

Age: young
 Race: goblin
 Pronouns: it/him
 Occupation:

- None

Class: arcane trickster
 Level: 5
 Alignment: neutral
 Languages:

- Goblin
- Orcish
- Common
- Dwarvish

Factions:

- [Wandering Dusk Thieves Guild;](#)

Adjectives:

- Diligent

Armour Class: 14
 Hit Points: 37
 Speed: 30

STR 10	DEX 19	CON 14	INT 14	WIS 10	CHA 10
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Saving Throws TODO Saving Throws

Role-Playing

Improv

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. 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

Acting

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.

Vulnerabilities: Hates any talk of children or parenting; The smell of halfling cherry wine makes him sick because of an alcohol binge.

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

Attacks: Dagger | Guiding Bolt
 Combat Tactics:

Special Equipment:

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

Story

sp>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 staving 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.