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 TODO Saving Throws Skills History; Arcane; Persuasi

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Deep speech Undercommon
Common Infernal Dwarvish ,
Adjectives Spooky ,

Special Abilities

• Fear Ray - The targeted creature must succeed on a DC 12 Wisdom saving throw or be frighten until the start of the gazer's next turn. | Telekinetic Ray - If the target is a creature that is Medium or smaller, it must succeed on DC 12 Strength saving thro or be moved up to 30 feet directly away from the gaze Dazing Ray - The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of the gazer's next turn. While the target charmed in this way, its spe is halved, and it has disadvantage on attack roll

Special Equipment

Combat Tactics

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

Actions

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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 rea Perception check (DC 22) allows a person to notice this is not a humanoid; She leans her bod 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 he prosthetic hair

Expressions

"You've always got time to see the future, lad/lass. Take a minute to hear what Khedoldos 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 whe choose blindness over clarity of vision are truly lost..."

Mannerisms

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Motivations

It desires knowing more. Ab anything. Yet is trapped in paradox of already believin knows more than others. Hoping for a revelation to f

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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

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BACKGROUND STORY

In the battle of Granite Wa [any great historical battle in recent time], an old orcish warlock, Gryt Tooth of Mahl, w faced with certain death at the hands of an incoming legion of the Elves of ThistleCloud [Any Major Elven City]. He turned to last resort: an old summoning scroll that was tattered. In desperation facing the encroaching legion, the warloc uttered as many words as he could read from the scroll and performed whatever gestures could make out to cast the spe Flashes of light and shadow bu from nowhere, colliding in mid in a cloud of grainy black mist that congealed into the form o beholder. However, the scroll I been damaged badly and the verbal and somatic component thus distorted. The unfortunat result was an undeveloped creature, Khedoldosh, who glanced around with its only working eye, realized the imminent danger, and darted o into the hills. Needless to say, Gryt Tooth didn't live much longer.

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