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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	DEX	CON	INT	WIS	CHA
5 (-2)	8 (-1)	15 (+3)	19 (+5)	16 (+3)	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

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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...

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Mannerisms

Quiet poses - hand, w eye - et very del

