

CREDITS

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Several elements in this adventure were inspired by the following D&D products:

The Ring of Winter by James Louder, 1992

The Jungles of Chult by James Louder and Jean Rabe, 1993

Monstrous Compendium: Forgotten Realms Appendix by David Cook and TSR, Inc., 1991

Monster Manual III (v3.5) by Skip Williams, Monte Cook, Jonathan Tweet, and Wizards of the Coast, Inc., 2003

Monster Manual 3 (4E) by Mike Mearls, Greg Bilsland, Robert J. Schwalb, and Wizards of the Coast, Inc., 2010



The Risen Mists is the second of a three part series that began with *Heart of the Wild*.

It is also part of a wider series of adventures set in and around Mezro. On the Dungeon Master's Guild, these products are identified by the *Lost City of Mezro* logo.

Ruins of Mezro by Will Doyle is a setting overview and adventure book detailing the city ruins itself.

The Risen Mists requires use of the D&D 5th Edition core rulebooks (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*). When a creature's name appears in **bold** type, that's a reference to its stat block in the *Monster Manual*. If the creature is listed in *Volo's Guide to Monsters*, *Tomb of Annihilation*, or another Guild Adept release, its stat block is reproduced with permission in Appendix C and D.

DRAMATIS PERSONAE

Major NPC	Name Pronunciation	Description
Artus Cimber	AR-tus CIM-ber	Human explorer seeking the lost Mezro. Wears the <i>Ring of Winter</i> .
Dragonbait	—	Saurial paladin aiding Artus Cimber
Etallo	ay-TAH-loh	Samarachian sage who resides in Votaran
Fotari	foh-TAH-ree	Darklord of the Bakumora
Ifalakuntho	ee-FAH-lah-KOON-toh	A corrupted storm aspect of Ubtao
Kamaphet	KAH-mah-fet	Leader of the dracotaur tribe
Mesika	may-SEE-kah	Former warrior of Mezro.
Nenet	NEH-net	Samarachian artisan who resides in Votaran
Onyeka Kayebo	oni-AY-kah ka-YAY-boh	Leader of the Kayebo clan
Shamar Reedwise	SHAM-mar	Lantanese architect
Taherako	tah-hay-RAH-koh	Blighted Tempest of Votaran
Uzoma Kayebo	oo-ZOH-mah ka-YAY-boh	Spiritlord druid of the Kayebo clan
Voshk	—	Poison Dusk lizardfolk tribal elder
Zindak	ZINN-dak	Captain of the Poison Dusk lizardfolk



"We were meant to think ourselves abandoned, yet in truth, it is we who have turned our backs and shunned the gifts bestowed upon us. Would you expect a being known as *The Deceiver* to show us an easy path toward realizing this?"

– Uzoma, Spiritlord of the Bakumora

INTRODUCTION

STRANGE OCCURRENCES HAVE PLAGUED THE eastern border of the Chultan Peninsula for years. Dark, unnatural storms keep appearing over the peaks of the Sanrach Mountains, a by-product of a planar rift caused by magic gone horribly awry. This distorted veil of twisted enchantments affects the regions north of the mountain border, where patches of eerily bleak mists blanket the landscape. Rumors suggest that areas within these mists contain hidden doorways into the Shadowfell.

