KHEDOLDOS THE LOST

young beholder chaotic neutral Level 0 civilian; monstrosity

Pronouns: it/they
Occupations:
Oracle; Fortune-teller;
Armor Class 9
Hit Points 5 (TODO Hit
Speed 0 (20 fly).

STR DEX CON INT WIS

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STR DEX CON INT WIS

5 8 14 19 18 (-2) (-1) (+2) (+5) (+4)

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 DO Wisdom saving throw or be frightened until the start of the gazer's next turn. | Telekir Ray - If the target is a creature that is Medium or sma it must succeed on a DC 12 Strength saving throw or be mo up to 30 feet directly away fror the gazer. | Dazing Ray</t The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed ur the start of the gazer's next tui While the target is charmed in way, its speed is halved, and it disadvantage on attack rolls.

Special Equipment

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

(-2) (-1) (+2) (+3) (+4**KOLEPLAYING**

CHA

18 (+4)

2500 x 3235

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Saving Throws
TODO Saving Throws
Skills History; Arcane;
Proficiencies
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Common Infernal Dwar

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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

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

ROLEPLAYING

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