

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)

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CHA

18
(+4)

Saving Throws TODO Saving Thro
Skills History; Arcane; Persuasion

Proficiencies TODO

Damage Immunities
TODO Damage Immunities

Condition Immunities
TODO Condition Immunities

Senses TODO Senses

Languages
Deep speech Undercommon Comm
Infernal Dwarvish ,

Adjectives Spooky ,

Special Abilities

- **Fear Ray** - The target 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 do its best to use its disguise and take to flight. If cornered, it will use its eye rays.

Actions

Factions

2500 x 3235
Image Dummy

2500 x 3235
Image Dummy

(-2) (-1) (+2) (+3) (+4)		KOLEPLAYING							
CHA	Introduction								
	Appearance								
	Expressions								
	Mannerisms								
	Motivations								
	Passions								
	Secrets								
	Introduction								
	Appearance								
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Roleplaying									
Introduction									
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Motivations									
Passions									
Secrets									

BACKGROUND STORY

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
