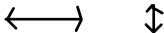



2500 x 3235
 
 Image Dummy

KHEDOLDOSH, THE LOST

*Young Beholder
Chaotic Neutral
Level 0 Civilian; Monstrosity*

Pronouns - it/they

Occupations -

Oracle; Fortune-teller;

Armor Class - 9

Hit Points -

5 (TODO Hitdice)

Speed - 0 (20 fly).

STR	DEX	CON	INT	WIS
5	8	14	19	18
(-2)	(-1)	(+2)	(+5)	(+4)

CHA
18
(+4)

Saving Throws -
Skills -

History; Arcane; Persuasion

Proficiencies -

Proficiency Mod - +2

Languages -

Deep speech Undercommon
Common Infernal Dwarvish

Adjectives - Spooky,

Special Abilities -

Special Equipment

Combat Tactics

ROLEPLAYING

Introduction

Khedoldosh maintains a tent/hut at the outskirts of a market or tavern district with a sign above the entrance that glows with faint magical energy and reads, "TELLINGS". It can also be found slowly and carefully wandering from alleyway entrance to alley entrance. It may approach a group to ask for their help to obtain glyphs or sigils of farsight and offer to divulge important information in return.

Appearance

A tiny, beholder - the runt of the litter that were summoned that day, you could say - that never developed properly; drapes a cloak over itself and uses well-crafted fake arms and its innate magical capacity to operate them as though real; Perception check (DC 22) allows a person to notice this is not a humanoid; She leans her body to one side, her right, showing her one gleaming working eye while she has a prosthetic that remains closed to represent her left eye; her remaining eyes are all underdeveloped or dead and stay limp, tied into a ponytail along with her prosthetic hair

Expressions

"You've always got time to see the future, lad/lass. Take a minute to hear what Khedoldosh can offer";
"What can you see? I promise it cannot

KHEDOLDOSH, THE LOST

*Young Beholder
Chaotic Neutral
Level 0 Civilian; Monstrosity*

Pronouns - it/they

Occupations -

Oracle; Fortune-teller;

Armor Class - 9

Hit Points -

5 (TODO Hitdice)

Speed - 0 (20 fly).

STR	DEX	CON	INT	WIS
5	8	14	19	18
(-2)	(-1)	(+2)	(+5)	(+4)

CHA
18
(+4)

Saving Throws -
Saving Throws -
Skills -

History;

Arcane;

Persuasion

Proficiencies -

Languages -

Deep speech
Undercommon Common
Infernal Dwarvish

Adjectives - Spooky,

Special Abilities

Special Equipment

ROLEPLAYING

Introduction

Khedoldosh maintains a tent/hut at the outskirts of a market or tavern district with a sign above the entrance that glows with faint magical energy and reads, "TELLINGS". It can also be found slowly and carefully wandering from alleyway entrance to alley entrance. It may approach a group to ask for their help to obtain glyphs or sigils of farsight and offer to divulge important information in return.

Appearance


A tiny, beholder - the runt of the litter that were summoned that day, you could say - that never developed properly; drapes a cloak over itself and uses well-crafted fake arms and its innate magical capacity to operate them as though real; Perception check (DC 22) allows a person to notice this is not a humanoid; She leans her body to one side, her right, showing her one gleaming working eye while she has a prosthetic that remains closed to represent her left eye; her remaining eyes are all underdeveloped or dead and stay limp, tied into a ponytail along with her prosthetic hair

Expressions

"You've always got time to see the future, lad/lass. Take a minute to hear what Khedoldosh can offer";
"What can you see? I promise it cannot compare to my eye";
"How often are you offered a glimpse of your fate?";
"Only those who choose blindness over

BACKG STORY

In Granite [historical time], warlock, Mahl, certain hands legion ThistleC Elven C his last summer was despera encroach warlock words a from t perform gestures out to Flashes shadow nowhere air in a black m into th beholde scroll ha badly ar somatic distorte unfortun undevel Khedold

x 3235

 Dummy

Combat Tactics

Kedoldosh will largely avoid combat unless pressed. If pressed, it will doff it's disguise and take to flight. If cornered, it will use its eye rays.

Actions**Factions**

compare to my eye"; "How often are you offered a glimpse of your fate?"; "Only those who choose blindness over clarity of vision are truly lost..."

Mannerisms

Quietly dramatic poses - pointing, fist in hand, wide-open glaring eye - etc.; walks (floats) very deliberately as not to draw notice to its true form;

Motivations

It desires knowing more. About anything. Yet is trapped in the paradox of already believing it knows more than others. Hoping for a revelation to free it from this cognitive prison, Khedolosh remains eternally frustrated. It is driven to uncover the unknown yet knows that revealing the unknown destroys mystery.

Passions

Knowledge; History; Magicks

Secrets

Combat Tactics

Kedoldosh will largely avoid combat unless pressed. If pressed, it will doff it's disguise and take to flight. If cornered, it will use its eye rays.

Actions**Factions**

clarity of vision are truly lost..."

Mannerisms

Quietly dramatic poses - pointing, fist in hand, wide-open glaring eye - etc.; walks (floats) very deliberately as not to draw notice to its true form;

Motivations

It desires knowing more. About anything. Yet is trapped in the paradox of already believing it knows more than others. Hoping for a revelation to free it from this cognitive prison, Khedolosh remains eternally frustrated. It is driven to uncover the unknown yet knows that revealing the unknown destroys mystery.

Passions

Knowledge; History; Magicks

Secrets

around working imminently. darts. Needles. Tooth. longer.