

# ORIGINAL GANGSTER

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THE SHATTERGANG FAMILY



## CHRISTOPHER WILLETT

YOU ARE ABOUT TO WITNESS THE STRENGTH OF STREET KNOWLEDGE: STRAIGHT OUTTA RAVNICA!

# Table of Contents

Foreword .....	2
Welcome to the Family .....	3
Gang War .....	3
Criminal Activities .....	3
Rules of the Family .....	4
Shattergang Characters .....	4
Enemies and Allies .....	5
Inspirational Reading and Viewing .....	6
Ill-Gotten Goods .....	7
Gas Mask .....	7
Grappling Gun .....	7
Shaped Charge .....	7
Thunderflash Grenade .....	7
Tear Gas .....	7
Shattergang Bribe .....	7
Trackless Boot .....	7
Known Associates .....	8
Gardagig Shattergang .....	8
Rikkig Shattergang .....	8
Undercover Agent .....	9

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# Foreword

The Shattergang Family is a goblin-centered organized crime syndicate. Their gang war with Krenko has caused Ravnica's gutters to run red with goblin blood. The Shattergang are great antagonists for your game, especially in low-level campaigns. It is common for low-level heroes to fight goblins, but it is less common for those goblins to fire back with explosives. This book can be used to help flesh out the adventure *Krenko's Way* found in the *Guildmasters' Guide to Ravnica*.

Alternatively, a whole campaign can be made around joining or infiltrating the Shattergang Family (or a similar gang). Joseph D. Pistone was an FBI agent who infiltrated the Bonanno crime family in the 70s under the alias Donnie Brasco. That would be a great inspiration for a campaign that involved heists, criminal deeds, and justice.

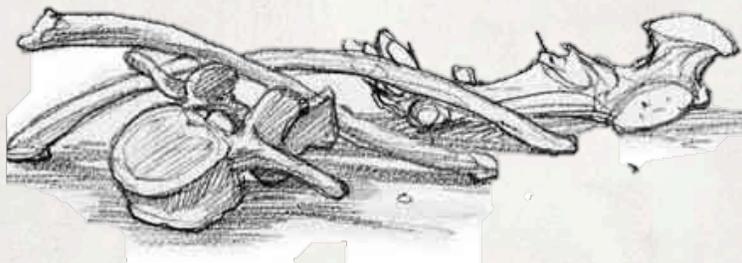
Why do we love mobster movies so much? Just like the fantasy movies that inspire us to play this game, they are a form of power fantasy. Grim, tough, and violent characters who have only their wits and the steel in their hands to resist against the world. Sound familiar? These mobsters walk up to that line we would never cross ourselves. They step over the line and live on the other side.

However, a good DM should remember that the most popular mobsters are family men. Tony Soprano and Don Corleone love their families. The Shattergang Family is more than just another thieves' guild. They are a family. The *casus belli* of the war between the Shattergang Brothers and competing crime boss Krenko is the fact that Krenko gleefully murdered their brother Dargig. The goblins who make up this gang are outsiders who have finally found a place to fit in.

When representing the Shattergang Family in your game, never forget that the Boss, Underboss, and Captains do not rule by fear alone. It is not uncommon for Rikkig to invite others to his mansion for expensive and luxurious dinners of good homemade goblin cuisine. They dote on their wives and children, while also committing horrible crimes. Remember the first lines from *Goodfellas*. "As far back as I could remember, I wanted to be a gangster. To me, being a gangster was better than being President of the United States."

## Using this Book

This book includes a history of the Shattergang Brothers, their gang war with Krenko, and the various criminal enterprises they are involved with. It includes rules for joining the Shattergang, some of the tools they use, and their known associates. While this is designed for Ravnica, it could easily be applied to any setting. While the information provided details the Shattergang Family, it is inspired by real world organized crime. Your characters may wish to be involved in a gang, or they may have a checkered past involving the mob. In Waterdeep or Sharn they could be a gang of goblins committing the same sort of crimes. Meanwhile, in Ravenloft they could be Vistani criminals. Regardless, the local lords, city watch, or lord mayor are disinclined to stop them. Probably due to kickbacks they receive.