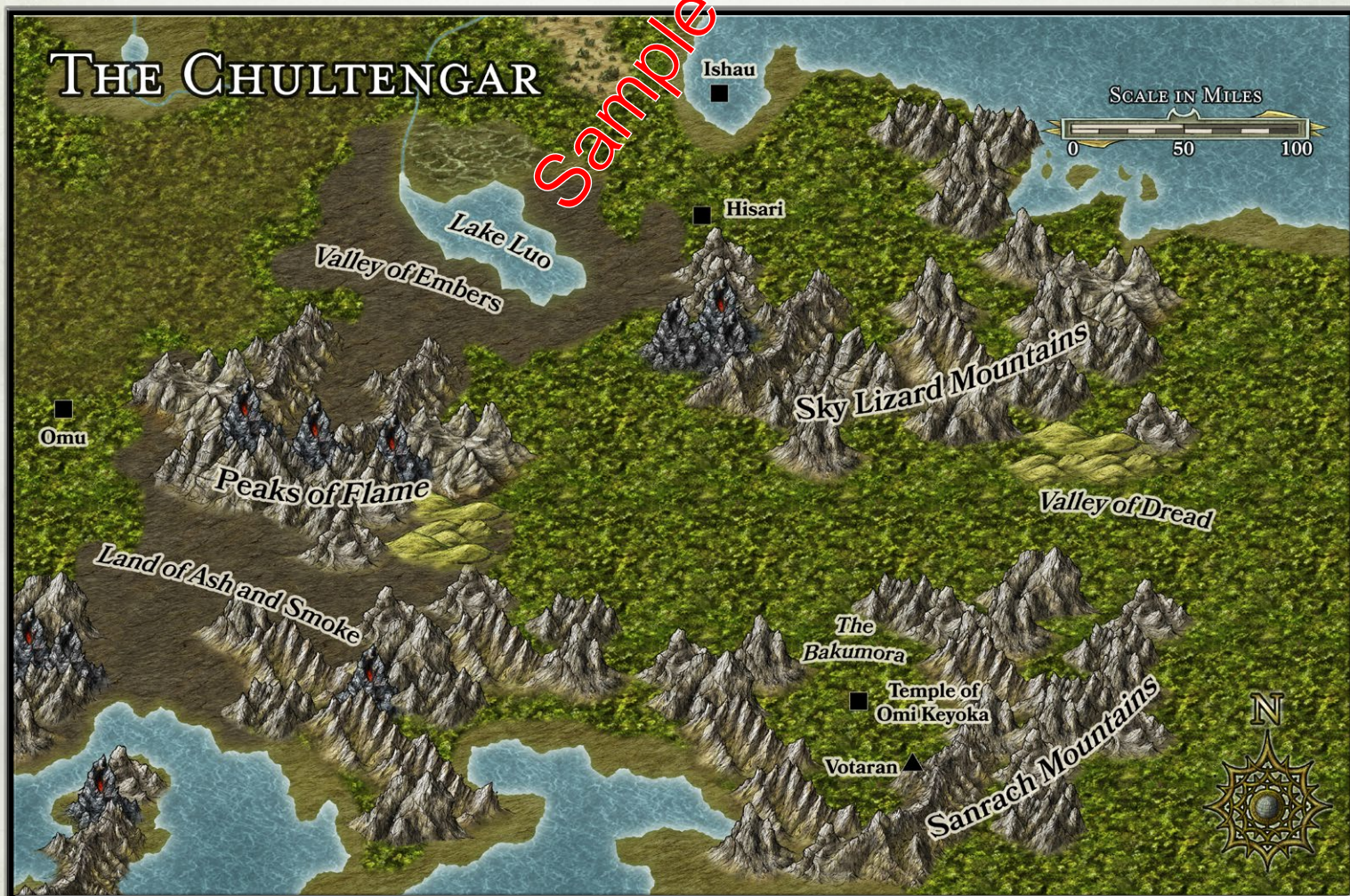
Beyond this area, a reclusive league of Samarachian crafters possesses knowledge vital to opening a gateway to the lost city of Mezro. But without solving the mystery of the mists and dealing with the warring factions within, the only chance to return Mezro to its rightful home will be forever lost.

The Risen Mists is an adventure set in Chult, the jungle peninsula in the Forgotten Realms introduced in the *Tomb of Annihilation*™ hardcover. It is designed for **three to seven 11th to 15th level characters**. It is second in a series of adventures that began with *Heart of the Wild*, but this adventure can also be played as a standalone. Information regarding other adventures in this series are located in the "Continuing the Series" sidebar at the end of the module.

ADVENTURE BACKGROUND

When Chult was inflicted by the Spellplague during the Year of Blue Fire, so too was the neighboring kingdom of Samarach – an exotic nation safeguarded by powerful illusionists and secret organizations. The Sanrach mountains served as the primary border between Chult and Samarach, the paths into Chult masked in illusions and guarded by clansfolk and sentries on both sides.

Though not much is known of Samarach today, something strange happened not long after the Chultan peninsula was made whole. Votaran, Samarach's outpost stronghold along the country's border, was also home to a group of artisans who researched lore and devices obtained from the mysterious island-nation of Nimbral. The experimental Nimbralese devices caused a magical backlash which also affected the illusory enchantments laid about the area. Today, the remnants of Votaran are a wasteland of unstable magic, filled with shadow crossings between the Material Plane and the Shadowfell.



MAP 1: THE CHULTENGAR

THE MISTS OF BAKUMORA

West of the Valley of Dread are vast jungle regions stretching all the way to the Peaks of Flame. This entire sector of the peninsula is known as the Chultengar. Within the Chultengar lies the Bakumora, a region north of the Samarach Mountains between its extended ranges.

The magical backlash that consumed Votaran created extradimensional pockets that settled over the Bakumora in a blanket of mists. Fotari, a spiritlord and great druid of the region, has been corrupted by his own power, turning the Bakumora into a dread domain. His own clanspeople are trapped here along with a tribe of lizardfolk.

THE MEZROAN TABLET

Artus Cimber, in his unrelenting quest to rediscover the city of Mezro and reunite with his wife, journeys toward Votaran with his companion, Dragonbait, to discover a way to translate the runes from an ancient tablet that may open a portal to the lost city. However, the path into the mountains is blocked by the mysterious mists.

In addition, the strange magic in this region has had untold effects on Artus' prized artifact, the *Ring of Winter*. Now, Artus and Dragonbait are trapped within this tainted region, and there are only a chosen few who know the nature behind his secret mission.

ADVENTURE OVERVIEW

The Risen Mists is divided into three parts.

The Stormreavers. The party attempts to resolve a conflict between a dispute between a clan of spirit worshippers and a savage tribe of lizardfolk.

Ruins of the World Serpent. To free themselves from the mists, the party must venture into a half-sunken ruin to confront a corrupted spirit of the winds.

