

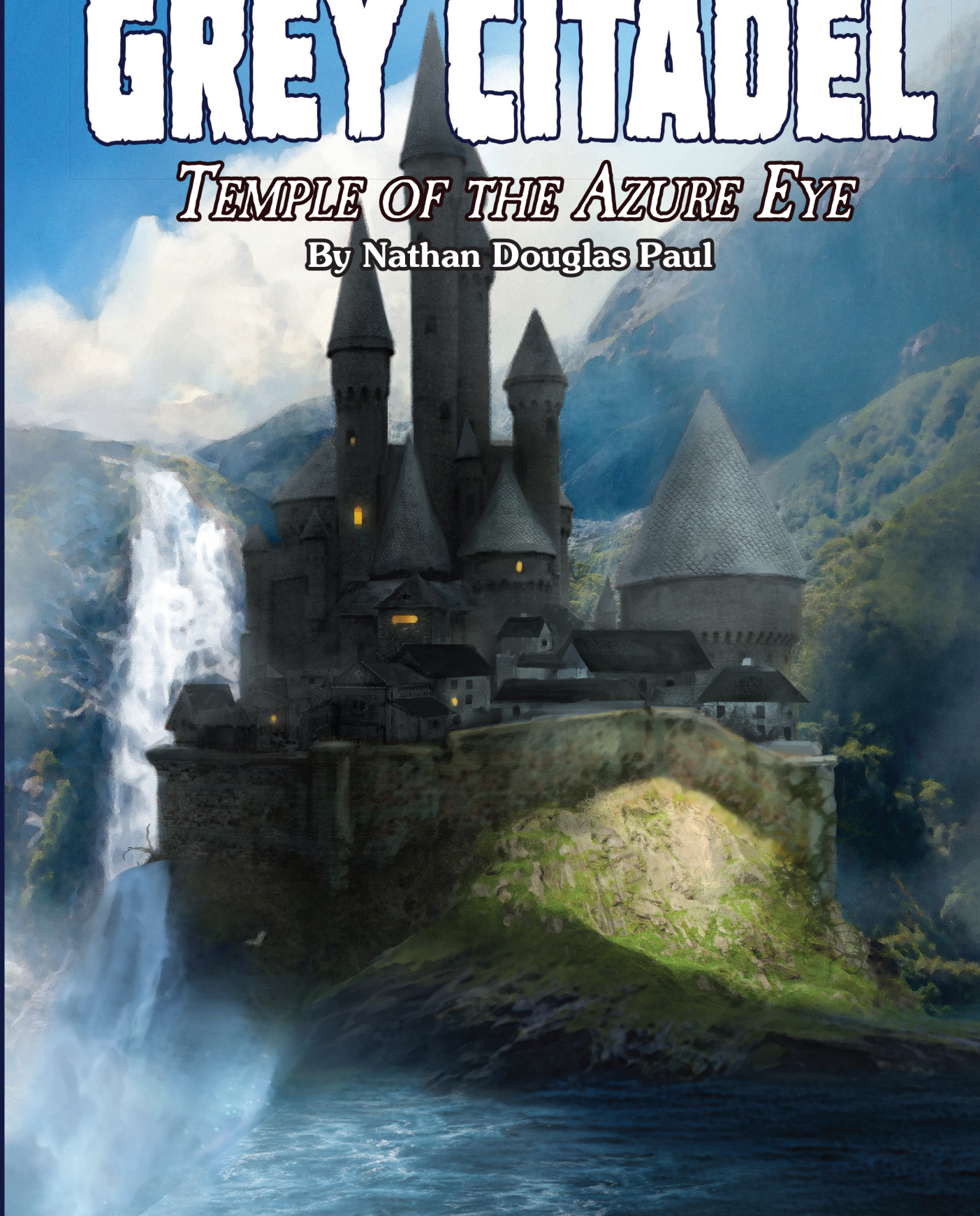


FROG GOD GAMES ADVENTURES

THE GREY CITADEL

TEMPLE OF THE AZURE EYE

By Nathan Douglas Paul



5TH EDITION
COMPATIBLE

THE GREY CITADEL

TEMPLE OF THE AZURE EYE

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TABLE OF CONTENTS

Temple of the Azure Eye	3
Temple of the Azure Eye Map	6
Glitterburn Glen Map.....	7
Appendix A: New Spells	8
Appendix B: New Creatures	9
Legal Appendix.....	11

TEMPLE OF THE AZURE EYE

INTRODUCTION

AND BACKGROUND

The *Temple of the Azure Eye* is a short lair-based adventure to be used in conjunction with the adventure module *The Grey Citadel* by Nathan Douglas Paul, available from **Frog God Games**. It is intended to be a difficult series of events for a party of 4 adventurers of 6th level. Larger or more powerful parties may need more powerful or numerous opponents to present an adequate challenge; consider adding class levels to Azouran, extra hit dice to Xaerd, or additional class levels to some of the cultists.

