

# 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** TODO

**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses

**Languages**  
Goblin Orcish Common Dwarvis  
**Adjectives** Diligent ,

### Special Abilities

- Cunning Action | Cure Wound  
Arcane List 0 - 3; 1 - 3 | A seemingly endless bag of apples, each of which acts as a minor healing potion. | Mist Step

### Special Equipment

- Yeet wears a cloak of displacement (disadvantage attach rolls against him)

### Combat Tactics

### Actions

Dagger | Guiding Bolt

### Factions

## ROLEPLAYING

### Introduction

Yeet will approach an adventuring party with warnings of local thieves'





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### Factions

of its more 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.

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 staving off any intruders. Yeet's 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 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.

## PERSONALITY

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 tactically 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

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