

ΕΒΑΝΕΚΙΝ

D20 SUPPORT MODULE

Author: N. Robin Crosby

D20 Development & Editing: Blair Wettläufer, Jeremy Baker

Art: N Robin Crosby, Eric Hotz, Matthias Jansen (Heraldry)

© 2003, N. Robin Crosby (Keléstia Productions), all rights reserved. Reproduction without the written permission of the publisher is expressly forbidden. All characters, names, places, items, art and text herein are copyright by Keléstia Productions. “D20 System” and the D20 System logo are trademarks owned by Wizards of the Coast and are used under the terms of the D20 Trademark License contained in the Legal Appendix. The mention or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Requires the use of the Dungeons & Dragons®, Third Edition Core Books, published by Wizards of the Coast, Inc.



To make best use of this D20 supplement, you will require the product Evánekin from Keléstia Productions (<http://www.kelestia.com>). Scaled local maps, detailed interior plans, full NPC backgrounds, and local cultural notes are included in the product Evánekin.

Evánekin, and all other Hârn supplements available, detail a world surrounding a hazy, forested isle that hides elven wonder, ancient histories, rich culture, and kingdoms, towns, and free cities filled with guildsmen, nobles, temples, all motivated by politics, power, religion, wealth, and more.

To see more of this richly crafted, medieval world see other products from Keléstia Productions.

NBH #0 - To effectively use the D20 System with Hârn, read the [Nota Bene Hârnica] notations that will advise you of the small changes necessary to capture the flavour of an early-period, magic-rare culture where survival is precarious for all but the wealthy or powerful.

EVÁNEKIN

👑 **Evánekin** (Village with Castle) Conventional Government; AL N; 8,000 sp limit; Assets 208,400sp; Population 521; Integrated Cultures (47% Ivínian/Hárbaalése, 14% Shôrka, 12% Eméla, 10% Yarili/Járing, 8% Hárnic, 5% Áltish, 4% Other)

Authority Figures: Úrstren Pasûra (Khiráta/ Governor, member of the Evánekin Téstrad, N male human Ari1/War5); Landry Ethiásen (First Deputy Governor, member of the Evánekin Téstrad, Harbourmaster, CG male Ivínian Exp3); Mal Wentélsen (Second Deputy Governor, member of the Evánekin Téstrad, CG male human Ari3)

Important Characters: Úrstren Pasûra (Constable of the Evánekin Guard, N male human Ari1/War5), Orin Pírdas (N male human Clr5 of Sárájin), Lesýl Dýsen (local wise woman, CN female human Adp4)

Evánekin Guard: 80 soldiers (2x Bar2, 2x Bar1, Clr2 of Sárájin, 2x Clr1 of Sárájin, Ftr4, Ftr2, 4x Ftr1, Rgr1, War3, War1, 65x War1), 100 militia

Other Characters not detailed in the local key: Clr2, Clr1, 340x Com1, Drd3, Drd1, Drd1, 5x Expl, Mnk2, Mnk1, Mnk1, Pal2 of Larani, 2x Pal1 of Larani, Sor1, Wiz1



NBH #1 – although most settlements in HárnWorld are low in population, some have castles or large port facilities, and have higher concentrations of government and commerce. Treat any such location as one town size larger for purposes of GP limit, total assets, power centres, military forces, and for generating the highest level npcs.

ECONOMICS

Evánekin is a thriving port, and any goods of up to 8,000 sp can be readily found in the market place.

Note the hawking tax of 7% is charged to any merchants that bring goods to Evánekin to sell, charged upon entry.

Local businesses pay a tithe of 5% of their income to their clan, and 5% to the local government.

NBH #2 – HárnWorld supplements usually list net income, whereas D20 supplements assume gross income – as a rough estimate, assume 20% of income goes to maintain a cost of living, guild dues, clan tithes, and the like.



FOLK OF EVÁNEKIN



👑 **Úrstren Pasûra** (Constable), 35 year old male human Ari1/War5; CR5; medium human-oid; HD 1d8+1 plus 5d8+5; hp 39; Init +1; Spd 30 ft; AC 16, touch 11, flat-footed 15; BAB +5; Grp +7; Atk/Full Atk +8 melee (1d6+3/x3, +1 Handaxe); SV Fort +5, Ref +2, Will +5; AL N; Str 14, Dex 13, Con 13, Int 15, Wis 11, Cha 8.

Skills & Feats: Appraise +4, Climb +4, Diplomacy +5, Gather Information +1, Handle Animal +1, Intimidate +8, Jump +1, Knowledge (History) +4, Knowledge (Local) +6, Knowledge (Nobility) +4, Profession (Administrator) +4, Ride +6, Sense Motive +4, Spot +2, Swim +6; Cleave, Iron Will, Power Attack, Negotiator.