The party most likely learned of the existence of the Temple of the Azure Eye from the map they found in the water-carved catacombs below the city of Dun Eamon (dungeon area 3-4 in *The Grey Citadel*). At your discretion, the party may have found the map as part of an entirely different treasure hoard, or purchased it from another adventurer. The local farmers may have reported stock animals stolen by cultists from the temple — although they do not know them as such — and delivered the map to the party in hopes of assistance. Regardless of how they come into possession of the map, the adventure begins when they recognize the unnamed landmarks and identify the location: tiny Glitterburn Glen, a small valley not far off the trade road that runs through Eamonvale.

Glitterburn Glen is home to a handful of families and is nestled in a steep-walled canyon with a rough slope of broken rock rising even more steeply at the back. The families farm and graze the valley floor exclusively, only venturing onto the higher slopes in pursuit of itinerant livestock. The opening of the Temple of the Azure Eye is halfway up this steep talus slope, unknown to all but those who worship there. A deep fissure in the rock is filled with runoff like so many others, but it bubbles and glows with an unusual blue light. See area T-1 for further details on the temple's entrance.

The Temple of the Azure Eye is the home of an obscure cult of crystal worshippers. Their leader, who calls himself Azouran, came to Eamonvale from distant lands, seeking crystal formations among the active geothermic springs and ancient caverns that are widely known to exist there. What he found inspired him to form a permanent base of operations and found a new chapter of his cult. A terrifying aberration known as a crystalline horror (see **Appendix B**) had either been borne into or made a home in a mineral-rich cold spring in the back of the tiny glen. Xaerd (or Shard, as he is known to the cult) made no effort to relate his origins to the human that arrived in his lair, but the gestures of supplication the man offered pleased the crystal creature and inspired him to tolerate the smaller being as a co-habitant in the heavily crystallized cave. Through Azouran's activities, the cult of crystal-worship grew, and Xaerd found that his loyal servants made his life both safe and comfortable.

The cult flourished for several years, unnoticed by the farmers below except for the occasional disappearance of livestock. Less than a year prior to the events of *The Grey Citadel*, a young cultist made a discovery that overshadowed his fanatical devotion to Azouran and Xaerd with something equally potent: greed. He had discovered tiny clusters of sapphires in the mineral deposits in one of the caverns. Only able to speculate as to their value, he chiseled free a few bits and made his escape, hoping to return with support to exploit the resource. He made it far enough to transfer a few of them to a well-connected rogue, who was to meet him at the large standing stones at the mouth of the glen with an appraisal. The cultist never made it to the meeting, but instead paid a grisly price for his treachery at the hands of his

brethren. The sapphires and the rough details of the meeting place at the standing stones passed through several hands before winding up in the caverns below Dun Eamon, where a merchant had suffered a similar fate for withholding information from the gang of thieves known as the Ebon Union.

Now that the stones and the partial map are in the hands of the party, they have only to locate the standing stones and investigate Glitterburn Glen. This can be done with a successful DC 20 Intelligence (History) check, through research and a successful DC 15 Intelligence (Investigation) check with a bonus based on the quality of the research facility, or by making a successful DC 18 Charisma (Persuasion) check with travelers who could reasonably be familiar with such landmarks. A two-day ride from the Dun Eamon (with the appropriate encounters from the Wilderness Encounters Appendix in *The Grey Citadel*) brings the party to a quiet glen and its small farm community, where the events below begin.

IN GLITTERBURN GLEN

The sleepy little community of Glitterburn Glen is so named because of the myriad of flakes of mica in the brook that babbles softly between the farms on its way to join the rushing River Eamon. The name itself should be a clue to the nature of the mineral deposits in the hills, where numerous springs feed the year-round flow of the brook. The farmers that live there are simple folk, and they have only one common building — a stone homestead that was willed to the collective ownership of the community — to call a public house. There, they gather in the evenings to chat, mend, and pass jugs of home-brewed mead and cider. No money is exchanged, and everyone brings what he or she can afford to toss in the stewpot, or a song and a tall tale. They are typical of the hardy, self-sufficient folk of Eamonvale, but they are completely unaware of the dangerous creature that dwells just beyond their grazing flocks.

