

STONE RAIN FROM AZURE SKIES

BY RYAN LANEY

A tribe of geomancers once protected the land of Pure Falls, tending to the earth and ruthlessly defending it from invaders who sought to exploit its resources. A powerful artifact of defense known as the **Cloak of the Falls** was supposedly housed in a hidden crypt around the same time that these geomancers disappeared, and your party has a lead on the location of that crypt.

The **Arcana** used in this scenario is designed to help feature a Wizard, Sorcerer, or similar class in your party, but the scenario is easily adjusted so that a non-magical party could still complete it. Any Druids or similarly nature-focused characters may be given special abilities or aptitudes here as well.

This scenario features:

Arcana Puzzle-Solving Combat

And is particularly well-suited for:

Fighters Spellcasters Druids

DUNGEON SEQUENCE

Because this dungeon has a fairly open layout and can be explored in an uncertain order, the sequence of events that need to be discovered or unlocked are listed here to help you as the DM keep track of what your party has accomplished and what needs to be done next.

1. Defeat the Golem in II.
2. Insert the Golem's spine into the hole in the ground in I.
3. Complete these two in either order:
 - a. Defeat the spirits in V, granting access to the clue "stone rain falls from azure skies."
 - b. Defeat the Skeletons in VI to discover the patterns needed for the placard in IV.
4. Use the blue pattern on the placard in IV, which will make one of the braziers in III glow a blue auric flame.
5. Transfer the blue flame to all four braziers in I, opening the northern wall.
6. Continue north into the final two rooms to complete the dungeon.

BACKGROUND

*"After months of following scant clues and cryptic journal entries from historians and long-dead adventurers searching for an artifact known as the **Cloak of the Falls**, your party arrives at the rim of a massive open field nestled within countless miles of dense jungle in a land known as Pure Falls. This region was protected by geomancers who harnessed the powers of nature to protect the land from invaders, yet mysteriously disappearing generations ago. The field before you stretches about a quarter mile in diameter, covered in thick grass and spongy moss still wet from the morning dew. Through the shining rays of the midday sun, a massive steppe pyramid sits in the middle of the field. While other explorers have assumed the resting place for the **Cloak of the Falls** to be in this pyramid, you've determined the real location is under the field itself."*

After treading along the edge of the field, you find a small stone that matches the description found in another adventurer's journal. Twisting the stone, a pathway opens up delving straight down into the earth underneath the open field. The smell of wet dirt and old detritus greets you as you enter the chasm.

I. THE GRAND CHAMBER

“After descending what must have been 300ft or more into the earth, you enter a huge chamber with intricate carvings engraved along the walls in stone tile. The room itself seems to know you are here as a soft green and white light fills the area just enough to let you easily see. You see a hallway in each corner of the room, and a massive pit in the ground preventing you from crossing to the other side. Falling into this bottomless chasm would mean certain death.”

The faint green and white light persists throughout this dungeon, allowing your party to see anywhere with ease. The carvings on the walls show various aspects of nature, and ways that the geomancers protected the land from outsiders.

If a PC succeeds at a **Perception 10** check, they notice a silver and red hole near the southern edge of the bottomless pit. Furthermore, a **Arcana 10** check will help a PC determine that this is some kind of lock for a key-and-lock mechanism. Perhaps there is something else in the dungeon with a similar pattern that can be used with this hole.

If a PC succeeds at a **Perception 15** check in this room, they immediately notice a thick seam running along the distance of the ceiling

from north to south. It's centered in the middle of the ceiling, and about 1ft wide. This seam will be very important later, but for now the party won't be able to do anything with it or interact with it in any meaningful way.

If a PC chooses to specifically **Investigate** the carvings on the wall, they realize that the four corners of the room each hold a small metal brazier that seems to almost meld into the artwork, yet they stick out enough to actually hold coals or other flammable objects.

In order to cross the chasm here, your party will need to insert the spine of the golem from **II. Red-Spined Golem** into the hold in the ground to form a bridge across the gap. When the party does this, read the following aloud:

“You insert the metallic spine into the hole in the ground. Something seems to grip it into place with a loud ‘ka-chunk’ sound. The spine slowly rotates and bends out over the chasm, thinning and stretching across the entire span. The metal flattens out to a nearly paper-thin sheet, turning into a 5ft-wide bridge. You lead your foot out onto the bridge to test its stability, and it feels strong enough to support your weight with ease.”

This bridge is the only practical way to cross the chasm to the other side. Because this dungeon can be explored in any order, it's perfectly fine if your party immediately gets across the bridge without exploring rooms III or IV first.

II. RED-SPINED GOLEM

“You enter a room far more filled with moss and vines than other parts of the crypt. Sitting on a stone seat at the end of the room

is a hulking statue made of what looks like petrified wood. Its body is covered in carvings similar to the stone walls of the crypt, and living vines drape from the ceiling and into the statue's back."