Languages: Hárbaalése, Ivínian, Ôrbaalése

Possessions: Noble's Outfit, Light Steel Shield (MW), Chain Shirt, Dagger, 330d, +1 Handaxe.



☚ **Mal Wentélsen** (Second Deputy Governor), 30 year old male human Ari3; CR2; medium humanoid (5'3"); HD 3d8+3; hp 20; Init +2; Spd 30 ft; AC 15, touch 12, flat-footed 13; BAB +2; Grp +1; Atk/Full Atk +5 melee (1d6-1/18-20, Estoc MW); SV Fort +2, Ref +3, Will +3; AL CG; Str 8, Dex 14, Con

13, Int 16, Wis 11, Cha 15

Skills & Feats: Appraise +9, Bluff +4, Diplomacy +14, Forgery +4, Gather Information +12, Intimidate +3, Knowledge (History) +5, Knowledge (Local) +9, Knowledge (Nobility) +9, Profession (Administrator) +2, Sense Motive +7, Spot +3; Weapon Finesse, Investigator, Negotiator.

Languages: Hârbaalése, Eméla, Hârníc, Ivínian

Possessions: Noble's Outfit, Studded Leather (MW), Estoc (MW), 50d

NBH #3 – An estoc, a pointed sword built for thrusting, is identical in game terms to a rapier as per the Player's Handbook.



☚ **Landry Ethiásen** (Harbour-master) male human Exp3; CR2; medium humanoid (5'11"); HD 3d6+9; hp 18; Init +1; Spd 30 ft; AC 13, touch 11, flat-footed 12; BAB +2; Grp +2; Atk/Full Atk +2 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, dagger); SV Fort +4, Ref +2, Will +4; AL CG; Str 11,

Dex 12, Con 16, Int 14, Wis 13, Cha 11

Skills & Feats: Appraise +8, Craft (Shipwright) +4, Diplomacy +2, Survival +3, Knowledge (Geography) +8, Knowledge (Local) +8, Knowledge (Nature) +4, Knowledge (Religion) +4, Profession (Sailor) +7, Profession (Pilot) +10, Spot +5, Survival +4, Swim +3, Use Rope +5; Endurance, Skill Focus (Profession Pilot), Athletic.

Languages: Ivínian, Hârbaalése, Ôrbaalése

Possessions: Traveller's Outfit, Leather Armour, Dagger, Sailing Ship, 75d



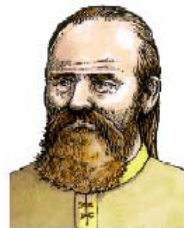
☚ **Siréla Wésen**, 49 year old female human Ari4; CR 3; medium humanoid; HD 4d8+4; hp 23; Init +2; Spd 30 ft; AC 12, touch 12, flat-footed 10; BAB +3; Grp +3; Atk/Full Atk +3 melee (1d4/19-20, dagger); SV Fort +5, Ref +4, Will +5; AL N; Str 11, Dex 14, Con 12,

Int 18, Wis 10, Cha 16.

Skills & Feats: Appraise +13, Bluff +12, Diplomacy +11, Gather Information +10, Intimidate +14, Knowledge (History) +11, Knowledge (Local) +5, Knowledge (Nobility) +9, Knowledge (Religion) +5, Profession (Mercantylor) +5, Ride +3, Sense Motive +7, Spot +3; Great Fortitude, Diligent, Persuasive.

Languages: Hârbaalése, Ivínian, Shôrka, Emélan, Áltish

Possessions: Jewellery, Noble's outfit, Signet ring, Dagger, *Gown of resistance +1*, *Potion of cure light wounds*.



☚ **Orin Pîrdas**, 40 year old male human Clr5 of Sárájin; CR5; medium humanoid; HD 5d8+5; hp 28; Init +2; Spd 30 ft; AC 16, touch 12, flat-footed 14; BAB +3; Grp +7; Atk/Full Atk +8 melee (2d6+5/19-20, +1 Greatsword); +9 melee (1d8+4/x3, Battleaxe MW);

SA Turn Undead; SQ Aura, Spells; SV Fort +5, Ref +3, Will +5; AL N; Str 18, Dex 15, Con 13, Int 9, Wis 13, Cha 13

Skills & Feats: Concentration +3, Diplomacy +3, Knowledge (History) +1, Knowledge (Religion) +7, Perform (Storytelling) +2, Profession (Sailor) +7, Spellcraft +1; Cleave, Martial Weapon Proficiency (Battleaxe, Greatsword), Power Attack, Weapon Focus (Battleaxe).