In addition to the name of the valley, the party might catch a few other clues to the location of the mineral deposits:

Giles Mullion is one of the wealthier farmers in the glen, and he lives in the only two-story building with his wife and three young daughters. In the windows of his farmhouse, visible from the road with a successful DC 18 Wisdom (Perception) check are slices of geodes that he collected in the high pastures and carried to Dun Eamon to have sliced and polished. He readily relates to interested characters where he found them and offers to sell them a polished slice for 5 sp.

Phoebe is a seven-year-old girl who weeds her neighbor's garden plots and is allowed to keep a few vegetables in return, while her widowed mother Mira takes in wool from the other farmers to be spun in exchange for a share. A man from a nearby town has plans to wed the young widow and stops by frequently to deliver gifts of cured meat and other goods. Last time he visited, he gave Phoebe a blue crystal pendant that he found while hunting above the glen. She can relate to the party roughly where it was discovered, which may lead them up the rocky slope at the back of the valley.

Bort is a shepherd who tends some of the higher pastures at the back of the valley. Lately, he's had less luck in retrieving sheep that have wandered off ('lately' being the past few years, as the cult has grown). He recently spent his saved-up coin to buy a shortsword from a passing merchant. As his paranoia grows, his fireside tales of wolves, bears, dragons, and demons get more and more elaborate, but nobody takes him seriously. The characters probably encounter him at the public house.

They are all **commoners**.

THE TEMPLE OF THE AZURE EYE

The Temple is located up a steep slope of broken rock debris at the back of the little valley. Several streams of water trickle down from the higher hills, all of them heavily mineral-laden and containing the chips of mica that give the Glitterburn its name. Footing is precarious but relatively safe, although horses cannot navigate the blocks of broken stone. A few faint tracks leading to area **T-1** might be found among the mossy boulders by making a successful DC 18 Wisdom (Survival) check.

T-1. ENTRANCE POOL

Nestled between massive boulders, a small, oblong pool glimmers brightly despite the gray clouds above. The walls of the pool are of light-colored stone, enhancing the blue tint of the water, and several small streams of bubbles filter up from the sandy bottom.

The entrance to the temple is hidden in a deep pool of water (shaped vaguely like an eye). There are tracks easily visible around the pool. There is a small trickle running from the pool down towards the Glitterburn, but there is no apparent inlet from above; the water bubbles up from deep underground. Diving to the bottom and returning to the surface requires a successful DC 12 Strength (Athletics) check. Characters wearing medium or heavy armor, or who are otherwise encumbered, have disadvantage on the check. At the bottom of the pool is a secret door that guards the entrance tunnel. The secret door can be found with a successful DC 16 Intelligence (Investigation) check. It is barred and can be broken open with a successful DC 20 Strength check. It has AC 18 and 30 hit points.

T-2. OUTER CORRIDOR

The underwater tunnel from the secret door in **T-1** surfaces here, in a small pool several feet in diameter. Beyond the edge of the pool, a narrow tunnel leads into darkness. The walls and floor here are thickly crusted with mineral deposits, causing them to glisten dimly in the light filtering up from the pool.

T-3. SLEEPING CHAMBER

In this small cave to the side of the main corridor, the cultists share a communal sleeping area. Small pebbles have been used to level the floor and allow drainage, and the cultists sleep in beds made of animal pelts. There is a 20% chance of encountering 1d4 + 1 **crystal cultists** (see **Appendix B**) in this area (from area **T-6**), who are 50% likely to be asleep unless the party makes a noisy entrance.

T-4. COMMON CHAMBER

This cavern is larger than the sleeping chamber and hosts the activities of the cult that are not directly related to worshipping Xaerd — which are few. Essentially, the members eat and converse here between cycles of sleep and meditation. The only items of interest are the crystal bowls that cultists eat and drink from, which were grown by the spell *mold crystal* (see **Appendix A**) rather than shaped.

Treasure: 7 heavy crystal bowls, each made up of 40 gp worth of blue quartz, but possibly worth more if aggressively marketed as curiosities or ceremonial artifacts.

