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khedoldosh the lost

2500 x 3235
↔ ↕

Image Dummy

Khedoldosh The Lost

Khedoldosh The Lost

young adult Beholder

Chaotic Neutral

Level 0 Civilian Monstrosity

Pronouns -

it/them

Occupations -

Oracle; Fortune-teller;

Armor Class -

16

Hit Points -

104 (TODO Hitdice)

Speed -

20 Flying.

STR

5 (-2)

DEX

8 (-1)

CON

15 (+3)

INT

19 (+5)

WIS

16 (+3)

CHA

19 (+5)

Saving Throws -

Skills -

{ "Beholder Abilities"=>[{ "Darkvision"=>"You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray", "Bite"=>"Melee Weapon Attack. +2 to hit, reach 5 ft., one target. Hit - 8 (2d6) piercing damage.", "Antimagic Cone"=>"Khedoldosh's central eye creates an area of antimagic, as in the antimagic field spell, in a 50-foot cone. At the start of each of its turns, Khedoldosh decides which way the cone faces and whether the cone is active. The area works against Khedoldosh's own eye rays.", "Eye Rays"=>[{ "Fear Ray"=>"The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.", "Telekinetic Ray"=>"If the target is a creature, it must succeed on a DC 12 Strength saving throw or Khedoldosh moves it up to 30 ft. in any direction. It is restrained by the ray's telekinetic grip until the start of Khedoldosh's next turn or until the beholder is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 ft. in any direction. Khedoldosh can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.", "Charm Ray"=>"The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by Khedoldosh for 1 hour, or until Khedoldosh harms the creature." }] }] }

Proficiencies -

Proficiency Mod -

+2

Languages -

Deep speech Undercommon Common Infernal Dwarvish

Adjectives -

Spooky, Unnerving, Cowardly,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Role:

2500 x 3235

A diagram showing two arrows. The first arrow is horizontal and points left and right, positioned under the number 2500. The second arrow is vertical and points up and down, positioned under the number 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 was 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; They lean they're body to one side, their right, showing them one gleaming working eye while they have a prosthetic that remains closed to represent their left eye; their remaining eyes are all underdeveloped or dead and stay limp, tied into a ponytail along with their prosthetic hair

Expressions

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, 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

Ummmm... It's a Beholder

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Languages -

Deep speech Undercommon Common Infernal Dwarvish

Adjectives -

Spooky, Unnerving, Cowardly,

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

Role:

Roleplaying

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Passions

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Secrets

Ummmm... It's a Beholder

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.