NILBOG

Small Humanoid (Goblinoid)
Hit Dice: 1d8 (4 hp)
Initiative: +1 (Dex)
Speed: 30 ft
AC: (+1 size, +1 Dex, +2 studded leather)
Attacks: Morningstar +1 melee; or javelin +3 ranged
Damage: Morningstar 1d8-1; or javelin 1d6-1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spatio-temporal reversal
Special Qualities: Damage reversal, darkvision 60 ft
Saves: Fort +2, Ref +1, Will +0
Abilities: Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8
Skills: Hide +6, Listen +3, Move Silently +4, Spot +3
Feats: Alertness

Climate/Terrain: Temperate and warm land and underground
Organization: Gang (4-9), band (10-20 plus 100% noncombatants plus
1 3rd level sergeant and 1 leader of 4th-6th level), warband (10-24 with
worg mounts), or tribe (20-60 plus 1 3rd level sergeant per 20 adults, 1
or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24
worgs, and 2-4 dire wolves)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class

The nilbog is a goblin afflicted with a strange space-time reversal
disease known as Nilbogism. The disease appears to occur when
overly heavy use of magic strains the fabric of the space-time
continuum, and leads to some very strange localized events. The
disease only affects goblins and is not transmitted by them.

Most nilbogs encountered outside their lair are warriors; the
information in the statistics block is for one of 1st level (See page 39 in
the DMG for more about the warrior class.)

COMBAT
The nilbog, like all goblins, favors ambushes, dirty tricks, and
overwhelming odds to a fair fight. It will move within range of a foe so as
to affect the creature with its spatio-temporal reversal ability.

Spatio-Temporal Reversal (Ex): Creatures within 20 feet of a nilbog
will generally pursue a course of action contrary to their normal intent;
for example, a creature may feel an overwhelming urge to load all its
treasure into an empty treasure chest and leave empty-handed.

The DM must adjudge the exact circumstances and how it affects
those within range. Note that creatures affected can make a Will save
(DC 10) to avoid the effects of this ability. A new save must be made
each time the creature comes within 20 feet of the nilbog.

Damage Reversal (Ex): When struck by any attack that would deal it
damage, the nilbog actually gains hit points equal to the damage dealt.
It can gain more than its maximum hit points, but never more than 2x its
normal hit points.

The nilbog can only be damaged through the use of curative magic
(cure light wounds, healing potions, for instance). Curative magic deals
damage equal to the amount it would normally heal.
**Skills:** Nilbogs gain a +4 racial bonus to Move Silently checks.

**NILBOG CHARACTERS**
A nilbog’s favored class is rogue; nilbog leaders tend to be rogues or fighter/rogues. Nilbogs worship Maglubiyet and can choose two of the following domains: Chaos, Evil and Trickery. Most nilbog spellcasters, however, are adepts (see page 37 in the *Dungeon Master's Guide*). Nilbog adepts favor spells that fool or confuse enemies.

The Nilbog first appeared in the 1e FF (1981).