

young beholder  
chaotic neutral  
Level 0 civilian; monstrosity

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

**Saving Throws** TODO Saving Thro  
**Skills** History; Arcane; Persuasion

**Damage Immunities**  
TODO Damage Immunities

**Condition Immunities**  
TODO Condition Immunities

**Senses** TODO Senses

### Special Abilities

- **<b>Fear Ray</b>** - The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the gazer's next turn. | **<b>Telekinetic Ray</b>** - 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. | **<b>Dazing Ray</b>** - 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.

## Combat Tactics

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

## Actions

## Factions

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STR DEX CON INT WIS

5      8      14      19      18  
(-2)   (-1)   (-12)   (-15)   (-14)

**2500 x 3235**

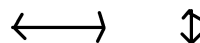


Image Dummy



2500 x 3235  
Image Dummy

(-2) (-1) (+2) (+3) (+4)					ROLEPLAYING
CHA					
18 (+4)					
<b>Saving Throws</b> TODO Saving Throws					
<b>Skills</b> History; Arcane;					
<b>Proficiencies</b>					
<b>Damage Immunities</b>					
TODO Damage Immunit					
<b>Condition Immunities</b>					
TODO Condition Immuni					
<b>Senses</b> TODO Senses					
<b>Languages</b>					
Deep speech Undercom					
Common Infernal Dwar					
<b>Adjectives</b> Spooky ,					
<b>Special Abilities</b>					
<ul style="list-style-type: none"><li>• <b>Fear Ray</b> - targeted creature n succeed on a DC 17 saving throw or be until the start of the next turn.   <b>Tell Ray</b> - If the tar creature that is Me smaller, it must suc DC 12 Strength sav or be moved up to directly away from.   <b>Dazing Ray</b> - targeted creature n succeed on a DC 17 saving throw or be until the start of the next turn. While the charmed in this wa speed is halved, an disadvantage on at</li></ul>					
<b>Special Equipment</b>					
<b>Combat Tactics</b>					
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<b>Actions</b>					
<b>Factions</b>					
<b>Introduction</b>					
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.					
<b>Appearance</b>					
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					
<b>Expressions</b>					
"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..."					
<b>Mannerisms</b>					
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;					
<b>Motivations</b>					
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.					
<b>Passions</b>					
Knowledge; History; Magicks					
<b>Secrets</b>					

## ROLEPLAYING

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### Passions

Knowledge; History; Magicks

### Secrets

## BACKGROUND STORY

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In the battle of Granite Water [a great historical battle in recent times], 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 Elf City]. He turned to his 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 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.

## PERSONALITY

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