

NILBOG

Nilbog, 1st-Level Warrior

Small Humanoid (Goblinoid)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 size, +1 Dex, +3 studded leather armor), touch 12, flat-footed 14
Base Attack/Grapple:	+1/-3
Attack:	Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)
Full Attack:	Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spatio-temporal reversal
Special Qualities:	Damage reversal, darkvision 60 ft.
Saves:	Fort +3, Ref +1, Will -1
Abilities:	Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6
Skills:	Hide +5, Listen +2, Move Silently +5, Ride +2, Spot +2
Feats:	Alertness
Environment:	Temperate plains and underground
Organization:	Gang (4-9), band (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24 with worg mounts), or tribe (40-400 plus 100% noncombatants 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:	1
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+4

This creature resembles a small humanoid with a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

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. Nilbogs resemble goblins in appearance and are indistinguishable from them. Most nilbogs encountered outside their lair are warriors; the information in the statistics block is for one of 1st level.

Combat

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

Spatio-Temporal Reversal (Ex): A nilbog constantly emanates an aura of confusion in a 20-foot-radius. A creature in the area must succeed on a DC 11 Will save or be affected as if by a confusion spell (caster level 4th). The save DC is Constitution-based.

Damage Reversal (Ex): When struck by any attack that would normally damage the nilbog, it actually gains hit points equal to the damage the attack would have otherwise dealt. A nilbog gains any extra hit points above its normal total as temporary hit points, though it can never gain more



nilbog preview

than twice its normal hit points.

The nilbog can only be damaged through the use of curative magic and effects (cure light wounds and healing potions, for instance). Curative magic deals damage equal to the amount it would normally heal.

Skills: Nilbogs have a +4 racial bonus on Move Silently checks.

Nilbogs as Characters

A nilbog's favored class is rogue; nilbog leaders tend to be rogues or fighter/rogues. Nilbogs worship various goblin gods of evil and can choose two of the following domains: Chaos, Evil, and Trickery. Most nilbog spellcasters, however, are adepts. Nilbog adepts favor spells that fool or confuse enemies.

- Nilbog characters possess the following racial traits.
- -2 Strength, +2 Dexterity, -2 Charisma.

- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A nilbog's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Special Attacks (see above): Spatio-temporal reversal.
- Special Qualities (see above): Damage reversal.
- +4 racial bonus on Move Silently checks.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnome, Orc.
- Favored Class: Rogue.
- Level Adjustment: +4.

The nilbog warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

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