

Sakherma Ruins

Below

1. **Temple Stairs Entrance:** Here, the stairs from the temple ruins above descend to human-created chambers. The northern staircase is blocked by sand, but a glass wall keeps the sand from filling the chamber below. The southern staircase is relatively unobstructed.
2. **Monks' Cells:** These three chambers appear to once have been home to the monks who maintained the original temple. *Game Masters: At the Game Master's discretion, one or more of these rooms may be occupied by the dragon's humanoid allies – kobolds, dragonborn, or perhaps sorcerers with a draconic bloodline.*
3. **Treasure Display:** This room is practically cluttered with statues and tapestries. *Game Masters: Here the dragon has created a veritable museum showing off its favorite treasures, including a display of magical armaments.*
4. **Pond Entrance:** At the base of the pond, a mighty glass wall keeps the pond's water from flooding into the tunnels. *Game Masters: The dragon can magically pass through the glass without harming it to bathe in the pond, or for another escape route to the outside surface.*
5. **Dunes Entrance:** A great glass wall keeps the sand dunes from pouring into the caverns. *Game Masters: The dragon can pass through the glass without harming it in order to reach the surface of the desert, or to devour travelers camping there.*
6. **Tunnel Entrance:** This tunnel connects the upper and lower caverns.
7. **Main Lair:** It is readily apparent, if visitors haven't already figured it out, that this is a dragon's lair. Piles of coins, particularly copper ones, form its bed.
8. **Egg Nest:** A blue dragon's egg lies on top of a pile of coins infused with the dragon's magic to keep the egg warm when the dragon is away.
9. **Ritual Chamber & Treasures:** Here the dragon keeps most of its magical treasures. The dragon may also shift into human form to conduct arcane rituals from time to time.
10. **Wyrmling Lair:** The bedroom for the dragon's "teenage" child.