# Welcome to the Family

The Shattergang Family was started by three goblin brothers: Rikkig, Gardagig, and Dargig. Rikkig, the eldest brother, is a skilled artificer. If it weren't for his criminal tendencies he would have been very successful in the Izzet League. His instructors considered him to be talented but lazy. He ended up dropping out of the academy and returning to the filthy alleys of the Tenth District. He began making bombs and illegal magical weapons to sell on the black-market.

Gardagig, the middle brother, lacks the intelligence of Rikkig. He is an accomplished arsonist and pyromaniac who delights in burning down buildings. He is filled with the madman dreams of burning Ravnica down to the ground. He is the mad dog enforcer of the Shattergang Family and the current underboss who manages debt collection, kidnapping, and other violent crimes.

Dargig was the youngest of the Shattergang Brothers. He grew up following his brothers around the mean streets of Ravnica. He managed several aspects of the criminal empire including sports betting, protection rackets, fencing and fraud.

The rest of the gang is made up of several hundred members, all of whom are goblins. Non-goblins can be associates, who lack the protections afforded to actual members.

## Gang War

Recently, a war broke out between the Shattergang Brothers and the goblin mafioso Krenko. It began with the murder of Dargig in a black-market weapons deal gone wrong. Krenko stabbed Dargig in the throat, leaving him to bleed out in the street.

In response, Gardagig carried out an extensive campaign against Krenko's holdings. Goblins loyal to Krenko were found dead and several abandoned warehouses that belonged to Krenko were set on fire.

Krenko, ever a goblin of action, responded in kind. Shattergang soldiers were ambushed and the Short Fuse Casino was bombed. The body count continued to rise but the Boros Legion and Azorius Arresters had little interest in intervening.

Only one man dared to stop the violence. He was a stranger named Gideon Jura. He began by breaking into The Millennial, a high-class restaurant. Gideon smashed the place and took Krenko into custody. When he delivered Krenko to the Boros Legion they received a

message thrown through their window. Rikkig wanted to kill Krenko himself, and he was willing to level the Boros Legion garrison to get him.

“Krenko murdered our brother. If justice is to be done, it is ours to exact. Turn him over to us, or we will reduce Boros territory to rubble. All of you and all you love will be fair targets if you disregard this message. Is Krenko worth that much to you? You have until this time tomorrow to decide. Kindle, Rikkig, and Gardagig, the Shattergang Brothers.”

-Letter from Shattergang Brothers

Gideon confronted Rikkig at one of his explosives workshops. In a fiery conflict that set the whole building ablaze, Rikkig escaped. The Boros Legion carried out an extended search for Rikkig but never found him. Krenko's case went to trial but was soon thrown out since Gideon Jura had no jurisdiction in Ravnica.

Today the conflict between the two gangs has simmered into a cold war. Both sides stopped their reprisal killings for the moment. The Shattergang Family is offering a bounty of 1,000 zinos for Krenko alive. Krenko is offering a bounty of 1,000 zinos for each of the surviving Shattergang Brothers. The Boros Legion and Azorius Senate is offering 200 zinos for any of them.



# Criminal Activities

The Shattergang Family are involved in many criminal enterprises that have made Rikkig and Gardagig very wealthy. The characters may find themselves caught up in one of their schemes, they may decide to join in, or they may decide to put a stop to the crime. The characters may decide to go after the bounties on each goblin's head.