Languages: Hârbaalése, Ivínian, Kôrlic

Possessions: Traveller's Outfit, Chain Shirt, Battleaxe (MW), +1 Greatsword, *Scroll of Cure Light Wounds*, 135d.

Cleric Spells Prepared (5/4+1/2+1/1+1; base save DC = 11 + spell level; spells listed below are for an average peaceful day in Evánekin) 0-level – *Detect Magic, Guidance x2, Resistance, Virtue*; 1st – *Command, Cure Light Wounds, Magic Weapon*, Sanctuary, Shield of Faith*; 2nd – *Augury, Bull's Strength*, Enthral*; 3rd – *Create Food & Water, Magic Vestment**

* Domain spell. Domains: *Strength* (+3 Str, 1 round, 1/day), *War* (free Martial Weapon Proficiency and Weapon Focus with deity's favoured weapon)

NBH #4 – Priests of Sárájin may choose from the domains of Chaos, War, Strength and Water, and should be only one step from the deity's alignment of CN. As one of his titles is the Master of Frosty Climes, he is considered a nature deity, and counts amongst his followers Druids and Rangers. Sárájin's Favoured Weapon is (of course) the Battleaxe.



☛ **Chánly Elbráth**; 38 year old female human Exp7: CR 6; Medium humanoid (5'4"); HD 7d6+7; hp 39; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; BAB +5; Grp +4; Atk: +4 melee (1d3-1, Unarmed); AL N; SV Fort +2, Ref +2, Will +8; Str 8, Dex 10, Con 12, Int 17, Wis 16, Cha 12.

Languages: High Ázeryáni, Hárníc, Karéjian, Ivínian, Shôrka, Hârbaalése

Skills & Feats: Craft (Alchemy) +5, Appraise +11, Diplomacy +11, Gather Information +13, Handle Animal +3, Heal +20, Knowledge (Arcana) +5, Knowledge (History) +13, Knowledge (Local) +13, Knowledge (Nature) +13, Profession (Herbalist) +13, Swim +9; Endurance, Skill Focus (Heal), Leadership, Self-sufficient.

Possessions: Artisan's Outfit, Healer's kit, 1833sp, *Amulet of Health* +2, *Hew's Handy Haversack*, *Potion of Cure Light Wounds* x2.



☛ **Kârvéth Lérdensen**; 27 year old male human Rog1; CR 1; medium humanoid (5'1"); HD 1d6; hp 6; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; Atk: +1 melee (1d4, Dagger MW); AL N; SV Fort +0, Ref +2, Will +0; Str 11, Dex 11, Con 11, Int 13, Wis 11, Cha 11.

Languages: Hârbaalése, Ivínian, Trîerzi

Skills & Feats: Appraise +5, Diplomacy +6, Gather Information +2, Knowledge (History) +2, Knowledge (Local) +2, Knowledge (Nobility) +2, Knowledge (Religion) +2, Listen +3, Profession (Sailor) +4, Profession (Mercantyle) +7, Sense Motive +6, Swim +2, Use Rope +2; Skill Focus (Profession Mercantyle), Negotiator.

Possessions: Artisan's Outfit, Merchant's Scales, Dagger MW, 188sp.



☛ **Kâl Láarsel**; 37 year old male human Exp8; CR 7; Medium humanoid; HD 8d6; hp 32; Init +1; Spd 30 ft; AC 13, touch 11, flat-footed 12; BAB +6/+1; Grp +9; Atk: +9/+4 melee (1d3+3, Unarmed); AL CN; SV Fort +2, Ref +5, Will +8; Str 16, Dex 12, Con 11, Int 15, Wis 10, Cha 10.

Languages: Emélan, Hârbaalése, Trîerzi, Ivínian, High Ázeryáni

Skills & Feats: Appraise +7, Bluff +2, Climb +15, Craft (Shipwright) +18, Diplomacy +10, Intimidate +4, Knowledge (Architecture) +6, Knowledge (Geography) +13, Knowledge (Local) +12, Profession (Sailor) +6, Profession (Pilot) +6, Swim +15, Use Rope +7; Iron Will, Lightning Reflexes, Skill Focus (Craft Shipwright), Athletic.

Possessions: Leather Armour, Artisan's Outfit, Masterwork Shipyard (+2 to Craft Shipwright), 2830sp, *Figurine of Wondrous Power* (silver raven), *Muryl's Spoon*



☛ **Lesýl Dýsen**, 97 year old female human Adp4; CR 3; Medium Humanoid (5 ft tall); HD 4d6-8; hp 12; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9; BAB +2; Grp +1; Attack +1 melee (1d4-1/19-20, dagger); SQ Spells, Summon Familiar; SV Fort +0, Ref +1, Will +7; AL CN; Str 9, Dex 9, Con 7, Int 14, Wis 19, Cha 17.

