



“Yes, my brothers, they share our blood, but also that of the others. That is my fear, for their mild appearance hides the dark heritage within.”

— *Himos Siannodel, an elder of the village where the name Nevaequarlani was coined*

Nevaequarlani (Nevae for short) is elven for dark souls, for that is what they are. The race has evolved from the offspring of drow and surface elves (High Elf being the most common). Most historical cases involve a drow raiding party coming to the surface and pillaging an elven community. Drow males, released for a short time from the tyranny of their female rulers, strike back at the pale cousins of those who oppress them. Those few who survive these savage assaults sometimes give birth to these elves of mixed heritage. If not destroyed at birth, the child is usually tolerated by its community, but rarely loved or even

liked. Such cold upbringings resulted in cold, aloof adults who left their communities as soon as they could survive on their own. Harassed and cast out wherever



NEVAEQUARLANI Nevae or “The Dark Souls”

they wandered, they could find no safe haven in a suspicious world.

Eventually there arose a leader among the Nevae, who brought dozens of his kind together. They formed a community of their own and defended their territory with the considerable skills they had developed over decades of wandering and surviving. From these dark, dubious beginnings the nevae have grown.

The Nevae are fiercely loyal to their own kind, and wandering Nevae will always be welcomed into any Nevae community they encounter. Nevae communities are orderly and small, and treat any non-Nevae as suspicious outsiders.

Personality: Nevae are almost always loners. Player characters normally start their careers by running away from the cold hearths of their parent to a life of adventure. They often feel they have nothing to lose and much to gain. Most are shy, discreet or assertive to an extreme. Nevae are usually shunned by other races, especially elves. Drow encountered treat them as abominations at worst, and lowborn trash at best. They attract attention for their unusual appearance and could easily be confused for a drow by the ignorant.

The Nevae struggle with adversity sometimes grants them insight into the humanoid condition, allowing them to interact with other races with empathy for their problems. Over the centuries, their reputation for excellent diplomacy has earned them respect in many regions. Accept what you are and move on, or wallow in it. This way of thinking drives the Nevae’s words if not always their actions.

Physical Description: Nevae typically stand from 4 1/2 feet to 5 1/2 feet tall and weigh from 90 to 140 pounds, with men the same height as women and only marginally heavier. They are graceful and slim, like their Elven brethren. They have smoke colored skin and silvery-ash hair, often mixed with strands of stark white or darker raven. They never grow facial hair. Nevae have varying eye color—most commonly that of a surface elf. They possess the grace and fine features of their elven heritage, but also the dark, rougher side associated with the drow. Many races find them both beautiful and horrific, much like one would find beauty staring into the jaws of a stalking predatory cat. Nevae achieve maturity at about 110 years in age, and can live to be over 700 years old. Like their parents, Nevae do not sleep. Instead, they go into a trance-like state to refresh themselves. They usually wear whatever is typical for



their current region and climate, but prefer clothing with subtle, almost drab colors. They prefer light/medium armor (chain shirt), and are usually armed with longsword and bow.

Relations: Nevae are outsiders almost anywhere they go. Elves may tolerate Nevae once they realize they are not Drow, but the origin of the race is abhorrent to most elves. While Nevae feel some kinship with half-elves, they expect to be rebuffed and so treat them indifferently. Humans treat Nevae as either drow or half-elves, depending on whether they understand what the Nevae is. Because of their drow heritage, most will tend to distrust them until their virtue is proven. Nevae find some comfort and acceptance in nature if they can, are very introverted and contemplative, and often seek out animal companions, familiars or simple animal pets.

Alignment: Despite their feelings of isolation from the rest of the world, Nevae are often strongly aligned towards good or evil, law or chaos. Only rarely are they neutral. Communities of Nevae, however, are most commonly lawful neutral.

Nevae Lands: Nevae can be found mostly in lands where elves live and are or were subject to drow attacks. Their communities are usually in some isolated territory near such regions, but separated by geographical features.

Religion: Most Nevae worship Elven gods, except for those most vehemently opposed to the drow.

Language: Nevae speak elven and common.

Names: The names of the nevae tend to be the same as elven or some derivative. The structure of the names do follow the elven way with family names usually being a name of something described in nature. Most have kept this tradition, but some have created their own distinctive names.

Male Names: Some natural nevae names are Antith, Broward, Castre, Daerk, Endrow, Felent, Gussoroff, Hawrold, Intillese, Jammace, Knull, Lourtex, Maiiul, Noonnon, Opitullf, Pollox, Queiek, Rasse, Sellerd, Tueghh, Univalce, Waldoree, Yasster

Female Names: Some natural nevae names are Axille, Brellette, Cucucmor, Duerk, Enigraw, Fallant, Gesseme, Hewardes, Itsamans, Jimmace, Kallak, Lutz, Mooiul, Naanaon, Owoloff, Pendwelen, Quieeke, Resse, Slimmare, Talageth, Unavolce, Wellette, Yessmam

Family Names: Some natural nevae names are Arsilath (Above mountain), Enyorenial (Battle home), Staciakerym (Star sword)

Adventurers: With their loner tendencies, this race is prone to take up adventuring at some point in their lives before returning or joining some form of community and settling down. The reasons vary from wanting a better life, to a death wish, to exile.

Nevae Racial Traits

- ❖ +2 DEX, +2 WIS, -2 CON: Nevae are graceful but frail, like their elven cousins. Their natural empathy helps in their relations with others.
- ❖ Medium Size: As a medium-size creature, nevae have no special bonuses or penalties due to their size.
- ❖ Nevae Base Speed is 30 feet.
- ❖ Immunity to *sleep* spells and similar magical effects.
- ❖ +2 to saves against spells or spell-like effects.
- ❖ Darkvision 60 feet.
- ❖ Gain proficiency in wielding one of the following weapons: Longsword, Bastard Sword or Rapier.
- ❖ +2 racial bonus to Search, Spot and Listen checks. Any nevae who merely passes within 5 feet of a secret door or concealed door is entitled to a search check as though actively looking for it.
- ❖ -3 to Charisma-based skill rolls when dealing with other Elves (Except Half-Elves). With drow, this penalty increases to -6.
- ❖ Light Dazzled (Ex): Abrupt exposure to bright light (such as a *daylight* or *fireball* spell) has a chance to blind a Nevae for 1 round and the nevae must roll a Fortitude save equal to the spell DC (even if the spell does not normally require a save.) Nevae are not affected by normal occurrences of light, just sudden flashes.
- ❖ Spell-like abilities: 1/day *dancing lights*, *darkness*, and *faerie fire*. These abilities are as the spells cast by a sorcerer of the Nevae's character level.
- ❖ Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnoll, Sylvan, Undercommon, Goblin, & Orc. Nevae, like elves, commonly know the languages of their enemies as well as their friends.
- ❖ Favored Class: Sorcerer.
- ❖ Actual Class Level: Class +1

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