Dark Mirrors. Within the corrupted fortress of Votaran, a group of artisans hold the key to solving the riddle of the Mezroan Tablet. The party must navigate through a network of hidden paths in order to find them.

BEGINNING THE ADVENTURE

The party becomes involved in this quest upon encountering **Mesika**, which could happen anywhere within the jungle or in Port Nyanzaru. This can happen by using the following suggestions.

Together Again. If the players completed the previous adventure, *Heart of the Wild*, or if they completed *DDAL07-01 A City on the Edge*, they should have already met Mesika, who seeks them out directly.

A Chance Encounter. When the party encounters Mesika, she tells them she has heard of them or their exploits and wishes to hire them.

A Friend In Need. If the party completed the *Tomb of Annihilation* hardcover, Mesika mentions Artus Cimber as the person in need of aid. It is a name the party is sure to recognize.

YESTERDAY'S CURSE

The timeline of this adventure is set to begin after the events of the *Tomb of Annihilation* hardcover. Ras Nsi has already been defeated and the Death Curse is no more. However, plagued zones, undead territories, and powerful foes such as liches and beholders still operate on the jungle peninsula.

RESCUE MISSION

Regardless of how Mesika encounters the party, she provides the following information.

- Artus Cimber and his companion, Dragonbait, journeyed into a jungle region near the eastern border of Chult. The locals refer to it as the Bakumora.
- According to recent rumors, strange mists have appeared over the Bakumora. Many travelers who pass through the region have disappeared.
- Artus and Dragonbait's last known location before they were lost in the mists was near Kayebo Village near the center of the jungle region.

Mesika offers the party 1,500 gp if they find and rescue Artus and Dragonbait and return with them to Port Nyanzaru. If the party accepts, they begin their journey toward the Bakumora. Mesika offers to join them in their travels. Should the party refuse, she strikes out on her own to be encountered again once the players return from the Temple of the World Serpent.

IN DREAMS

Mesika knows Artus' location through a vision she received in her dreams. Each time she receives a vision, she also regains some of her own memories. If the players are already acquainted with Mesika, she shares this with them immediately if asked. If this is the first time the players encountered her, she is very guarded with this information, only revealing it if any of the players specifically ask and succeed on a successful DC 18 Charisma (Persuasion) check.

JOURNEY THROUGH CHULTENGAR

Refer to Map 1 for wilderness locations. If you choose to roll for random encounters, use the Lesser Undead column of the Wilderness Encounter Table using the *Tomb of Annihilation* hardcover. When the party reaches the Bakumora, continue on to Part 1.



PART 1. THE STORMREAVERS

In this section, the party first enters the mists, and soon after becomes involved in a brutal conflict between the Kayebo clan and a tribe of poison dusk lizardfolk.

INTO THE MISTS

When the party arrives at the region between the northern ranges of the Samarach Mountains, they also come into first contact with the mists marking the entrance to the Bakumora dread domain.

The path leads to a jungle thicket surrounded by thick, gray and white mists. An eerie silence falls upon the area, the usual constant sounds of the wild seemingly muted into distant whispers. No breeze can be felt from any direction, yet the mists move about the trees in a semi-hypnotic pattern with wispy tendrils that appear to reach out and beckon towards you.

THE DREAD DOMAIN

Characters who played through the *Curse of Strahd* hardcover and adventures should find these mists familiar. Once the party passes through the mists, return is impossible until they defeat the dreadlord Fotari.

No spell—not even *wish*—allows one to escape from the dread domain. *Astral projection*, *teleport*, *plane shift*, and similar spells cast for the purpose of leaving the Bakumora simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes. Magic that allows transit to the Border Ethereal, such as the *etherealness* spell and the Etherealness feature

of incorporeal undead, is the exception to this rule. A creature that enters the Border Ethereal from the dread domain is pulled back into the Bakumora upon leaving that plane.

For the purpose of spells whose effects change across or are blocked by planar boundaries (such as *sending*), the dread domain is considered its own plane. Magic that summons creatures or objects from other planes functions normally in the Bakumora, as does magic that involves an extradimensional space. Any spells cast within such an extradimensional space (such as that created by *Mordenkainen's magnificent mansion*) are subject to the same restrictions as magic cast in the Bakumora.

DEFILED MAGIC

Spells cast within the Bakumora may have some cosmetic modifications when cast.

- Any spellcasting appears to corrupt the surrounding plant life. Grass, shrubs, and plants die wither and die out, while larger plants such as bushes and trees become sickly and discolored. This effect occurs in a radius equal to 5 feet per level of the spell cast.
- Spells that summon plant life, such as *entangle*, always summons dead, withered, or pock-marked flora. This is cosmetic only and does not alter any of the spell's effects.
- Spells that summon animals, such as *find familiar* or *find steed*, summon creatures that look diseased, weakened, or sickly. Again, this effect is entirely cosmetic.
- A creature restored to life by a *revivify* spell is extremely sick upon awakening, suffering one level of exhaustion. This can be removed through normal rest or can also be treated with a *lesser restoration* or similar ability that cures disease.

These cosmetic effects can be used at your discretion to provide flavor while the party is within this tainted region.