

## 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)

18 (+4)

my

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,
Adiectives Spooky.

**Saving Throws** 

## **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

## ROLEPLAYING

#### Introduction

Khedoldosh maintains a tent/hut at outskirts of a market or tavern dist with a sign above the entrance thal glows with faint magical energy an reads, "TELLINGS". It can also be fo slowly and carefully wandering fron alleyway entrance to alley entrance may approach a group to ask for thelel to obtain glyphs or sigils of farsight and offer to divulge import information in return.

#### **Appearance**

A tiny, beholder - the runt of the litte that were summoned that day, you say - that never developed properly drapes a cloak over itself and uses crafted fake arms and its innate ma capacity to operate them as though Perception check (DC 22) allows a person to notice this is not a human She leans her body to one side, her right, showing her one gleaming wo eye while she has a prosthetic that remains closed to represent her left her remaining eyes are all underdeveloped or dead and stay li 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 he what Khedoldosh can offer"; "What you see? I promise it cannot compar my eye"; "How often are you offered glimpse of your fate?"; "Only those vichoose blindness over clarity of visic are truly lost..."

## Mannerisms

Quietly dramatic poses - pointing, fis hand, wide-open glaring eye - etc.; v (floats) very deliberately as not to d notice to its true form;

## Motivations

It desires knowing more. About anyt Yet is trapped in the paradox of alre believing it knows more than others Hoping for a revelation to free it fror this cognitive prison, Khedolosh rem 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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#### **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

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

## **Special Abilities**

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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.

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## **Factions**

## ROLEPLAYING

#### Introduction

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## **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**

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"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..."

## **Mannerisms**

Quietly dramatic poses pointing, fist in hand, wideopen 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

## BACKGROUND STORY

In the battle of Granite Water [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 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 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.