# CELL 2KHEDOLDOSI

#### 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; Persuasio

# **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**

<b>Fear Ray</b> - The targeted creature must succeed on a DC 12 Wisd saving throw or be frightened until the start the gazer's next turn. | <b>Telekinetic Ray</b> the target is a creature t is Medium or smaller, it must succeed on a DC 12 Strength saving throw o moved up to 30 feet directly away from the gazer. | <b>Dazing Ray</b> - The targeted creature must succeed o DC 12 Wisdom saving the 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 h disadvantage on attack rolls.

**Special Equipment** 

# **Combat Tactics**

Kedoldosh will largely avoid combat unless pressed. If pressed, it will doff it's disgui and take to flight. If cornered will use its eye rays.

### Actions

**Factions** 

### Cell3

ROLEPLAYING

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Image Dummy

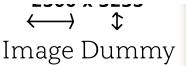
# ROLEPLAYING

#### Introduction

Khedoldosh maintains a tent/hut at the outskirts of a market or tavern district with sign above the entrance that glows with fair magical energy and reads, "TELLINGS". It ca also be found slowly and carefully wanderin 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 the divulge important information in return.

### **Appearance**

A tiny, beholder - the runt of the litter that were summoned that day, you could say -



### **Special Abilities**

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#### **Combat Tactics**

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### **Actions**

# **Factions**

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 on side, her right, showing her one gleaming working eye while she has a prosthetic that remains closed to represent her left eye; he remaining eyes are all underdeveloped or dead and stay limp, tied into a ponytail alon 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? promise it cannot compare to my eye"; "Hov 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. Ye 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

### Introduction

Khedoldosh maintains a tent/hut at the outskirts or market or tavern district wing above the entrance to glows with faint magical energy and reads, "TELLIN It can also be found slowly carefully wandering from alleyway entrance to alley entrance. It may approach group to ask for their help obtain glyphs or sigils of farsight and offer to divulgimportant information in return.

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