

Exit from Flame Keep basement narrow corridor to this map.

This passageway widens out to 20 feet wide and 12 feet high.

Left side:

solid lava to the sides of the path.

First tower: all the characters see is a shadow on the ground. No stoneworks.

Second tower: stone works, but no shadows.

Way Point: some broken rock, could have been a small building, or a hand.

Right Side:

Sign post: Confusion Ahead !

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

Way Point: A row of stones marking the four sides of what was once a building.

Next Way Point: Stones are glowing a sickly green. The longer the characters stay here, the worse they feel.

Greenish area, smell likes something is rotting.