

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 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 frightened 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 a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer. **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 is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

Special Equipment

Combat Tactics

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

Actions

4) ROLEPLAYING

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

until the start of the next turn. While the charmed in this way speed is halved, an disadvantage on at

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 Equipment

Combat Tactics

Kedoldosh will largely avoid confrontation unless pressed. If pressed, it will bluff, throw off its disguise and take flight. If cornered, it will use its

Actions

Factions

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Knowledge; History; Magick

Secrets

BACKGROUND STORY

<p>In the battle of Granite Wa [any great historical battle in recent time], an old orcsish 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 warlock uttered as many words as he could read from the scroll and performed whatever gestures could make out to cast the spell. Flashes of light and shadow burst from nowhere, colliding in mid-air in a cloud of grainy black mist that congealed into the form of a beholder. However, the scroll had been damaged badly and the verbal and somatic components thus distorted. The unfortunate result was an undeveloped creature, Khedoldosh, who glanced around with its only working eye, realized the imminent danger, and darted off into the hills. Needless to say, Gryt Tooth didn't live much longer.</p>

PERSONALITY

In the battle of Granite Wall [any great historical battle in recent time], an old orcish warlock, Gryt Tooth of Mahl, was 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 warlock uttered as many words as he could read from the scroll and performed whatever gestures he could make out to cast the spell. Flashes of light and shadow burst from nowhere, colliding in mid-air in a cloud of grainy black mist that congealed into the form of a creature in the eyes of every beholder. However, the scroll had been damaged badly and the verbal and somatic components were thus distorted. The unfortunate result was an undeveloped creature, Khedoldosh, who glanced around with its only working eye, realized the imminent danger, and darted off into the hills. Needless to say, Gryt Tooth didn't live much longer.