T-5. AZOURAN'S CHAMBER

The cult's spiritual leader resides here, although he spends little time in this area beyond the minimal sleep requirements. The area's furnishings are finer than those found elsewhere, but are still simple and ascetic: a pallet bed, a small plank table, and a few bits of traveling equipment. What is most noticeable is the concentration of crystal growths here; a small cluster of bluish crystals dot the walls and ceiling, seeming to glow with their own radiance. They can be pried free with minimal effort and are valued as blue quartz.

Treasure: 2d10 pieces of blue quartz worth 4d4 gp each.

T-6. INNER CORRIDOR

A group of 6 **crystal cultists** (see **Appendix B**) lie in wait here to attack the party. They are each wearing blue leather armor studded with crystal fragments and a blue quartz pendant worth 8 gp. Each one carries 4 crystal daggers and a clear quartz gazing crystal worth 2d10 gp.

The walls of the corridor widen, expanding into a larger chamber. Amazingly, the cavern is filled from one end to the other with spires and slabs of beautiful ice-blue crystal, some as clear as glass, others richly opaque. Light from an unknown source floods the area, tinted blue by the crystal growths and refracted and reflected by the many facets and panes. Your own images are reflected as well, distorted and multiplied in a bizarre array of geometric images.

This corridor is wider than the entrance corridor, but it has been divided several times with sheets of translucent blue crystal that Azouran created with his *crystal growth* granted power. Repeat uses of the power over several months allowed him to create what he saw to be a fitting tribute to the subject of his worship. The end result is something akin to a hall of mirrors, with the following game effects:

- Spells based on rays or using area effect patterns of light such as *color spray* or *hypnotic pattern* require a Concentration check to take full effect. The DC for the check is 10 + the level of the spell slot used to cast it. Failing this roll results in either dispersion with no effect or reflection back towards the caster (50% chance of either).

- Individuals fighting in this corridor appear to be under the effects of a *mirror image* spell, with the exception that 1d3 images are generated (roll every time the characters or NPCs move 5 feet or more). **Note:** the cultists are unaffected by this phenomenon and can easily discern a character from his or her reflection. When introducing the encounter, using phrases like “you see two dozen men leap from hidden niches” can help reinforce the effect.

- When a section of crystal growth is destroyed by any method, each creature within a 5-foot radius takes 1d4 – 1 slashing damage due to flying slivers of razor-sharp crystal.

Tactics: The cultists lurk on the edge of the corridor in hidden niches screened by crystal sheets, allowing them to imagine that they are immersed in their beloved element. Their armor, tattoos, and the distortion of light in the chamber grant them advantage on their Stealth rolls. Once one of the cultists becomes aware of the party, they all leap out (spectacularly through the crystal panels, if desired) and attack the party. Once they have closed to melee range, they use an attack action,

followed by moving at least 5 feet to change their reflections. They fight as fiercely as any devoted fanatic, making the most of the mirror effect of the chamber and continuing until slain.

T-7. THE TEMPLE

This area is the primary place of worship for the cult, and the setting for the final showdown. The text has been written assuming the party made a bit of noise on their way in. **Azouran**, 5 of his **crystal adepts**, and **Xaerd** (see **Appendix B** for all three) await the party in hiding. **Azouran** wields a crystal-topped mace, and 2 crystal daggers. He carries one pouch containing 4 sp, and another pouch containing 5 uncut sapphires worth 275 gp, 250 gp, 225 gp, and 200 gp (x2). The **crystal adepts** wield 2 crystal daggers and wear a blue quartz pendant worth 8 gp. They also carry clear quartz gazing crystals worth 2d10 gp.

A group of six men stand on the far side of this chamber, gazing at you as you enter. Their skin is heavily scarred and tattooed with intricate geometric patterns, and they all wear blue leather sarongs hung with tiny crystals. Behind them is a shimmering pool of clear blue water.

Tactics: Azouran and the adepts are openly worshipping at the edge of Xaerd's pool when the party enters, although if any of the crystal panels in area **T-6** were smashed or if other loud noises were created, there is no chance for surprise. The adepts initiate combat by moving forward, flinging fistfuls of mica over the party and casting *glitterdust* (see **Appendix A**). They then leap into melee with their crystal daggers to protect their leader and the avatar of their mineral god.

