

## 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

**CHA**  
18

**Saving Throws**  
TODO Saving Throws  
**Skills** History; Arcane;  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages**  
Deep speech Undercommon  
Common Infernal Dwarvish ,  
**Adjectives** Spooky ,

### Special Abilities

2500 x 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 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

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**Proficiencies** TODO

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TODO Damage Immunities  
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**Senses** TODO Senses  
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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

Khedoldosh 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

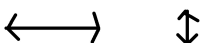
### Factions

## ROLEPLAYING

### Introduction

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# Image Dummy

- **Fear Ray** - targeted creature must succeed on a DC 12 saving throw or be blinded until the start of the next turn. | **Tell Ray** - If the targeted creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 10 feet directly away from the caster. | **Dazing Ray** - targeted creature must succeed on a DC 12 saving throw or be stunned until the start of the next turn. While the creature is charmed in this way, its movement speed is halved, and it has a disadvantage on all attack rolls.

### Special Equipment

### Combat Tactics

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### Actions

### Factions

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

Cell3

sign above the entrance that glows with faint magical energy and reads, "TELLIN". It can also be found slowly and carefully wandering from the alleyway entrance to the 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.

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