elves remember and the stars have long since shifted in the sky, there was a land called Katashka. It was a beautiful land and the people lived close to their god Olorubo who taught them of *nummo* (True Names). What the people of Katashka spoke came to be, and they spoke with one voice, creating a utopia of wonders powered by the *nyama*, the spirits of life who were Olorubo’s children. Travelers came from across Katashka and from distant lands like Zakhara, land of fate, and Maztica, land of the tabaxi, to marvel at the wonders of Katashka’s capital city Alliz-Dren.

However, the tribal leaders grew ambitious, seeking to bind the *nyama* to their will. It was at this time that a feathered serpent (a couatl) came to the people and shared the message of Ubtao – to look within their own hearts for power, rather than seek it in the world. However, the couatl’s message fell on deaf ears. Chieftains rose, the people forgot to honor the *nyama*, magic-users sought their own aggrandizement, and tribes clashed with one another for wealth and power. Their once-unified voice became fractured. And the *nyama* grew into tricksters.

The greed of the chieftains awakened the worst of Olorubo’s children, an evil spirit called The Sleeper who stirred below the Palace of Alliz-Dren. The Sleeper reversed all good things – love, fortune,

knowledge, even his hands were said to be backwards. Stirred by the many voices, The Sleeper threatened to awaken and destroy Katashka. Fearful, the chieftains began sacrificing their young to appease the monster, casting them into a great pit in the palace. The chieftains outlawed the practice of *matumbe* (forbidden magic), fearing it would awaken The Sleeper. However, a young woman named Oyai – who was to be sacrificed to The Sleeper – received a vision from Ubtao, awakening in her the powers of *matumbe*, making her the first of his *bara* (the Chosen). When Oyai went to The Sleeper, she defeated him with this magic, forcing the evil spirit back into eternal slumber. Oyai rallied her people who abandoned the worship of Olurobo and the *nyama* to follow the feathered serpent across the Trackless Sea until they arrived in Chult. And this is where the Chultan people come from.

3. **The Eternal Life of Mezro:** By King Osaw I, this weighty tome is a religious/philosophical treatise on the nature of eternal life, and ethical implications of living forever.
4. **History of Mezro:** Inner inscription reads: *"I pass the watchers unafraid. I enter the maze."*

The god Ubtao raised Mezro from the jungle with his own hand. It was his greatest gift to his people: a city etched from glass and stone where his priests could guide the common folk through the maze of life. At Mezro's heart stood the Temple of Ubtao: a magnificent tower of crystal and gold that always presented the same face no matter where in the city one stood. From here, Ubtao sat in judgment on a platinum throne. Seven of his Chosen, known as "*barae*", were granted miraculous powers and tasked with running the city. Under their stewardship, Mezro's wisdom spread through the jungle tribes and the holy city became a site of pilgrimage.

Mezro endured for four thousand years. Its glory rivaled even the great cities of the north: for while Mezro was smaller in size than its northern cousins, its libraries held the accumulated knowledge of four millennia. Of course, the city had its fair share of troublesome "pilgrims" such as rowdy minotaurs, not to mention cutpurses and tricksters, and its merchants grew fat on pilgrims' coin. Worse, in the muddle of city life, the Mezroans came to see Ubtao not as their shepherd, but instead as their remedy for earthly misfortunes and a way to take revenge on old tribal enemies. Enraged by their trivial pleas, Ubtao returned to the sky and refused to speak to his followers until they'd completed their journeys through the maze of life. Guardianship of Mezro fell to Ubtao's *barae*, who were now the only souls blessed with his divine powers.

With Ubtao gone, the *barae* cast a powerful spell to hide Mezro from outsiders. Anyone gazing on the city from above would see nothing but jungle, and those who approached its walls would fall into a magical stupor that sent them off elsewhere. For five hundred years, only those whom the *barae* chose to meet were allowed entry. For the rest, Mezro became a lost city: whispered only in legend.

5. **Forbidden History of Mezro:** Millenia-old story of a prophet whose name was redacted and described only as the "Forsaken One"; he claimed the god Ubtao abandoned his people long ago, and that the "maze of life" was a lie. The Forsaken One believed that the only enduring truth lay in pursuing undeath. After growing conflict with the *barae*, he entered jungle in self-imposed exile along with his followers (including many minotaurs).
6. **Omu's Pride:** History of conflict between Mezro's *barae* & Omuan wasp mask-wearing royalty. Main points of contention were Omu's militaristic expansion, deadly gladiatorial games, and enslavement of many non-humans (especially minotaurs).

7. **Quomec:** The first tabaxi kingdom in Chult was known as Quomec, named for its self-proclaimed “emperor.” Quomec lay west of Mezro, an extension of an empire that Maztica fled safter an evil known as the Sleeper engulfed Maztica. Fearing the tabaxi living in Mezro would support “emperor” Quomec, their movements were restricted to outside the city’s illusory wall by the *barae*. However, humans sympathizing with the tabaxi took on the racial name as a symbol of solidarity, creating the mixed race “Tabaxi” tribe. The fallen *bara* Ras T’fima championed their plight.
8. **Ras T’fima and the Wall’s Fall:** Recounts the explorer Artus Cimber & fallen *bara* Ras T’fima’s fight against invading goblins and pterafolk led by Kaverin Ebonhand who sought the *Ring of Winter* (in 1363 DR, over a century ago). As a result of Ras T’fima humbling himself, admitting he’d lost Ubtao’s grace and been hiding it using the *Ring of Winter*, King Osaw heeded Ras T’fima’s advice that shrouded Mezro should integrate with rest of Chult, and the illusory wall surrounding Mezro was brought down. Ras T’fima went on to meet his punishment in the Temple of Ubtao.
9. **Shadow of the Eshowe:** Millenia-old tale of tribal conflict. The Eshowe tribe, masters of shadow magic, were enemies of more dominant Chultan tribes. Their shamans summoned an entity called Eshowdow (The Shadow Giant) which nearly wiped out Mezro before it turned against its summoners. Fleeing their summoned monster, the Eshowe were trapped in Valley of Lost Honor by the *bara* Ras Nsi who committed genocide, killing them all down to the last child. As a result of this crime, Ras Nsi was cast out of Mezro and stripped of his powers.