Azouran begins the combat by casting *stoneskin*. Then he wades into combat swinging his crystal-topped mace. He heals himself as necessary, but only heals the adepts if not threatened.

Xaerd lurks in his pool of clear blue water until the combat is underway, and then leaps out in a spray of ice water and crystal shards on the third round. He avoids including Azouran in the area of affect of his shard spray or bend light abilities, but willingly deals damage to the adepts if they are in melee with the characters (they merely sigh in pleasure as the lethal slivers lacerate their bodies). After identifying the most threatening target, he engages in hand-to-hand combat.

T-8. XAERD'S POOL

In the deep, clear pool at the back of the Temple is the treasure that drew the party here. In the silica-rich sand at the bottom of the 10-foot deep pool (see area **T-1** for the rules for swimming in this pool) are

some uncut sapphires and other gems that Xaerd had collected and used to entice cultists to act on his behalf.

Treasure: 8 uncut sapphires worth 300 gp (x3), 275 gp, 250 gp (x3), 225 gp; 4d10 pieces of blue quartz worth 4d4 gp each. **Note:** There is no noticeable difference between the unfinished stones — all appear dirty, clouded, and encrusted with worthless deposits. A DC 18 Intelligence check with jeweler's tools can be used to separate the priceless from the commonplace.

DEVELOPMENT

As mentioned above, the party may try to exploit the mineral resources of the cave, but this requires considerable effort and expenditure in terms of manpower, mining technology, and possibly magic. If the party chooses to do so, consider the impact on the farmers of Glitterburn Glen. Otherwise, if they relate their discovery to Arb Angus, the Lord of Eamonvale (who technically has rights to the resources), he may contract them to supervise the mining and protect the crews from danger while excavating the area.

In order to maximize the value of the sapphires, they must be cut and polished. This can be done by the gnomes of the Gemcutter's Shop, which can be found in the great Crafthall in Dun Eamon (area **H-10** in the *The Grey Citadel*). They are shrewd business gnomes and will try to maximize their profits by swindling the party out of the nicer stones in exchange for cutting and polishing the poorer ones.



AZOURAN AND HIS CULTISTS

Azouran is a quiet, intense man of medium height. His head is cleanly shaven and decorated with geometric patterns tattooed across his scalp. The tattoos continue down his face and spread across his lean torso to the belted leather sarong he wears. Tiny crystals hang from his ears, neck, and broad belt.

The Adepts are shaved and tattooed like their leader, and wear similar blue-dyed leather sarongs that offer no actual protection.

Azouran founded the Cult of the Azure Eye upon discovery of the eye-shaped pool, the crystal-filled cave, and its unique tenant. The current membership of the cult is comprised of like-minded worshippers he has sought out over the past several months. They respect his authority, but even Azouran bows to the will of Xaerd, who they regard as an avatar of their mineral god.



□ = 10 ft.

