



MAP 1.3: AREAS 6-10

The Big Foot. When the stomping feet attack, the suspended granite block activates, then acts on initiative count 0 each round. This magical hazard was created to crash down upon those who lack devotion to That-Which-Endures. As such, the Big Foot ignores any creature that gained the blessing of That-Which-Endures by submerging in all four pools in area 2. It targets one random creature each round, which must succeed on a DC 12 Dexterity saving throw or take 3 (1d6) bludgeoning damage. The Big Foot ceases attacking if all the stomping feet are slain.

The rune-graven footprints on the north and south walls power the magic of the Big Foot. A character can deactivate the magic of the runes by standing within 5 feet of a footprint and using an action to succeed on a DC 12 Intelligence (Arcana or Religion) check. Alternatively, a character who places their own bare foot on the wall inside the rune-marked footprint automatically succeeds at deactivating those runes. Deactivating both footprints halts the Big Foot's attacks.

Development. A murderer in Waterdeep has been killing people, taking their feet, and placing them on an altar hidden in the city as a sacrifice to That-Which-Endures. (A hint of the killings is noted in the "Life in Waterdeep" sidebar earlier in this episode.) Any feet placed on the altar teleport to this room. By placing clues on the feet that lead to the murderer, you can create a side trek mystery for the characters. You can also have two more feet suddenly appear in midair near the ceiling, then drop into the room as the adventurers fight.

8. TENTACLE

When the characters investigate this chamber, read:

The tunnel opens into a round room. Dirty brown water—sewage, judging by the smell—streams from pipes in the ceiling into a massive cesspool at the center of the room. A ten-foot-wide walkway skirts the pool, leading to a passageway on the other side.

Cesspool. Untold numbers of sewer pipes from the city empty their waste here. The first 10 feet of the cesspool are only 3 feet deep, but the inner area is 10 feet deep.

A character who succeeds on a DC 15 Intelligence (History) check recalls this bizarre cesspool as the experiment of an ambitious Masked Lord of Waterdeep from decades ago. After locating a gate to a demiplane of filth, the Masked Lord attempted to build a sewer system that could empty the city's waste into that plane. It worked well, and plans were made to expand the sewer system beyond the prototype. But then creatures native to the plane of filth came through the gate in the wrong direction. After hiring mercenaries to drive the creatures back, the city rulers abandoned the plan, and the gate was sealed.

Or at least that's what everyone thought. A character who succeeds on a DC 18 Intelligence (Arcana, Nature, or Religion) check can sense that planar magic still fills