14, Wis 19, Cha 17.

Skills & Feats: Climb +2, Concentration +0, Handle Animal +5, Heal +9, Knowledge (Nature) +5, Knowledge (Arcana) +3, Knowledge (Religion) +3, Profession (fortune-teller) +11, Spellcraft +5, Survival +6, Swim +9, Athletic, Eschew Materials, Skill Focus (Swim)

Languages: Haarbaalése, Ivínian, Shôrka

Adept Spells Prepared (3/3/1; base save DC = 14 + spell level) 0-level – *Detect Magic*, *Mending*, *Touch of Fatigue*; 1st – *Bless*, *Cause Fear*, *Endure Elements*; 2nd – *Resist Energy*

Possessions: Peasant's Outfit, Dagger, 90sp, *Elixir of Swimming*, 2x *Potion of Cure Light Wounds*, *Potion of Invisibility*.



Mírel Wentélsen; 29 year old female human Rog3/Wiz2: CR 5; Medium humanoid; HD 3d6+2d4 -5; hp 16; Init +1; Spd 30 ft; AC 11, touch 11, flat-footed 10; BAB +3; Atk: +3 melee (1d4-1, Dagger MW); AL N; SV Fort +1, Ref +5, Will +6; Str 8, Dex 12, Con 8, Int 16, Wis 12, Cha 12.

Languages: Hârníc, Hârbaalése, Ivínian, Jârinése

Skills & Feats: Craft (Alchemy) +9, Appraise +9, Balance +2, Bluff +6, Climb +1, Decipher Script +6; Diplomacy +13, Heal +4, Hide +2, Sleight of Hand +5, Intimidate +7, Knowledge (Arcana) +8, Knowledge (History) +4, Knowledge (Local) +8, Listen +6, Profession (Herbalist) +7, Search +9, Sense Motive +9, Spellcraft +10, Spot +7, Swim +0; Armour Proficiency (Light), Scribe Scroll, Toughness, Negotiator, Persuasive.

Wizard Spells Prepared (4/3; base save DC = 13 + spell level) 0 – Daze, Detect Magic, Read Magic, Touch of Fatigue; 1st – Ablarin's Field*, Charm Person, Disguise Self

Spellbook: 0 – Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue; 1st – Ablarin's Field*, Alarm, Charm Person, Disguise Self, Erase, Expeditious Retreat, Identify, Silent Image

* Hârn-specific spell, see below

Possessions: Traveller's Outfit, Dagger MW, Cloak of Resistance +1, Pearl of Power (1st Level Spell), Potion of Cure Light Wounds, Scroll of Hypnotism, Scroll of Magic Weapon, Scroll of Invisibility, Wand of Color Spray (25 charges), a library of some 20 books that grant a +2 competence bonus to Knowledge (Arcana) checks, 738sp

NBH #5 – While Mírel has learned from the Shèk-Pvâr, she is more of a generalist. Shèk-Pvâr are their own discreet basic character class, focusing into the direct study of their convocation or element. Wizards are more general in their magical studies. Elven magic is represented by Bards and Sorcerers, as they bend the forces of Keléstia in a more intuitive manner.

To view the Shèk-Pvâr character class, download it at www.kelestia.com



ABLARIN'S FIELD

Illusion (Figment)
Level: Lyáhvi 1, Sor/Wiz 1
Components: V,S
Casting Time: 1 action

Range: Self
Area: 20-ft-radius emanation centred on the caster.
Effect: Illusory sounds
Duration: 1 round/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

A spell to generate semi-audible (white) noise to muffle or blanked other noises. The spell will hinder all Listen checks, at a penalty of -1 per level of the caster. The field is centred on the caster and is mobile with him.

FOLKLORE

With a successful Gather Information or Knowledge (Local) roll of DC10, allow a random bit of local news to reach the party, by rolling on the table below.

1. The Constable has fallen ill from an unknown disease
2. The Priest of Sárájin has a magic sword from Hèpekéria
3. The merchant Kârvéth Lérdensen suffers from a curse
4. Kâl Láarsel makes the finest ships in all of Lýthia
5. The wise woman Lesýl is not entirely human
6. The wise woman foretells that Clan Evan will return to claim Evánekin once again (give the PCs the foretelling – Evánekin 7)
7. Headless ghosts wander Evánekin at night
8. Evan wood is the home to many fell and strange beasts
9. The wharves were built under shady circumstances
10. Under the Battle Hills lies the magical spear of King Trâlis

To find specific answers to follow up on these rumours, the PCs will need to make Gather Information rolls of DC 15-25 or negotiate information directly from the parties involved – see Evánekin for details.

