

Welcome adventurer!

I invite you, if you wish to discuss terms of truce with me, to submit yourself to my challenges and prove your worthiness. I am Lord General of the Beyzor Armies of Bounds and Detachment.

When I served under the great sorcerer Zoradieth Aquillonde, I was one of his twelve generals. Your predecessors fought him and locked us away to deny him his allies, thinking the solution permanent. I tell you now, as you may see me soon, that the solution was obviously not so. Malinaugh's prisons have lost their power to contain those of us that have been freed from the tiny cages he put us in. Each of us is impossible to imprison by normal means, so Malinaugh resorted to some fae trickery and led a band of knights to attack us.

I tell you that you cannot defeat me with your standard magic blades and there is no point in trying. You will bow before my superiority, acknowledge my strength and leave, or you will perish. Either way, you chose your end, but know that what I say to be true cannot be changed. I am rebuilding my army, and we will yet again establish on the battlefield the terms of whatever battle you fight against us, which will without fail, be true. But before we come to something as uncivilized as blows on a battlefield, causing the deaths of many, I offer you a chance to redeem your predecessors' actions and walk away from conflict with myself, and potentially others, or lead the Beyzor armies with me, by proving yourselves worthy of a discussion with me.

To do so, you must follow my rules. If you agree, and in order to be allowed passage through my wards, you will sign the bottom of this invitation, which shall state all the rules you must follow. You will be provided the understanding of all the skills needed to progress through my challenges if you agree to the rules I provide. I do not offer you any trickery here, but I will reserve the right to not tell you all details of what lies before you. Know that what I lay down to words here will be true as long as you are in my home.

- 1.) Within these walls you will reduce yourself to your barest skill of blade and bow.
- 2.) Within these walls you will retain no more than one of any deadly blows you currently understand how to perform.
- 3.) You will each choose to have access to one of the following abilities and will claim these by picking up the tools necessary to accomplish the task within the first room of my domain:
  - 3a.) The ability to pick locks.
  - 3b.) The ability to arm/disarm traps.
  - 3c.) The ability to perform any ritual necessary to progress up to a limit of 15 circles of formal magics.
  - 3d.) The ability to cast any 5 cantrips you need to use within the school of celestial magic.
  - 3e.) The ability to cast any 5 cantrips you need to use within the school of earth magic.
  - 3f.) The ability to cast 2 columns of spells within the school of celestial magic.

- 3g.) The ability to cast 2 columns of spells within the school of earth magic.
- 3h.) The ability to use a set of gases which shall be provided to you with the knowledge of how those gases are to be properly prepared for use.
- 4.) You will all gain the ability to wield whichever weapon you choose within the first room of my domain, but know that you will not be able to change what you bear beyond that first room.
- 5.) Your body will be weakened to be capable of receiving no more than 10 dagger blows and the armor you wear will be unable to protect you from more than 10 additional dagger blows.
- 6.) You will reduce yourself to the ability to cast no more than 2 columns of spells from each of your known schools of magic, limited further by what you already are capable of casting.

With those rules established, I expect you to be courteous, should you earn the right to present yourself before me. Know that I will not restrict mine own abilities, so should you prefer to fight me over a civil conversation, you will lose. Oh, and if you fail to finish my challenges, I will offer you a final chance to meet with me, through declaring your defeat and submitting yourself to trial by pure combat alone. This is, of course, the hardest path as it does not truly allow me to evaluate your worthiness.

Sincerely,

Mithadaedes Tyrinestral  
Lord General of the Armies of Bounds and Detachment

I hereby agree to your terms and the consequences for being unable to meet the challenges provided, including, and limited to, death or injury of my person:

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Name and Title (if any)

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Date

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Greetings to all,

I had but little time and resource to get this missive as far I could. If this message has gotten to you then take heed now and bear these words- they will be intrinsic to your survival.

Many years ago, during The Golden Age, the Kingdoms of Kaurath were wrought low and teetered on ruin and in some ways, extinction. You see, an aged war had matriculated into a deadly chapter. The Patriarch of the Unbroken Line of the Kaurathel, Morathel Kaurathel, First of His Name- my Grandfather of several generations before me- fought this War.

Their enemy was Rahaben Zoradieth Alquilonde and his 12 Generals from The North, The Beyzyr Lords. A powerful ritual cast by Zoradieth had empowered these Generals, beings of a race of creature that had a fierce ties to Necromantic Magic, but they, as a creature, are not undead. The effects of Zoradieth's ritual had enhanced their necromantic ties and made them into Half-Spectres in the most potent of way. alas there isn't enough time for me to explain the magical principles that govern their form. I will tell you, but first you must survive.

Each Beyzyr Lord was imprisoned by the Hero, Sir Malinaugh, Second of His Name. In this campaign, written first hand accounts of the battles were created about the Beyzyr Lords and their terrible abilities and powers, but were scattered on the tongues of Bards as these pages were burned, while some have been recovered from the ages.

Mithadaedes Tyrinestral was the Lord General of the Armies of Bounds and Detachment. Each Beyzyr Lord commanded armies, their force bordering on overwhelming to any and they were led by these beings with power beyond the ken of humanity. The Kingdoms of Kaurath, now 500 years since their imprisonment, have been fighting them again as most of them have escaped their prisons. Prisons wrought by powerful Sidhe Magics as mundane Magic's could not hold them. Before now two have been slain and destroyed- The Lord General of the Armies of Strength and Tyranny, Kalad and The Lord General of the Armies of Lies and Deceit, Vasher. At present great Heroes prepare for what will be the final campaign against but another of the Beyzyr Lords, The Lord General of the Armies of Violent Death and Murder, Arimoro.

If you understand that, then what I write next will garner you the disposition required to survive the place you are now. Though everything appears pleasant and good by the typical standards of adventuring, the mind of Mithadaedes is not one that can be easily understood. Know that he is a creature that is aged and ancient and commands forgotten power. There is no telling what he is capable of. As with Kalad, Vasher and Arimoro, the Beyzyr Lords are creatures out of time. The power that Mithadaedes does command is likely beyond the conventions of magic we yet understand. They are old and rare in the world today.

I have seen their power at work. I have seen their power murder, deceive and destroy- I have seen their power used to destroy disease, achieve the impossible and then beyond- Pierce the Veil. there is so much you need know, but to tarry any more with more words detracts from how soon you receive them.

It is in this vein however, that the great heroes opposing the Lord General of Violent Death and Murder have extended an olive branch to the Lord General of Cataclysm and Glut. They have agreed to a cessation of hostilities provided the Lord General stay in a particular area and they shall not attack so long as the great heroes, and the realm, stay out of the Lord General's affairs within their border. Options may lay before you. I hope I have provided for what you need. Take caution.

Nairan Kaurathel  
Archwizard of the Kaurathel  
High Lord Magistrate of the Kingdoms of Kaurath