

Ruins of Netheril

A vision calls the party, pleading for help to thwart mercenaries bent on taking a *mythallar*, which taps the raw magic of the weave. 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, towers mark the city's center.

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

A trip towards the center reveals the source.

Area Information

The area has the following features.

Dimensions & Terrain. A 45-foot diameter pit opens into the ground. Down 60 and 90 feet, two fallen towers bridge the pit, wedged from wall-to-wall. Seen from above, they make an X. At one end of the second tower, a door faces up.

Broken ruins line the pit's walls, jutting like rotting teeth. Chunks of stone break loose and tumble down.

Lighting & vision. Despite bright light, swirling sand blocks the view below 120 feet, hiding the bottom.

Tower Door. Opening the tower door requires a DC 20 Strength (Athletics) check.

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 **arcanaloth**. To seem sympathetic, he calls himself Rusty. Silver wire stitches Rusty's mouth shut, so he can only cast *counterspell* and *minor illusion*.

What Does He Want? His employer muzzled him for insubordination. The party is his revenge.

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 wonder if their employer hopes to avoid paying.

Void Effects

On initiative count 20, the void 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	The higher tower bridging the pit starts breaking. Anyone below the tower must make a DC 15 Dexterity save to avoid 8d10 bludgeoning damage from falling stones.
4	The second tower gives way. Anyone in the tower or below it must make a DC 15 Dexterity save to avoid taking 8d10 bludgeoning damage. Rusty clings to the pit wall where the tower fell away.