

Sakherma Ruins

At the base of the mountains that is the source of the mighty Eknapa River, an ancient people made their home alongside a creek that fed into the river. What they called themselves is no longer known, but their ruined temple has become known to modern people as the Sakherma Ruins.

These ruins are said to be haunted, and often fatal to those foolish to camp near it. Many groups of travelers have vanished utterly overnight, leaving puddles of blood, occasionally, but no bones nor gear nor even a single copper coin.

Game Masters: Unbeknownst to travelers, a great blue dragon has created a lair beneath the ruins.

1. **Sakherma Creek:** The water from the creek that ultimately feeds into the Eknapata River is clear, cold, and refreshing.
2. **Ruins of the Sakherma Temple:** The ruined temple includes an outer courtyard where encroaching sand dunes have toppled many of the temple's pillars. It also includes an interior temple half submerged in the mountainside. The walls of the interior temple are also crumbling and if it ever had a constructed roof, it's long gone. A once-hidden secret door behind a pedestal where a statue once stood now plainly reveals the passageway behind it. A second passageway just south of the hidden door has opened in the crumbling walls, as has a much larger one in the northeast corner.
3. **Great Obelisk:** The obelisk rises forty feet above the desert sands, perhaps the only part of the temple that seems untouched from the day it was created.
4. **Sandy Dunes:** A crescent-shaped hollow in the mountain on its northeastern side provides a comfortable camping area sheltered from the wind. *Game Masters: This is the blue dragon's main entrance; it is capable of burrowing through from the caverns below to devour travelers as they sleep, or back down through the sands when it returns home.*
5. **Hidden Cave Entrance:** In the southeastern edge of the mountain, a small cave leads to a tunnel into the mountain.
6. **Temple Interior:** A great statue is all that remains of a once-ornate hidden shrine.
7. **Hidden Tomb:** The lid has been removed from the sarcophagus by scavenging thieves, but the shrouded body within remains untouched and seemingly well preserved. *Game Masters: If the body or its sarcophagus is touched, the body will rise as a mummy to attack the intruders. The following turn, six animated skeletons will claw their way out of the sand to attack.*

8. **Glass Wall:** A glass wall blocks access from the cavern to the tunnels beyond.
Game Masters: The wall was crafted by the dragon using its electrical energy, and because it created the glass, it can magically pass through it without damaging it.
9. **Sakherma Pond:** The pond that feeds into the Sakherma Creek extends beneath the mountain, creating a pool of fresh water accessible within the caverns.
10. **Human Camp:** The remains of a human encampment are found in a chamber too small for a large creature to enter. The bodily remains suggest that the occupant was old when he died and did not die violently. *Game Masters: It's unclear if the resident here was hiding from the dragon or friends with it. At any rate, it's clear the occupant wasn't eaten by the dragon.*
11. **Stairs Down:** The stairs on the northern side are clogged with sand and are unpassable. The southern staircase is open.
12. **Tunnels Down:** A great, wide tunnel winds down from the upper caverns to the lower caverns.