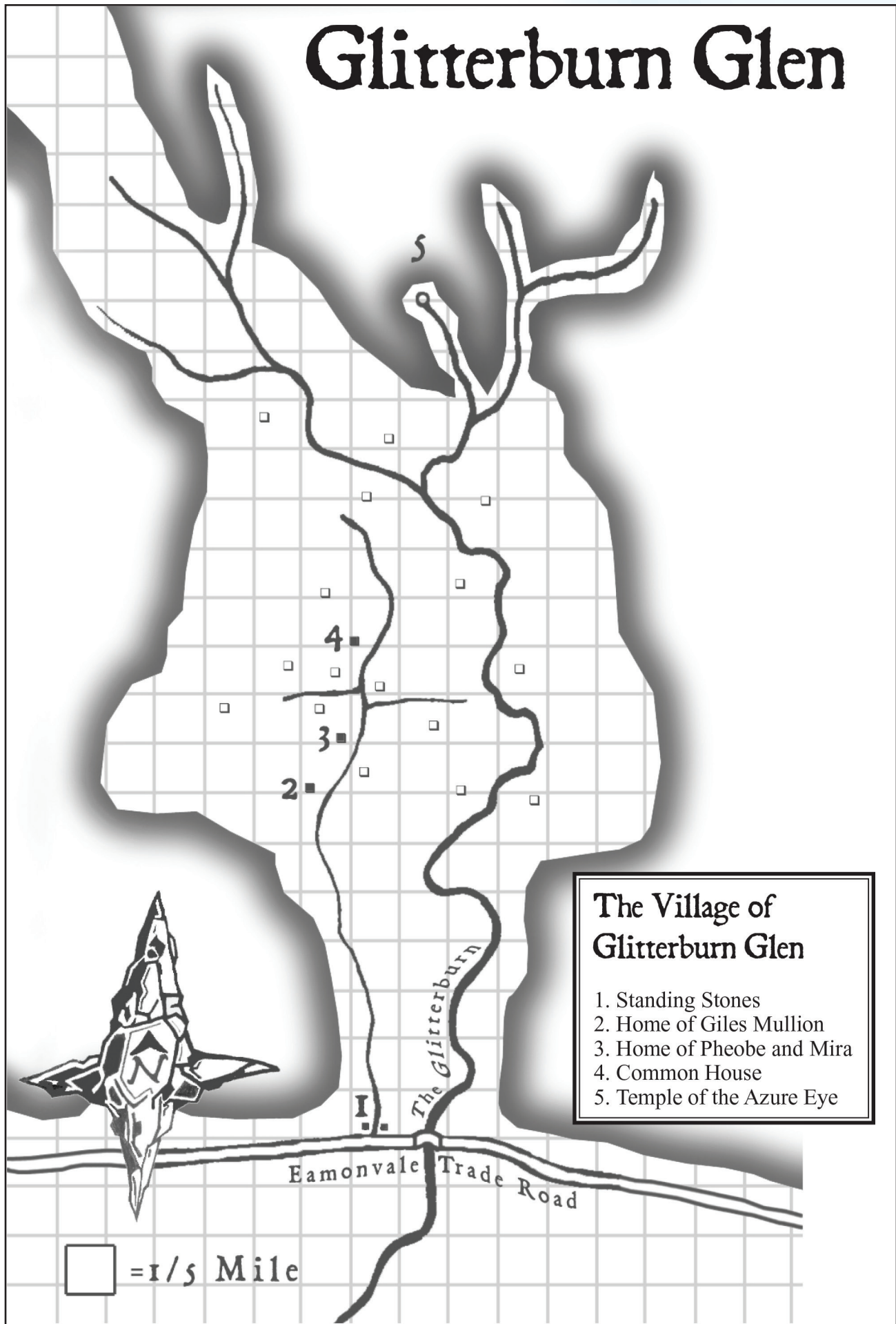
Temple of the Azure Eye



Underground
Pool

Surface Pool

Glitterburn Glen



APPENDIX A: NEW SPELLS

GLITTERDUST

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of powdered mica)

Duration: Concentration, up to 1 minute

Each object within a 10-foot radius is covered in a fine glowing powder. Any creature in the area when the spell is cast is also covered in powder and blinded for the duration of the spell if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. At the end of each of its turn, a blinded creature can make a Constitution saving throw. On a success, the creature is no longer blinded.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

MOLD CRYSTAL

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You choose a portion of crystal that you can see within range that fits within a 1-foot cube. You manipulate it in one of the following ways:

- If you target an area of loose crystal, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't have enough force to cause damage.
- You cause shapes, colors, or both to appear on the crystal, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.
- If the crystal you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the crystal to become normal terrain if it is already difficult terrain. This change lasts for 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.



APEPNDIX V: NEW CREATURES

AZOURAN

Medium humanoid, lawful evil

Armor Class 15 (scarification)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	16 (+3)	12 (+1)	17 (+3)	14 (+2)

Saving Throws Con +6, Wis +6
Skills Athletics +4, Perception +6
Senses passive Perception 16
Languages Common
Challenge 5 (1800 XP)

Crystal Mace. Azouran carries an exceptionally well-crafted crystal-encrusted mace. Damage from this weapon counts as magical for the purposes of damage resistances and immunities.

Scarification. Azouran has been subjected to repeated ritual scarification ceremonies, resulting in an enormous quantity of scar tissue covering his entire body. While not wearing any armor, his Armor Class is 10 + his Dexterity modifier + his Constitution modifier. He may use a shield and still gain this benefit.

Spellcasting. Azouran is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Azouran has the following cleric spells prepared:
Cantrips (at will): *guidance, light, mending, mold crystal* (see **Appendix A**), *spare the dying*
1st level (4 slots): *command, cure wounds, detect evil and good, guiding bolt*
2nd level (3 slots): *glitterdust* (see **Appendix A**), *hold person, lesser restoration, mirror image, protection from poison*
3rd level (3 slots): *dispel magic, mass healing word, meld into stone*
4th level (1 slot): *stone shape, stoneskin*

Actions

Crystal Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw. The target takes an additional 10 (4d4) piercing damage on a failed save, or half as much damage on a successful save.