D12	Criminal Activities
1	To rig the next pegasus race, some goblins are trying to feed a timebomb to a racer called Whirlaway.
2	The local tavern has received several threats to pay up, or this establishment is going to go boom.
3	The Shattergang Family has been hired to destroy an Izzet experiment.
4	Gardagig is going to set fire to the fire station. Just for laughs.
5	A local cheese shop called De Brie is actually an illegal bomb factory and a front for money laundering.
6	A heist of an Izzet workshop is planned to steal explosive material.
7	A local pawn shop on Tin Street called The Slag Shop is actually a fence for stolen items. The good stuff is in the back.
8	The Shattergang Family has kidnapped the daughter of someone important. They are holding her ransom.
9	A massive shipment of illegal explosives is making its way across town to a notorious Rakdos nightclub.
10	The Shattergang Family are smuggling illicit cigarettes into the precinct. They're explosive.
11	The Short Fuse Casino is running an illicit lottery that no one can win.
12	The Shattergang Family are selling counterfeit Izzet Mizzium Apparati. They are explosive.

# Rules of the Family

Even though gang members completely disregard the laws of the land, when they join the gang they must swear an oath to uphold these principles:

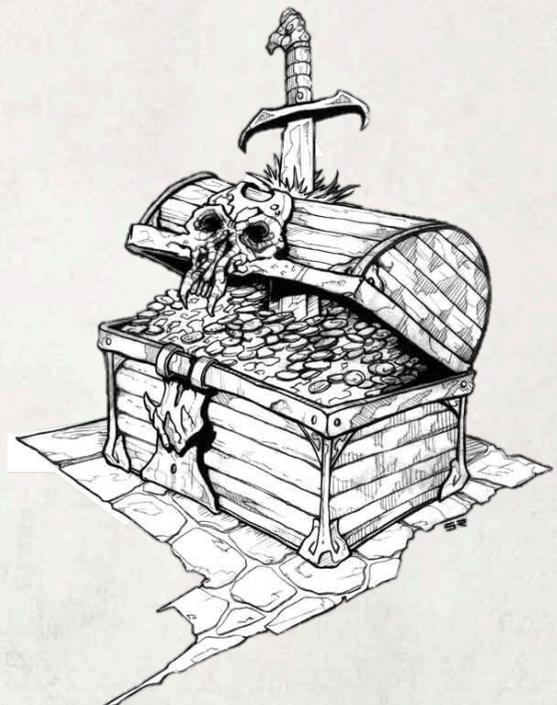
- **Oath of Silence.** Never talk to authorities.
- **Oath of Secrecy.** Never talk about family business with non-members.
- **Oath of Blood.** If a family member is killed by another member, there can be no revenge unless the boss approves.
- **Oath of Fraternity.** No fighting among members.
- **Oath of Tribute.** every month, members must pay a percentage of their earnings which is divided between the captain, underboss, and boss.

The Shattergang Family, like most criminal syndicates is divided into several tiers. The lowest are associates. These are usually errand boys and potential members who do all manner of odd jobs. Associates are not technically members of the Shattergang Family, so it is common for them to be non-goblins.

Soldiers are the next tier, they are the workers of the family performing most of the violent crimes. What separates them from associates is the fact that they are untouchable. It requires a boss's approval to murder them. If they are killed, it will lead to reprisals.

Captains oversee a crew. They lead a group of soldiers which usually consists of 10-20 goblins.

The Underboss is the second in command of the family. Gardagig is the Underboss while Rikkig is the Boss.



# Shattergang Characters

**Alignment:** Usually Chaotic Evil

**Suggested Races:** Goblin

**Suggested Classes:** Barbarian, Bard, Fighter, or Rogue.

You might enjoy playing a character who belongs to the Shattergang Family if you agree with the following.

- You're drawn to the idea of playing a character who is a criminal.
- You like the idea of using explosives to solve all your problems.
- You want to play goblins, rogues, or other ne'er-do-wells.

## Joining the Shattergang Family

To join the Shattergang Family, you must first be chosen by someone who is already a full-fledged member. This means that you should already be an established criminal. Having the Criminal background helps.

## Rank and Renown

Gaining renown in the Shattergang Family usually means committing crimes on behalf of the gang. Advancement is a reward for good service to the family.

### Rank 1: Soldier

*Prerequisite: Renown 3 or higher in the Shattergang Family*

As a soldier, you can call upon 1d4 Associates (use the **Goblin** stat block from MM) for a day to help you with a criminal undertaking.