If the party approaches the statue, a puff of spores bursts from the ground and/or walls similar to the ability Rapport Spores (see *Myconid Sovereign below*), allowing the golem to telepathically speak with anyone affected. The PC will hear a voice in their head say *"Only the strong can be expected to protect the wilds!"* as the golem rises to combat.

1 Petrified Golem - use the stat block for Myconid Sovereign (p.232, MM), except that it can speak Common via telepathy.

The Distress Spores ability can be used to have the vines in the room attack the party whenever the golem takes 10 or more damage in one hit.

Vine Attack +3: 1d6+2 slashing damage.

Upon defeating the golem, it falls to the ground in a pile of wood and vines. The party can **Investigate** the golem to see that its now-exposed spine is a very similar color as the red and silver hole in the ground from the Grand Chamber. If the party has trouble discovering this or piecing it together, the Rapport Spores ability can be used to have the disabled golem tell someone to take his spine with them.

III. TORCHES ON DISPLAY

"You enter a small room with a raised, square stone dais about 1ft tall in the middle

of the floor. In the corners of the room you see four metal braziers attached to the walls, almost blending into the engraved artwork."

The party may investigate the area, but won't be able to do anything here just yet. Details on this room and how it will lead to the end of the dungeon will be explained later in **III-2. Torches On Display (Revisited)**.

IV. RUNED PLACARD

"You enter a room about 25ft square. On the south wall you see what looks like a large metal picture frame around a blank gray surface. Ornate candles surround it on all sides, each mounted on gorgeous well-crafted ebony stands. The frame itself is decorated with small runes along the edge, made from natural ambers and gems. The engravings from the previous room continue into here, showing men and women with their hands outstretched to the sky."

If a PC touches the empty gray space inside the frame, their finger leaves a faint white trail that persists on the surface for about 5 seconds before fading away. If a PC continues to draw on it continuously, the markings they leave with their finger will remain on the placard until about 5 seconds have passed without any contact.

The party won't know what to properly do here until they've completed **VI. Chattering Bones**. When they do return here, the patterns they need to trace and what colors of auric flame each correspond to are listed below in the provided diagrams. The dots represent the skulls of the enemies in **VI. Chattering Bones**, while the lines represent the three bones with colored markings as explained in **VI.**:

Green



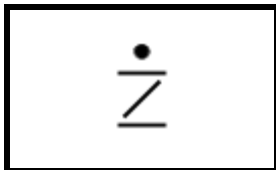
Red



Blue



Yellow



Upon tracing each of these patterns, the placard briefly glows with an aura of the corresponding color. The torches back in **III. Torches on Display** will then light up when the correct pattern has been traced (e.g., when the green pattern is traced, one of the torches will now burn with a green auric flame).

V. SHAMAN'S ILLUSORY STRETCHING ROOM

"You enter a long room with more well-crafted engravings all along the walls. At the far end of the room you see a brown blanket draped over something about 2ft tall and 3ft wide. Something seems slightly off about this room, but you can't quite put your finger on what it is..."

If the party **Investigates** the wall carvings in this room, they'll see that there are some patches about 5ft in diameter that look slightly skewed, almost as if the wall briefly melted in a circular pattern. Nothing is removed or heavily altered, just slightly offset.

If the party makes their way across the long room towards the shrouded object at the other side, the room immediately starts to stretch and slant to become impossibly long. If someone tries to walk towards the object or towards the exit, it will appear as though they aren't moving much at all. This effect may be small at first, then exaggerated as the party tries to go anywhere.

Once the room has stretched once or twice, read the following aloud before the encounter begins:

"As the room stretches and pulls, a portion of the wall near you begins to spiral in on itself with a dark green glow. You hear a terrifying voice bellow 'Only the resilient can be expected to protect the wilds!' as a group of light purple humanoid creatures with white face paint leap from the spiral on the wall with spears drawn towards you."

2-3 Spectral Shamans - use the stat block for Orc Eye of Gruumsh (p.247, MM). These creatures also have the ability to jump through the portals in the walls.

6-9 Spectral Lanterns - use the stat block for Manes (p.60, MM) except that they are undead, and the Claws attack is a Chain Whip with the same effect. Each Spectral Shaman is surrounded by 3 of these floating creatures.

The creatures here are spirits, but are completely corporeal for the duration of the fight and don't have any immunities to non-magical weapons/attacks. Each of the shamans is constantly surrounded by 3 of the floating lanterns, each of which attacks on its turn as long as the shaman it's associated with

has not used its Aggressive bonus action, or any similar ability that would make it cover a large distance in a short amount of time.

