

**CELL
ONEKHEDOLDOSH**
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** **VIS**
5 () 8 14 19 18

CHA
18

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 ,

2500 x 3235
Image Dummy

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 -

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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 its disguise and take to flight. If cornered it will use its eye rays.

Actions

Factions

Cell3

ROLEPLAYING

2500 x 3235

<div>Special Abilities</div> <div><ul style="list-style-type: none">• Fear Ray - targeted creature must succeed on a DC 12 saving throw or be charmed until the start of the next turn. Telling Ray - If the targeted creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 10 feet directly away from Khedoldosh. Dazing Ray - targeted creature must succeed on a DC 12 saving throw or be charmed until the start of the next turn. While the creature is charmed in this way, its movement speed is halved, and it has a disadvantage on attack rolls.</div> <div>Special Equipment</div> <div>Combat Tactics</div> <div>Actions</div> <div>Factions</div>	<div>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</div> <div>Expressions</div> <div>"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..."</div> <div>Mannerisms</div> <div>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;</div> <div>Motivations</div> <div>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, Khedoldosh remains eternally frustrated. It is driven to uncover the unknown yet knows that revealing the unknown destroys mystery.</div> <div>Passions</div> <div>Knowledge; History; Magicks</div> <div>Secrets</div>
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