

KHEDOLDOSH, THE LOS

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

CHA

18

Saving Throws
TODO Saving Throws
Skills History; Arcane; Persuas

Proficiencies TODO

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

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

ROLEPLAYING

Introduction

2500 x 3235
Image Dummy

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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 - 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

"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

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BACKGROUND STORY

In the battle of Granite W [any great historical battle in recent time], an old orcish warlock, Gryt Tooth of Mahl, v faced with certain death at th hands of an incoming legion c the Elves of ThistleCloud [Any Major Elven City]. He turned t last resort: an old summoning scroll that was tattered. In desperation facing the encroaching legion, the warlo uttered as many words as he could read from the scroll and performed whatever gestures could make out to cast the sp Flashes of light and shadow b from nowhere, colliding in mi in a cloud of grainy black mist that congealed into the form beholder. However, the scroll been damaged badly and the verbal and somatic componen thus distorted. The unfortuna result was an undeveloped creature, Khedoldosh, who glanced around with its only working eye, realized the imminent danger, and darted into the hills. Needless to say Gryt Tooth didn't live much longer.

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