You are a made goblin, that means that others need permission to kill you. (Not to try to kill you)

You also receive a modest salary (1 gp/week) to keep yourself looking respectable.

### Rank 2: Captain

*Prerequisite: Renown 10 or higher in the Shattergang Family*

As a captain, you're in charge of planning and executing larger and more complicated schemes. You lead a crew of 15 goblin soldiers (use the **goblin gang member** stat block from GGR). You can assign these goblins tasks of your choosing while within the area of the city where you have authority. You can lead these goblins into battle on missions tied to the Shattergang Family.

You gain access to explosive bombs. You can purchase these bombs at a 25% discount. You collect a percentage of the money earned by your soldiers, granting you a comfortable salary (2 gp/week).

### Rank 3: Underboss

*Prerequisite: Rank 2 and Renown 25 or higher in the Shattergang Family*

As an underboss, you are now in charge of a large portion of the Shattergang Family's operation. You are the second-in-command to the boss. You have four captains each with 2d10 goblin soldiers. You have 2d4 goblins who follow you around as your personal retinue.

You frequently are invited to parties and dinners hosted by Rikkig and Gardagig to discuss business. You are now a part of their inner circle of trust. You are given a very nice apartment in the very nice part of town.

You receive a larger cut of the tribute, you collect a wealthy salary (4 gp/week).

### Consigliere (Special Role)

*Prerequisite: Rank 25 or higher in the Shattergang Family*

As a Consigliere, you are the boss's trusted friend and right-hand goblin; the third-in-command, ruling the gang alongside the Underboss and Boss. You help to manage the money and other more technical aspects of the criminal empire.

You may be asked to help resolve disputes among the soldiers and captains.

### Rank 4: Boss

*Prerequisite: Rank 3 and renown 50 or higher in the Shattergang Family.*

The only way to achieve boss status is to remove the current boss and any other heir apparents. In the case of the Shattergang Family, you need to find a way to get Rikkig and Dardagig out of the picture.

As the boss, you get to live in a small mansion in the nicest part of town. Everyone all over town owes you favors and wants to be as nice to you as possible. Every restaurant in your part of town wants to give you the best table, the best wine, and the best food. The butcher wants you to take some salami home to the family. The dressmaker has this beautiful dress for your daughter.

You are in command now of eight different goblin crews, each with a goblin captain and 2d10 goblin soldiers. You have 4d4 goblins who follow you around as your personal retinue. You collect an aristocratic salary (10 gp/week) from money earned by your goblin soldiers as tribute.

# Enemies and Allies

The Shattergang Family is naturally at odds with the Azorius Senate and Boros Legion. This is especially true since both guilds have bounties on the heads of the boss and underboss of the family. The Izzet frown upon the Shattergang Family's activities since it usually involves stealing copper wire out of their experiments. They just add that to the budget as shrinkage. For the most part, the Shattergang Family have no allies among the guilds, since they are beneath their notice.

## The Shattergang Family View on the Guilds

**Azorius.** "These guys are pesky nuisances. They always blow things out of proportion."

**Boros.** "The food at their prisons tend to be better than at the Azorius pokey."

**Dimir.** "They'd be useful if they could be trusted."

**Golgari.** "Moving through the undercity is a good way to make an escape, and end up something's dinner."

**Gruul.** "These guys ain't fun. They tore down all their buildings before we could blow 'em up!"

**Izzet.** "Where do they get those marvelous toys?"

**Orzhov.** "Try not to owe these guys money. We'll just break your legs, they'll break your spirit."

**Rakdos.** "These guys are good customers of illegal explosives. They sure do love their fireworks."

**Selesnya.** "The strongest elephant is still scared of a firecracker!"

**Simic.** "Who's grosser, them or the mushroom sewer guys?"

# Inspirational Reading and Viewing

## Books

- *Boardwalk Gangster* by Tim Newark
- *The Family* by Mario Puzo
- *Five Families* by Selwyn Raab
- *The Gangs of New York* by Herbert Asbury
- *The Godfather* by Mario Puzo
- *The Man to See* by Evan Thomas