Crystal Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) magical bludgeoning damage.

Create Crystal (1/day). Azouran creates either a sheet or a cluster of crystals (up to 42 square inches for the sheet, or up to 7 cubic inches for the cluster). The normal conditions for crystal growth (mineral deposits, water, and temperature) must be met. Both formations are of low-grade quartz worth an average of 7 gp.

CRYSTAL ADEPT

Medium humanoid, neutral evil

Armor Class 14 (scarification)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	11 (0)	15 (+2)	11 (0)

Saving Throws Con +5
Skills Perception +4
Senses passive Perception 14
Languages Common
Challenge 3 (700 XP)

Scarification. The crystal adept has been subjected to repeated ritual scarification ceremonies, resulting in an enormous quantity of scar tissue covering their entire body. While not wearing any armor, their Armor Class is 10 + their Dexterity modifier + their Constitution modifier. they may use a shield and still gain this benefit.

Spellcasting. The crystal adept is a 3rd-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). They have the following cleric spells prepared:
Cantrips (at will): *guidance, light, mold crystal* (see **Appendix A**), *spare the dying*
1st level (4 slots): *cure wounds, detect evil and good, guiding bolt*
2nd level (2 slots): *glitterdust* (see **Appendix A**), *hold person*

Actions

Crystal Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 13 Constitution saving throw. The target takes an additional 10 (4d4) piercing damage on a failed save, or half as much damage on a successful save.

Create Crystal (1/day). The Crystal Adept creates either a sheet or a cluster of crystals (up to 6 square inches for the sheet, or up to 1 cubic inch for the cluster). The normal conditions for crystal growth (mineral deposits, water, and temperature) must be met. Both formations are of low-grade quartz worth an average of 1 gp.

CRYSTAL CULTIST

Medium humanoid, neutral evil

Armor Class 14 (studded leather)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	15 (+2)	14 (+2)	10 (0)	10 (0)	9 (–1)

Skills Stealth +4
Senses passive Perception 10
Languages Common
Challenge 2 (450 XP)

Actions

Multiattack. The crystal cultist makes two Crystal Dagger attacks.
Crystal Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 13 Constitution saving throw. The target takes an additional 10 (4d4) piercing damage on a failed save, or half as much damage on a successful save.

XAERD

Large aberration, lawful evil

Armor Class 15 (natural armor)
Hit Points 120 (16d10 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (–1)	15 (+2)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Con +5, Int +6, Wis +5
Skills Perception +5
Senses Darkvision 60 ft., passive Perception 15
Languages Deep Speech, Telepathy 120 ft.
Challenge 7 (2900 XP)

Wounding Claws. Hit points lost to Xaerd’s claw attack can only be regained through a short or long rest, rather than by regeneration, magic, or by any other means.

Actions

Multiattack. Xaerd makes three Claw attacks.
Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature it must succeed on a DC 14 Constitution saving throw or become wounded. At the start of a wounded creature’s turn it takes 2 (1d4) necrotic damage for each time that creature has been wounded, and it can then make another Constitution saving throw, ending the effects of all wounds on itself on a success. Alternatively the wounded creature or a creature within 5 feet of it can use an action to make a DC 14 Wisdom (Medicine) check, ending the effect of all wounds on it on a success.
Shard Spray (recharge 4–6). Xaerd looses a spray of razor-sharp glass shards from his body in a 40-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) slashing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Xaerd can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. Xaerd regains spent legendary actions at the start of its turn.
Bend Light (Costs 2 actions). Xaerd shifts the make-up of his body, reflecting natural light in a 10-foot cone. Each creature in that area must make a DC 14 Constitution save or be blinded for 3 rounds. Creatures with sunlight sensitivity take 7 (2d6) radiant damage. Undead creatures take 14 (4d6) radiant damage. Creatures like vampires with sunlight hypersensitivity take 18 (4d8) radiant damage. Creatures that cannot see or perceive object through use of vision are unaffected by the blindness, but still take damage if it applies.
Claw. Xaerd makes a Claw attack.
Detect. Xaerd makes a Wisdom (Perception) check.
Note: The Crystalline Horror, upon which Xaerd is based, is an original creature created by Scott Greene

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