



MAP 1.2: AREAS 1, 2, 3, AND 5

## 1. RATS

When the first character reaches the bottom of the sinkhole, read:

The sinkhole fissure ends at a level floor of worked stone. Dust, debris, rocks, and pieces of wood that once made up the walls and ceiling of the warehouse above are spread across the floor. An underground passage is blocked to the south, but it continues into darkness to the north. Two pairs of human-sized boot prints, easily spotted in the dust, head northward. Smaller fissures, holes, and cracks riddle the passage, though even a halfling would find the largest of them a tight fit.

The floor of the corridor is difficult terrain for 20 feet around the point where the characters descend.

**Creatures.** After the first character has been at the bottom of the fissure for 2 rounds, a group of six **giant rats** notices the potential feast. Any character at the bottom of the fissure who succeeds on a DC 12 Wisdom (Perception) check can hear the approaching rats, and isn't surprised when three rats emerge from cracks in the walls and attack. Three more rats arrive and attack 1 round later. All the rats are dyed a bright green from trap C in area 3.

**Treasure.** When the final rat dies, it coughs up a humanoid finger bearing a platinum ring worth 20 gp.

Etched inside the ring is the name "Burton Boot." The ring belonged to the father of Yander Boot, the deceased constable of the Watch, and was bitten off by the rat after Boot was killed (see area 5).

## 2. TRIALS

The earthquake sealed many of the passages that once made up this underground maze. As the characters explore, they pass through worked tunnels, natural caverns, and functional sewers at different points. Most side passages are blocked by rubble, making the path of the two Waterdeep City Watch guards easy to follow.

The next area of interest on the adventurers' journey is a chamber that the followers of That-Which-Endures once used as a testing ground for new recruits.

This rectangular chamber shows no earthquake damage, possibly because of the buttresses and columns supporting the walls and ceiling. Four pools of liquid are set into the floor—one blue, another green, a third clear, and the last cloudy. Carvings on the walls seemingly depict the pools, and show robed figures submerging themselves within. At the far end of the chamber stands a double door with a large, ornately carved lock.

The pools represent the trials the characters must undertake to pass the test of That-Which-Endures. Each pool is 10 feet deep and has sheer sides. To trigger the