## Movies

- *City of God* (2002)
- *The Departed* (2006)
- *Donnie Brasco* (1997)
- *Eastern Promises* (2007)
- *The French Connection* (1971)
- *Goodfellas* (1990)
- *The Godfather* (1972)
- *The Godfather Part II* (1974)
- *Lock, Stock and Two Smoking Barrels* (1998)
- *Once Upon a Time in America* (1984)
- *Road to Perdition* (2002)
- *Snatch* (2000)
- *The Untouchables* (1987)

# Ill-Gotten Goods

The mob boss Rikkig spends most of his free time inventing new weapons, explosives, and tools to help his soldiers break the law. He owns the patents on countless ingenious and illicit devices. These items can be used by characters who obtain them from Shattergang Family members, or by collecting them off the corpses of Shattergang Family members.

## Adventuring Gear

### Gas Mask

*Adventuring Gear, 20 gp, 1 lb.*

As an action, you can don this mask. While wearing this mask you are immune to poisonous clouds, smoke, or vapors. You have disadvantage on perception checks that rely on sight while wearing the mask.

### Grappling Gun

*Ranged Weapon, 250 gp, 1 lb.*  
ammunition (40/100 ft.), loading

This gas-powered gun comes with 3 charges, and a spool of rope attached to the grappling hook. Make a ranged weapon attack, on a success the grappling hook latches onto your target. On a failure, the rope can be recoiled to try again. The silken rope can hold up to 3,000 pounds. The gas cartridge ammunition costs 2 gp and has 3 uses.

### Shaped Charge

*Adventuring Gear, 200 gp, 1 lb.*

As an action, a character can adhere this bomb to the side of a building. Then they can use the detonator to create a hole in the wall. Each creature within 5 feet of it must succeed a DC 12 Dexterity saving throw taking half damage or take 3d6 fire damage. The shaped charge deals double damage to objects.

### Thunderflash Grenade

*Adventuring Gear, 100 gp, 1 lb*

As an action, a character can light this grenade and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a DC 12 Constitution saving throw or be **blinded** and **deafened** for 1d4 rounds.

### Tear Gas Grenade

*Adventuring Gear, 150 gp, 1 lb*

As an action, a character can light this grenade and throw it at a point up to 60 feet away.

One round after a Tear Gas Grenade lands, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius for 1d4 minutes. A moderate wind disperses the smoke in 4 rounds. A strong wind disperses the smoke in 1 round.

Any living creature that starts its turn in or enters the area within the cloud must make a DC 12 Constitution saving throw or be poisoned.

“Warning: If you are caught with any of the following illicit weapons you will be arrested and prosecuted in accordance with the Violent Crime Reduction Act of 532 ZC.”

-Azorius Flyer

## Wondrous Items

### Trackless Boots

*Wondrous Item, Uncommon*

Only humanoids can wear these boots. While wearing these boots, you can choose to leave no tracks at all.

### Grappling Gun FAQs

Q: Can I use a grappling gun to wrap up a monster?

A: No.

Q: Can I use a grappling gun to stretch the rope across a monster's path and trip him?

A: Sure.

Q: What's the AC of a Ledge?

A: AC 12 within 40 ft. AC 15 outside of 40 feet.

# Known Associates

## Gardagig Shattergang, Underboss

Gardagig is the Underboss of the Shattergang Family. He is the second-in-command behind his older brother. He is the ruthless pyromaniac enforcer of the gang. When disputes arise between the soldiers, he does not listen to testimony. He burns everyone involved alive. This encourages the rank and file to keep their disputes to a minimum. He is Rikkig's mad dog that he keeps on a short leash.

