

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
TODO Saving Throws
Skills
History; Arcane; Persuasion
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Deep speech
Undercommon Common
Infernal Dwarvish
Adjectives Spooky,

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 Skills History;
Arcane; Persuasion

Proficiencies TODO

Damage Immunities
TODO Damage Immunities

Condition Immunities
TODO Condition
Immunities

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

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

BACK STORY

In the battle in the orcish war, Mahl, with death at his incomin ThistleC City). He resort: a that was despera encroac uttered

ROLEPLAYING

3235
↕
Dummy

Special Abilities
-
Special Equipment
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

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
<i>"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 clarity of vision are truly lost..."</i>
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

Special Abilities
-
Special Equipment
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

<i>your fate?"; "Only those who choose blindness over clarity of vision are truly lost..."</i>
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

could re perform he could spell. Fl shadow colliding grainy b congeal beholde had bee the vert compon unfortun undevel Khedold around ' eye, rea danger, hills. Ne Tooth di