After the encounter, the carvings on the wall start to spin and meld again with a dark green aura. This time, however, the carvings form themselves in a way to spell out:

*“The Power to Protect Us Lies,
Where Stone Rain Falls from Azure Skies.”*

This is a clue that the party must transfer the blue (azure) auric flame to all four torches in **I. The Grand Chamber** to proceed, as explained later in **III-2. Torches On Display (Revisited)**.

VI. CHITTERING BONES

“The wall carvings in this room are noticeably scratched and chipped in many places. While the floor is clear, the ceiling is covered in a thick green moss from corner to corner, drooping down the walls a little bit in some places.

As [name of whoever comes in last] enters the room, a large stone slab falls and covers the door behind you, preventing any chance of escape. As you look around you hear a shrill yet hollow voice cry out, ‘Only those who can bravely look fear in the eye can be expected to protect the wilds!’”

From the moss-covered ceiling, four skeletal beings drop down and advance upon the party. Each one has a series of markings running along its exposed bones corresponding to one of the colors of the torches (red, green, blue, yellow).

2 Skeletons (p.272, MM, or p.310, PHB).
1 Minotaur Skeleton (p.273, MM)
1 Mummy (p.228, MM)

You can adjust the difficulty of this fight as needed, just as long as there are **exactly 4 enemies** to fight.

After the fight, the bones of these creatures fall on the ground specifically in the patterns shown in the diagrams under **IV. Runed Placard**. If someone or something disturbs the pattern in which they fell, they magically regroup into the designated patterns.

To remove the stone slab blocking the exit, the party must trace just one of the patterns on the door, similar to what they’ll do on the Runed Placard. Upon tracing one of them, the slab glows the corresponding color and vanishes completely.

III-2. TORCHES ON DISPLAY (REVISITED)

At this point, the party should have everything they need to complete the dungeon. While the PC’s will likely try a number of different ways to proceed, the actual way forward is to simply light the four torches in The Grand Chamber with blue light.

When the party traces one of the bone patterns on the placard, one of the torches in room III will light up with the corresponding color. The order and pattern does not matter.

The braziers in room III will never die out once ignited by the placard in IV.

Auric Flame - The flames that ignite on the braziers in room III are not actual flames, but rather act like a source of light that can be transferred in the same way as a regular flame, even on solid surfaces that wouldn't normally hold a flame. Auric flames are room temperature, so a PC could easily put their own hand into one, giving it an intense glowing aura matching the flame's color for about 1 minute until fading away.

You as the DM should find ways to suggest to the PC's that the flames here can be easily transferred, such as pointing out that the flame produces no actual heat, and how someone could easily put their own hand into the flame without taking harm. Once they transfer a light to a brazier in The Grand Chamber, read the following:

"The brazier on the wall immediately takes to the flame, and the faint white aura coming from the walls turns an intense shade of [color that was transferred], spreading up the walls and across the ceiling. The color fills up the entire corner of the room."

Once lit, the PC's can now transfer the blue flame to the four braziers in The Grand Chamber. *(Lighting the braziers with other colors does nothing except illuminate that corner of the room with that color of light.)*

VII. THE POWER OF THE CLOAK

Once the party lights all four torches in The Grand Chamber blue, read the following:

"As the strong blue light fills the room, you see the stone ceiling begin to ripple and dance with shades of blue shifting and

swirling. The seam that runs across the middle of the ceiling shines an intense silver and blue light as you feel the entire chamber rumble and churn. The two halves of the ceiling slowly pull apart, shaking loose small pebbles and vines from within.

As the ceiling pulls away, you see a massive stone column at least 10ft wide and 25ft long stored inside with several massive ropes strapped around it. When enough room is made for it to pass, you see it swiftly swing out of its resting place in the ceiling driving headlong towards the northern wall of the chamber like an impulsive battering ram.

With an earth-shattering crash, the stone column absolutely decimates the north wall. The column itself breaks and falls down the endless chasm in the middle of the room, crumbling over the sides of the bridge.

Where the stone wall once stood, you now see a passageway behind a mound of fresh rubble."

Inside this revealed passage, the party sees more engravings similar to the others seen all around this tomb. These one are more particular and centered around a central figure on each mural, however. Each one shows a woman wearing a cloak that is lightly coated with gold leaf filament with beaming radiance coming from her. Evil-looking creatures are cowering away from her and the power of her cloak.

VIII. SPIRIT OF THE GEOMANCERS

"You enter a large room glowing with faint green and purple light. A mural on the wall

depicts the same woman shown on the walls in the previous room handing her gold-embroidered cloak to someone else kneeling before her.

You see in the middle of the room a body forming before your eyes in a swirl of spectral leaves and rain. A powerful woman's voice echoes from all sides of the room saying 'Only those who can withstand the elements can be expected to protect the wilds!'

The spirit of a tall lionhearted woman appears, raising her hands to the sky."