### GARDAGIG SHATTERGANG

*Small humanoid (goblinoid), chaotic evil*

**Armor Class** 15 (chain shirt)

**Hit Points** 84 (24d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (0)	8 (-1)	10 (+0)

**Damage resistance** fire

**Senses** darksight 60 ft., passive Perception 9

**Languages** Common, Goblin, Thieves' Cant

**Challenge** 4 (1,100 XP)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

**Multiattack.** The goblin makes two attacks with its short sword or Molotov cocktail.

**Shortsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target, Hit: 5 (1d6 + 2) piercing damage.

**Molotov Cocktail (3/day).** Ranged Weapon Attack: +4 to hit, range 5/20 ft. 10 ft. radius, Hit: 2 (1d4) fire damage at the start of each of its turns. As an action a creature can end this damage by making a DC 10 Dexterity saving throw to extinguish the flames.

**Breathe Fire (1/day).** The goblin takes a swig of accelerant and spits it out into his lighter in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a successful save.

## Rikkig Shattergang, Mob Boss

Rikkig is the leader of the Shattergang Family. He is a careful and pragmatic leader who loves to invent new bombs. He is identified by the two missing fingers on his left hand. Every bomb maker at some point gets bitten by his own work.

### RIKKIG SHATTERGANG

*Small humanoid (goblinoid), chaotic evil*

**Armor Class** 18 (chain shirt)

**Hit Points** 110 (20d6+40)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+3)	14 (+2)	10 (0)	8 (-1)	10 (+0)

**Senses** darksight 60 ft., passive Perception 9

**Languages** Common, Goblin, Thieves' Cant

**Challenge** 4 (1,100 XP)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

**Multiattack.** The goblin makes two attacks with its short sword or Molotov cocktail.

**Shortsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target, Hit: 5 (1d6 + 2) piercing damage.

**Thunderflash Grenade (3/day).** As an action, Rikkig can light this grenade and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a DC 12 Constitution saving throw or be blinded and deafened for 1d4 rounds.

**Bomb (3/day).** As an action, Rikkig can light this bomb and throw it at a point 60 feet away. Each creature within 5 feet of that point must succeed on a DC 12 Dexterity saving throw or take 3d6 fire damage.

#### Shattergang Brothers: Wanted Dead

Krenko's offering 1,000 Zinos for the heads of Rikkig and his brother Gardagig. They are wanted for the crime of being in the way of Krenko's big plans! Bring proof of death to The Millennial.

#### Rikkig Shattergang: Wanted Dead or Alive

200 Zinos for the capture, killing, or any information that leads to his arrest. Wanted by the Boros Legion for arson, murder in the first degree, terrorism, racketeering, larceny and tax evasion.

## Undercover Agent

The Undercover Agent is not the Goblin Rogue he claims to be. He is secretly a deep cover agent of the Boros Legion. His real name is classified. He was a goblin recruited to join the ranks of the Boros Legion. Instead of swearing his sword to service, he was immediately drummed out of the academy and plunged into the mean streets of Ravnica.

Currently, he is helping the Boros Legion track down a leak in their guild. Someone is feeding information to the Shattergang Family. It is allowing the boss goblins to stay one step ahead of the investigation. The mole has led to the deaths of three Boros Legionnaires in a botched arrest.

**Boros Affiliation.** The Undercover Agent is secretly a member of the Boros Legion. Only his handlers, who are high ranking officers, know the truth. He reports back all the illegal activities he witnesses back to the authorities. This might lead to the arrest of the characters if they are committing crimes in front of him. He does not incite them to break the law, but he will not stop them. If he is killed, the Boros Legion will discover who murdered him and prosecute them.

## UNDERCOVER AGENT

*Small humanoid (goblinoid), lawful good*

**Armor Class** 14 (studded leather)

**Hit Points** 21 (6d6)

**Speed** 30 ft.

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

**Skills** Stealth +6, Deception +6

**Senses** darksight 60 ft., passive Perception 10

**Languages** Common, Goblin, Thieves' Cant

**Challenge** 1 (200 XP)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

## ACTIONS

**Multiattack.** The goblin makes two attacks with its short sword.

**Shortsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target, Hit: 5 (1d6 + 2) piercing damage.

## REACTIONS

**Redirect Attack.** When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.