

Chao'blins

Gob-tales tell the legends of young goblins getting whisked away in their sleep. Stolen by the batrachian Slaads, they have been chosen to undergo a twisted transformation. It's amongst the realms of chaos where these gob-napped prey earn their new name.

Chao'blins are born from the twisted magic of the plane of Limbo. Slaad wield this essence of pure disorder and infuse it into the very flesh of their goblin victims. Once transfigured, chao'blins are let loose unto the world to sow their own breed of twisted anarchy. Always found in groups, chao'blins swarm together in order to unleash as much chaos as possible. Be wary, getting gob-smacked should be the least of your concerns when confronting these troublemakers.



CHAO'BLINS

Large swarm of Small Goblinoids, Chaotic Evil

Armor Class 13 (Leather Armor)

Hit Points 80 (23d6)

Speed 30 ft.

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

Skills Stealth +6

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 60 ft.

Languages Common, Goblin

Challenge 2 (450 XP)

Proficiency Bonus +2

Swarm. The chao'blins can occupy another creature's space and vice versa, and the chao'blins can move through any opening large enough for a Small humanoid. The chao'blins can't regain hit points or gain temporary hit points.

Nimble Escape. The chao'blins can take the Disengage or Hide action as a bonus action on each of their turns.

Death Burst. When the chao'blins die, they throw down their bag of chaos, and each creature within 30 feet must make a DC 13 Dexterity saving throw, taking 12 (4d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys all of the Chao'blins gear.

Actions

Multiattack. The Chao'blin's can use either Disarm or Bag of Chaos. The swarm then makes four Gob Smacker attacks, or two Gob Smacker attacks if they have half their hit points.

Gob Smacker. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) bludgeoning damage.

Gob Blaster (Recharge 6). The Chao'blins pull a large makeshift bazooka out of the bag of chaos and fire it. Four projectiles launch and impact four different areas you can see within 90 feet. Each impact triggers a **Stinking Cloud** spell. The effects of Stinking Cloud do not overlap and they fade at the start of the Chao'blins' next turn. The DC for the spell effect is 13.

Disarm. The Chao'blins make an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the Chao'blins win the contest, the attack causes no damage or other ill effect, but the Chao'blins take the target's weapon.

Bag of Chaos. The Chao'blins reach into their bag of chaos and fetch a random item. The item is then thrown at an enemy within 20 ft. Roll 1d12 on the corresponding table to determine what is taken from the Bag of Chaos.

Reactions

Last Resort. When an enemy makes a melee attack, the leading chao'blin shields themselves with another chao'blin.

Nothing happens.

They can not use this reaction if below half hit points.

Bag of Chaos

d12 Roll	Result
1	Reduce Potion. Target must succeed on a DC 13 Constitution saving throw or else suffer the reduce effect of the Enlarge/Reduce spell. This effect lasts until the start of the Chao'blin's next turn.
2	Harden Potion. Target must succeed on a DC 13 Constitution saving throw or else suffer the effects of the Hold Monster spell. This effect lasts until the start of the Chao'blin's next turn.
3	Comprehend No Language Potion. Target must succeed on a DC 13 intelligence saving throw or else they can no longer understand or speak any languages. This effect lasts until the start of the Chao'blin's next turn.
4	Levitate Potion. Target must succeed on a DC 13 Dexterity saving throw or else suffer the effects of the Levitate spell. This effect lasts until the start of the Chao'blin's next turn.
5	Corrosive Brew. Target must succeed on a DC 13 Dexterity saving throw or take 2d8 acid damage.
6	Oil of Slipperiness. The oil covers a 10-foot square centered on the target, duplicating the effect of the Grease spell in that area for 8 hours.
7	Gaseous Form Potion. Target must succeed on a DC 13 Constitution saving throw or else suffer the effects of the Gaseous Form spell. This effect lasts until the start of the Chao'blin's next turn.
8	Another Gobb. A goblin is launched at the target. The goblin and the target roll DC 13 Dexterity saving throws taking 2d6 bludgeoning damage on a failure and half as much on a success. The goblin lands in a square adjacent to the target.
9	Owlbear. The chao'blins throw a small ball of fur at the target. The ball of fur bounces off the target and lands in a square adjacent to the target, turning into an Owlbear .
10	Giant Rat. The chao'blins throw a small ball of fur at the target. The ball of fur bounces off the target and lands in a square adjacent to the target, turning into a Giant Rat .
11	Angry Chicken. The chao'blins throw a small ball of fur at the target. The ball of fur bounces off the target and lands in a square adjacent to the target, turning into an Abyssal Chicken .
12	Rock. The chao'blin throws a rock at the target. The Chao'blins make an improvised ranged attack roll, dealing 1d4 damage on a hit.



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