Ralleah the Steadfast

Medium fey, lawful neutral

AC 13, then 16* HP 72 (7d12+30)

Speed 30

STR +2 DEX +0 CON +4

INT +1 WIS +3 CHA +2

Languages Common, Fey

Actions

Multiattack. Ralleah attacks each round with her sword and *scorching ray*.

Sword. Melee Weapon Attack: +4 to hit, reach 5ft., one target.

Hit: 1d10+2 slashing or piercing damage.

***Bonus Spells.** When Ralleah's HP falls below certain thresholds, she casts the following spells as Legendary Actions:

HP < 25%: *Hail of thorns* on self (persistent throughout encounter)

HP < 50%: *Sleet storm*

HP < 75%: *Barkskin* on self

The encounter begins as soon as Ralleah completely forms.

After the encounter is over, Ralleah disappears along with the effects of **Sleet Storm** and any other environmental hazards caused by the fight. Then read the following aloud:

"As Ralleah fades away, the room shines with a bright green light. The shimmering, sparkling air pushes out a strong gust of wind from the center of the room, revealing a dark green cape with golden trim hovering a few feet above the ground. On the inside of the cloak you see the inscription 'Bestowed Upon Those Who Have Earned the Trust of the Spirit of the Geomancers'."

Cloak of the Falls

Wondrous item, rare (requires attunement)

This cape smells faintly of burnt pine and snowy moss. While wearing it, you can cast *scorching ray*, *sleet storm*, *barkskin* (only on self), and *hail of thorns* once each per day as an action.

Each spell cannot be cast again until the next dawn.

After a PC takes the cloak, read the following aloud:

"As you don the cloak, a new sense of purpose and determination flows through your veins. These lands must be protected at any cost, for the good of the plants and animals that will live here for generations to come."

EPILOGUE

If you'd like to continue this adventure, consider a small army of some kind that threatens to decimate Pure Falls for evil reasons. The land may be the location for an ancient ritual that requires everything in the surrounding area to be destroyed, or simply venture capitalists that seek to exploit the land for its raw materials.

Alternatively, the **Cloak of the Falls** could be the first of several artifacts left behind by the geomancers. The party may venture forth to find the others hidden away in similar tombs and caverns.

Stone Rain from Azure Skies [map]

A tomb built by geomancers used to hold their secrets away from the rest of society. A massive, suspicious seam in the ceiling of the Grand Chamber draws immediate curiosity from anyone who enters.



VIII. Spirit of the Geomancers

VII. The Power of the Cloak

Drawing This Map

This dungeon is fairly well-squared, and most passages are built at right angles. Small tables, ornamental limestone trim, or similar furnishings line most rooms. The torches should not be drawn until the PCs deliberately attempt to interact with them (to avoid making them too obvious to the solution).

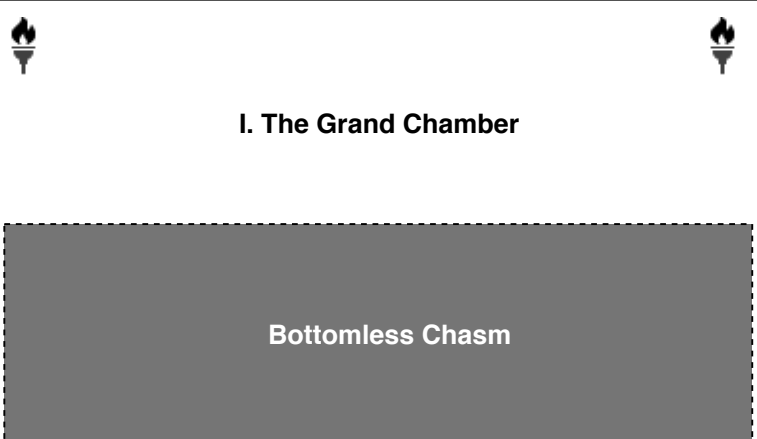
The massive bottomless chasm in **I. The Grand Chamber** should be drawn to a distance that is impossible to pass until they've activated the spine bridge.

VI. Chittering Bones



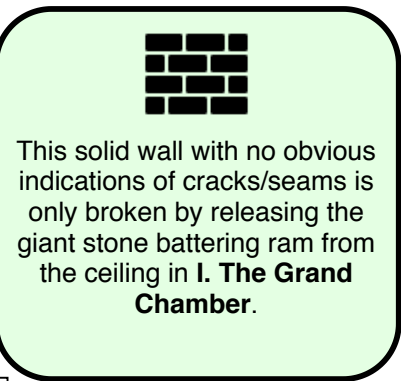
V. Shaman's Illusory Stretching Room

I. The Grand Chamber



II. Red-Spined Golem

Bottomless Chasm



I. The Grand Chamber

IV. Runed Placard

III. Torches on Display

