

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
CHA				
10				

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  
minor healing potion. | Misty  
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'  
guilds' interest in them; He  
tries to incite conflict for his  
own purposes  
Appearance  
Short and weathered, veiny  
lichen-colored skin. Dressed  
in bland blues and browns;  
Expressions  
"Get outta my face, beautiful  
baby"; "baby, baby, baby..  
got dis"; "Ima take dat ugly



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## ROLEPLAYING

### Introduction

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### Appearance

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

### Expressions

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

### Mannerisms

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

### Motivations

Infiltrating any secret organization to become o  
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.

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### Secrets

He feels guilt over neglecti  
his children which led to o  
their deaths.

## BACKGROUND STORY

<p>The hillside Dusk Goblins of  
Akhlo-Meek [Any major Goblin  
Village] remain relatively peace  
and rarely disrupt humanoid  
settlements beyond the hills. Th  
are however plagued by raids fr  
Underdark Goblins that emerge  
from the surrounding caves. Th  
raids pose a serious threat,  
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Goblinoid Deity Kyhaergebaerg  
aggressive Goblinoid God]. Yeet  
was raised in this environment,  
inculcated with hatred for huma  
races and a desire to spill their  
blood, ravage their townships, i  
steal their shiny things.</p>  
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at the right time for conversion  
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'therapies', but he is still able t  
remember that he is a Dusk got  
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  
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</p><p>Drawn into a raid of  
purportedly magical Dwarven c  
by a tyrannical hobgoblin, Herk  
Yeet played a lieutenant role in  
controlling the captured Dwarve  
and staving off any intruders. Y  
the mission went amiss when a

## Secrets

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

the mission went amiss when a group of adventurers from the nearby frontier town of Rheidol [Any small frontier town] were comissioned 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.</p>

## PERSONALITY

<p>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-filled Goblinoid Deity Kyhaergebaerg [aggressive Goblinoid God]. Yeet was raised in this environment, inculcated with hatred for human races and a desire to spill their blood, ravage their townships, and steal their shiny things.</p>

<p>Yeet might have been captured at the right time for conversion, 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.</p><p>Drawn into a raid of purportedly magical Dwarven captives by a tyrannical hobgoblin, Herkog, Yeet played a lieutenant role in controlling the captured Dwarves and staving off any intruders. Yet the mission went amiss when a group of adventurers from the nearby frontier town of Rheidol [Any small frontier town] were comissioned 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 who 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.</p>