

The Kingdom of Dust was a green, pleasant land, until the coming of the Master of the Desert Wind, who coveted its gentle breezes. It is now a parched wasteland of merciless dust storms.

Legend	
1	The Ruins of Knock , once a prosperous trade town, now plagued by wind jackals and haunted by hungry skeletons
2	New Knock Settlement , fortified refugee town of the former people of Green Duncairn. They raid Knock for supplies.
3	The Ruins of Ardstraw , once the central river town of the region. Desiccated treants battle dust men in its sand-blasted streets.
4	The Fortress of Duncairn , former Lord's Keep, now the Castle of the Desert Wind
5	The Heart of the Forest , the waterfall and rivers still flow from this green bastion, but the beast lord's servant has now made it his home
6	The Red Desert , home of the red desert nomads, masters of black powder

Random Encounters (CR 1-3 baseline)	
1.	The Master of the Desert Wind
2.	An servant of the beast lords, hunting the Desert Wind (Druid lv 1d4, with 1 wolf, 1 bear, and 1 stag servant)
3.	Adventuring party (average level 1-3)
4.	1d6 small air elementals
5.	1d4 dessicated treants (poor AC, may only move or attack, and have 1-3 HD, large, plants)
6.	1d6 wind jackals
7.	Sand-choked, abandoned farm, 50% chance haunted by 1d6 skeletons
8.	A scavenging party from New Knock
9.	A dust man coalesces from the wind and sand and begins choking the weakest party member to death
10.	1d6 red desert nomads
11.	Small blackpowder elemental from the red desert (use fire elemental)
12.	A sandstorm

- The Master of the Desert Wind is a powerful spirit or *shaytān*, a lord of dust storms, desiccation, and parching gales. Wind Jackals and the silent, choking Dust Men are his servants.
- The red desert arose soon after the Master of the Desert Wind first arrived. It is home to a nomad people whose alchemists have mastered the art of Black Powder. They oppose the Desert Wind, but they also walk the desert for their own purposes.
- A beast lord of the deep woodlands has sent a druid servitor to this land to find the weakness of the Desert Wind.
- Some whisper that the *shaytān* can be trapped in a bottle, if only his bottle is found, but he cast it on a storm far from this land. Where he sent it, only he may know.
- It is said that the master of the desert wind has adorned the old fort with his glittering riches, for he is a spirit that loves luxury and the flaunting of riches.