

# Ruins of Netheril

A vision calls the party, pleading for help to thwart fiends bent on taking a *mythallar*, which taps immense magic. The party teleports to a fallen Netherese city.

A ruined city sprawls in all directions. Fractured ground and husks of buildings tilt at irregular angles. Sand blankets everything, hiding all but the tops of doors. About a quarter mile ahead, two towers mark the city's center.

Moments after the party's arrival, the central ruins lurch into motion, drawn together like ships to a whirlpool. As the two towers reach the middle, they tumble. Wind rises, sucking sand toward the collapse.

A trip towards the center reveals more.

## Area Information

The area has the following features.

**Dimensions & Terrain.** A 45-foot diameter pit plunges down. Broken ruins line the pit's walls, jutting like rotting teeth. Chunks of stone break loose and tumble down.

**Towers.** The two fallen towers bridge the pit, wedged from wall-to-wall. Seen from above, they make an X. The first tower crosses the pit 60 feet down, and the second 90 feet down.

**Second Tower Door.** A door into one end of the second tower faces up. It is jammed. Forcing it open requires a DC 20 Strength (Athletics) check.

**Lighting & Vision.** Despite bright light, swirling sand blocks the view below 120 feet down.

**Jumping.** The ruins lining the pit make jagged ledges that circle the walls at intervals of about 15 feet.

Characters can jump onto these ledges. On landing, roll a d6. On a roll of 1-2, the footing crumbles. Stopping the fall by grabbing other

ruins requires a DC 20 Dexterity (Acrobatics) check.

## Call for Help

A voice speaks telepathically. "They opened a gate to take the mythallar to the Abyss. I'm trapped in the tower. Get me. Don't be surprised by what you see."

## Creature Information

The second tower traps an **arcaneloth**. To seem sympathetic, he calls himself Rusty. Silver wire stitches Rusty's mouth shut.

**What Does He Want?** His employer muzzled him for demanding payment in advance. The party is his revenge. He urges chasing the mythallar to the Abyss.

**Yugoloths.** When someone approaches the first tower, five **nycaloths** fly from behind the ruins 90 feet down. At the same depth, an invisible **ultroloth** hides behind ruins.

**What Do They Want?** These mercenaries have orders to kill anyone threatening the mission. Now alone, they worry they won't get paid.

## Pit Effects

On initiative count 20, the collapse brings new effects.

Round	Effect
2	The sucking wind rises. On each flying creature's turn, the creature must make a DC 10 Strength (Athletics) check or be pulled 30 feet down.
3	Stones tumble from the first tower. Anyone below must make a DC 15 Dexterity save to avoid 8d10 bludgeoning damage from falling rubble.
4	The second tower gives way. Anyone below the tower may be hit by stones as in round 2.

At 150 feet down, the pit reaches a gate into the Abyss with solid ground 10 feet further.