

The farther the characters get away from Cold Keep, the warmer the air.

Path Cold Keep to Dungeon of Confusion

Exit from Cold Keep basement narrow corridor to this map.

Left side:

Ice lakes to the sides of the path.

First Tower: all the characters see is a group of rocks that could have been stone walls.

Second Tower: stone works, but wobbling shadows.

Third Tower: glows green

Way Point: some broken rocks that if put back together form a hand.

Right Side:

Sign post: Warm Yet ?

Blue area, murky water, could be deadly to drink or wash with

Way Point: A doorway in stone. Nothing else there.

Greenish area, smell likes something is rotting.