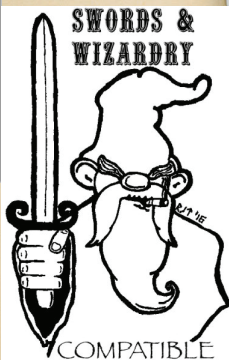


# The Nephilim



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## BACKGROUND:

When the Gods of Law created humanity they sent Grigori (watcher angels) to protect their newest creations. However, in their divine sight they could not foresee that the angels would fall in love and lust with the young mortal race. The couplings of such unions created the Nephilim (singular Nephil). While these giant men and women weren't inherently good or evil, they were seen as a corruption of the gods' plans and were forsaken by the Gods of Law.



Nephilim tribes still exist in the wild and secluded places. These tribes tend to avoid other civilized folks, but occasionally a young Nephil will leave the tribe to prove themselves.

## PHYSIOLOGY/PSYCHOLOGY:

While not as large as true giants, Nephilim tower over the other mortal races. The average Nephilim is between 7 and 10 feet tall and weighs between 500 and 700 pounds. Nephilim age and grow and mature at the same rate as humans. In addition to their giant frames, they are also creatures of giant emotions. Nephilim are known for their megalomania and bouts with melancholy.

## Nephilim Racial Abilities and Weaknesses

**CHARACTER ADVANCEMENT:** Due to their single minded belief that they are physically perfect, Nephil player characters are usually fighters. They can advance to 12th level. However, some seek to truly perfect their physical and mental beings and become monks (advancing to level 8).

## DIVINE LOATHING:

The celestial forces of law and good still see the Nephilim as abominations to the divine order. While they won't attack Nephilim without provocation, angels always perceive them in the worst possible light. In addition divine magic cast by Paladins

and Lawful clerics has no effect on Nephilim (for good or ill).

## EQUIPMENT

### RESTRICTION:

Due to their large size, Nephilim cannot use most equipment designed for regular adventures. They must pay double for weapons and armor.

### GIANTS AMONG MEN:

Nephilim are extremely strong and use this to their advantage in combat. Nephilim deal +2 to all unarmed and weapon damage rolls. In addition they can break down doors

on a 1-4 on a d6. Nephilim may have difficulty moving through dungeons and buildings.

### RULED BY EMOTIONS:

Nephilim are creatures of extreme emotions. The duration of any emotion affecting spell cast on them is increased by 1d4+1 rounds.

### SUPERIOR HEALING:

Due to the divine nature of their heritage, a living Nephilim regains 1 HP an hour.





## Nephil

Hit Dice: 6

Armor Class: 4 [15]

Attacks: Weapon (1d10+2)

Saving Throw: 12

Special: Immune to Lawful Divine Magic

Move 12

Alignment: Neutrality

Challenge Level/XP: 5/240

Towering over most mortals, nephil are the scorned descendants of angels and mortals. Despite their large size, the typical nephil just wants to be left alone. Most live in tribes in secluded valleys, forlorn forests, and isolated islands.



## Nephil Seer

Hit Dice: 9

Armor Class: 4 [15]

Attacks: Weapon (2d6+2)

Saving Throw: 8

Special: Commune

Move 12

Alignment: Neutrality

Challenge Level/XP: 9/1,100

A seer is an ancient nephil that has been gifted with a connection to the very skein of destiny, itself. They are highly sought out for their oracular abilities, but like others of their kind, simply want to be left alone. They are extremely rare and often dwell in mountainside caves, hundreds of miles from other intelligent life.

Once a week the seer may enter a trance and gain information as if they'd cast a Commune spell.



### NEPHIL BLACKHEART

Hit Dice: 8

Armor Class: 3 [16]

Attacks: Weapon (2d6+2)

Saving Throw: 9

Special: Immune to Lawful Divine Magic, Smite Law

Move 12

Alignment: Chaos

Challenge Level/XP: 9/1,100

Some Nephil are so twisted by their place (or lack of) in the divine order that they hunt down the clergy and holy warriors. These nephil refer to themselves as blackhearts and often ally with demons and other forces of chaos and destruction. They channel their hatred into their physical attacks and two times per day may smite a lawful creature (dealing an extra 1d6 damage).



### OGRILIM

Hit Dice: 5

Armor Class: 5 [14]

Attacks: Weapon (1d10+2)

Saving Throw 13

Special: Immune to Lawful Divine Magic, Rage Move 12

Alignment: Chaos

Challenge Level/XP: 5/240

Occasionally a degenerate nephil, unable to find a mate among its people, will couple with an ogre. The unfortunate crossbreed of such a pairing is known as an ogrilim. These brutes tend to be stronger and smarter than their ogre brethren and often become chieftains. Like their nephil parents, they are emotional creatures. However, all emotions tend to make them angry and hateful. Any time the ogril is targeted by an emotion based spell, they ignore the normal effect and fly into a murderous rage for the duration of the spell. During this time the only the thing ogril can do is move to its nearest enemy and attack.



## Magic Items

The following magic items have ties to the nephilim.

### BASTARD'S HALO

The original bastard's halos were created by Grigori magi for their children. These iron headbands allow a neph to be affected by lawful divine magic. Given that the secrets to their creation has been lost, bastard's halos are highly sought after by nephil of all stripes and are often passed down through families.

### BLACKHEART'S BLADE

Blackheart's who pledge their sword arms to demon princes often receive these vile blades. The abyssal energy of the two-handed sword provides a +1 bonus to hit and damage (which increases to +2 against paladins). In addition they gain the service of a dretch demon. The fiend faithfully serves its master until killed. If the dretch is killed the blade bearer may perform a ritual sacrifice involving at least 10 HD worth of intelligent creatures to gain the service of a new dretch. While originally created for nephil blackhearts, any wielder of this blade can gain the service of the dretch by offering their fealty and eternal soul to the demon prince tied to the blade.

### POTION OF FALSE HOPE

This potion looks like a typical potion of healing. However the 1d8+1 hit points granted by drinking it are only temporary and only last for 1d4 hours.

### THE MORNING STAR

This legendary blade was wielded by one of the first great nephil chiefs. A hero of his people, he fought angels and demons alike for his people. This unique long sword has several magical properties. The blade provides a +1 bonus to hit and damage against most creatures. Against celestials and fiends the bonuses increases to +3. In addition the wielder may cast Cure Serious Wounds twice a day. Due to the nature of the blade, this spell can affect nephilm.

### GRIGORI FEATHER

It is said that the Grigori were destroyed by the gods of law for their part in the creation of the nephilim. However, even today their presence persists. The bearer of this feather gains a +1 bonus on all saving throws.

### CLOAK OF THE WANDERER

Like the bastard's halos, the magical cloaks were created by the Grigori for their children. Knowing they nephilim would have no place in the natural order the cloaks were given created to protect them from the elements. Anyone wearing this cloak is comfortable in temperatures from -10 to 110 degrees Fahrenheit. In addition, they stay dry, even in the strongest rains.



... Et il avait en sa main droite une épée, et de sa bouche  
sortait une épée à deux tranchants.

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