

- 3-6<sup>th</sup> level rec.

## WIND LORDS OF THE BORGO PASS

### WHAT HAPPENED:

The Borgo pass is almost the only route from the North/ wild lands to the Coastal low lands - thus it is a strategic location & one which needs to be guarded.

This task was given (by a coalition of 3 countries) to a group of wizards known as the Wind-lords because of their reputed command of air, winds & air elementals.

For this service they were paid 1000 GP a year ea. (there were 3 of them) by the govts.

They did this for 17 years successfully.

Recently however (in the past few months) more & more evil creatures have come down the pass to bother people. Normally only 1 or 2 minor things ever got thru.

The govts. are worried & want to find out what's going on. Messengers have never returned.

This is the plan:

The towers of the Wind-Lords are situated above the pass where no army can get at them.

A combined force of horsemen & footmen of the 3 countries is going to sweep up the pass to where the towers are. A group of adventurers is needed to go ahead to get to the ~~towers~~ towers & take them or at least find out what's going on before the army arrives.

### WHAT ACTUALLY HAPPENED

A group of demon of the air trapped on this plane gathered a small army of orcs & trolls & various other evil things under his sway to attack the wind-towers as they were bothering his nearby hide-out & he wanted to live in the towers.

In a storm he attacked, & carrying the army up the cliffs by magic & strength & attacked by surprise.

2 Wind-lords died, the 3<sup>rd</sup> ran off & is still nearby. →



- Demon is fairly minor

Their servants were slaughtered or made into slaves.

The surviving attackers moved in w/ the demon in rough control. Some of the monsters moved deep & are no longer under control. The demon & body servants occupy one tower. 4

The towers can only be reached by a small winding pass fit only for walking where the demon has set certain guards.

Creatures ~~in the~~ can pass thru the pass below only w/ the demon's permission - generally they pay a bit of tribute & thus are the orcs etc. led to the treasure mounts.

The 3rd Wind-Lord (7th level - Afaris) waits for revenge in a nearby prepared cubby-hole.

There are 3 towers, 1 fairly larger than the others - this is where the demon goes hangs out.

There is a fairly large dungeon complex connecting the towers underneath. The towers have a small fort/walls around them - they are set on a sort of ledge

(?) - Tribe of Goblins camped below before going down the pass?

Wind-Lords are MU's who specialize in air & wind-type of magic. They ~~to~~ acted a bit like Druids.

A growing no. of ~~Druid~~ evil things are going down the pass.

The PCs are given 5 days head-start on the army which is a bit slower. A small vanguard will be sent ahead in case q/r they are needed to help the PCs hold the place. (50 mounted & levellers - to be put under command)

The towers are several hundred ft. above the pass which is narrow at this point, but broadens out fairly quickly to the evil side.