

## YEET CARG'OH'LIK

*Young Goblin*  
*Neutral*  
*Level 5 Arcane Trickster*

**Pronouns:** it/him  
**Occupations:** None  
**Armor Class** 14  
**Hit Points**  
37 (TODO Hitdice)  
**Speed** 30.

STR	DEX	CON	INT	WIS
10	19	14	14	10
(+0)	(+5)	(+2)	(+2)	(+0)

**CHA**  
10  
(+0)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Goblin, Orcish,  
Common, Dwarvish,  
**Adjectives** Diligent,

### Special Abilities

-

### Special Equipment

-

### Combat Tactics

### Actions

-

### Factions

**Wandering Dusk Thieves Guild;**



## ROLEPLAYING

### Introduction

Yeet will approach an adventuring party with warnings of local thieves' guild interest in them; He tries to incite conflict for his own purposes

### Appearance

Short and weathered, veiny, lichen-colored skin. Dresses in bland blues and browns;

### Expressions

"Get outta my face, beautiful baby";  
"baby, baby, baby...you got dis"; "Ima take dat ugly tally outta da picture, see";  
"What are you, drunk?"

### Mannerisms

Often juggles his apples in a wondrous display; Tumbles acrobatically for show, sometimes fails and laughs it off; Rarely looks anyone in the eyes; Avoids alcohol in annoying ways.

### Motivations

Infiltrating any secret organization to become one of its most powerful members. He does so in order to incite more conflict within and between populations.

### Passions

Collecting leaves of varying sizes; Changing his clothing and aspect to avoid being recognized.

### Secrets

He feels guilt over neglecting his children which led to one of their deaths.

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**Skills** **Skills**

**Proficiencies** TODO

**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Goblin, Orcish,  
Common, Dwarvish,  
**Adjectives** Diligent,

**Special Abilities -**  
**Special Equipment -**

### Combat Tactics

### Actions

Dagger | Guiding Bolt

### Factions

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## BACKGROUND STORY

The hillside Dusk Goblins of Akhlo-Meek [Any major Goblin Village] remain relatively peaceful and rarely disrupt humanoid settlements beyond the hills. They are however plagued by raids from Underdark Goblins that emerge from the surrounding caves. These raids pose a serious threat, particularly because they result in captives being taken and enslaved. The Mountain Goblins are tactical in so far as they specifically target youth with the intention of converting them to following the increasingly violent and hate-fueled Goblinoid Deity Kyhaergebaerg [Any aggressive Goblinoid God]. Yeet was raised in this environment, inculcated with hatred for humanoid races and a desire to spill their blood, ravage their townships, and steal their shiny things.

Yeet might have been captured at the right time for conversion and subjected to vicious and violent 'therapies', but he is still able to remember that he is a Dusk goblin. He's able to reflect on an upbringing that promoted brotherhood and stability. Nonetheless, he has still been infused with the hatred and bloodlust that characterizes Underdark Goblins. He is characterized by this dissonance.

Drawn into a raid of purportedly magical Dwarven caves by a tyrannical hobgoblin, Herkog, Yeet played a lieutenant role in controlling the captured Dwarves and staying off any intruders. Yet the mission went amiss when a group of adventurers from the nearby frontier town of Rheidolen [Any small frontier town] were commissioned to clear the caves and interrogate Herkog about his connections to the violent raids on surrounding towns. Herkog was slain and the goblin population eliminated. Except for Yeet. Because Herkog was slain before he could be questioned, this party of adventurers questioned Yeet instead. Yeet broke down and told them of how he is a Dusk Goblin and should never have been involved in this affair. He begged for his life and gave the adventuring party more than enough information to continue on with achieving their objectives. He was escorted back to Rheidolen for questioning and a potential trial but, because of the lack of security and organization in this frontier town, it was easy for such a crafty Goblin to escape. He now roams the wilderness and distant towns seeking other dusk Goblins.