LOCAL MAP KEY

NBH #6 – be aware that all money is expressed in HårnWorld products as sp or pennies (d), as it is the most common form of money. Remember that the only form of gold currency is the Gold Crown is made by the Khúzdul, and is worth 320sp!

Also keep in mind that monetary wealth in Hårn is scarcer. Assume standard d20 prices, as they are reasonably accurate to the Hårnic campaign setting, but starting wealth beyond 1st level, treasure found, or income earned through Craft or Profession skills should only be 1/3 of normal.

1. **Evánkikè** (Castle Evan) The Evánekin guard can be found billeted here. The forge is manned by a bonded smith (LN male human Exp1, Craft Blacksmith +8)



2. **Temple of Sárājìn** ★★★★★ (Orin Pírdas, N male Clr5 of Sárājìn - See Evánekin-D20 3 for full details).

The “juniors” present are other clan members who are training for the priesthood (Clr1), or visiting Evánekin and need a place to sleep (Barbarians, Fighters, Experts or Commoners).

3. **Evánekin Admiralty** – This building is under the direct control of the Lord Admiral of Chélemby, Gel Pâserin (CN human male Ari5)

4. **Seafarer’s Hostel** ★★★★★ ££ – rooms are available only to members of the Seaman’s guild, and the seneschal of the hostel is of clan Pírdas (N male human War1, Profession Innkeeper +7). Seamen pay ½sp per day for a bunk and meal, and Pilots pay 1sp for finer accommodations.

5. **Harbourmaster** (Landry Ethiásen, CG male human Exp3 – see Evánekin –D20 3 for full details)

6. **Mill** ★★★★★ £££ (N male human Exp3, Profession Miller +10, prices average)

7. **Metalsmith** ★★★★★ £££ (Máldan Kóno, N male human Exp1, Craft Blacksmith +6, prices average)

8. **Apothecary/Physician** ★★★★★ £££ (Mirel Wentélsen, N female human Rog3/Wiz2, Profession Herbalist +7, prices average – see Evánekin-D20 5 for full details)

9. **Clothier** ★★★★★ £££££ (Bjan Pasura, N male human Exp1, Profession Mercantylor +6, Sera Pasura LN female human Com1, Craft Clothier +10, prices very high +20%)

10. **Inn “Chequers”** ★★★★★ ££ (Freemaster Tóbas Silkán, CG male human Exp1, Profession Innkeeper +6, prices low -10%)

11. **Salter** ★★★★★ £££ (Freemaster Bjáni Banága, N male human Com2, Profession Salter +8, prices average)

12. **Mercantylor/Usurer** ★★★★★ £££ (Freemaster Kâl Pâserin, N male human Exp1, Profession Mercantylor +5, prices average)

13. **Metalsmith** ★★★★★ £££ (Irâna Nôordsen, NG female human Com2, Craft Blacksmith +5, prices average) Irâna’s husband is a crippled former warrior (N male human War1).

14. **Inn “The Snow Lion”** ★★★★★ £££ (Tâber Elionásen, N male human Brd1 and his sister Ériel, CN female human Com1, Profession Innkeeper +5, prices average)

15. **Locksmith** ★★★★★ £££ (Ôridy Hýzel, N male human Rog1, Craft Locksmith +7, prices average). His wife Mía (N female human Com1) is a former dancer

16. **Lexigrapher** ★★★★★ ££££ (Kâl Dârelby, LG male human Adp1, Craft Papermaking +5, prices high +10%)

17. **Weaponcrafter** ★★★★★ ££££ (Jâvè Jâren, LN male human War3, Craft Weaponsmith +7, prices high +10%)

18. **Physician** ★★★★★ ££££ (Mistress Chánly Elbrâth, N female human Exp7, Heal +20, prices high +20% - see Evánekin-D20 4 for details)

19. **Litigant** ★★★★★ £££ (Krónas Bjélsen, LG male human Exp1, Diplomacy +6, prices average). His wife Hâlde travels a lot (NG female human Sor1)

20. **Jeweler** ★★★★★ £££££ (Bjan Yvârnis, N male human Rog2, Craft Jeweler +11, prices very high +20%)

21. **Tavern “The Camelopard”** ★★ ££ (Ânvald Udésen, CG male human Bar1, Profession Tavernkeeper +4, prices low -10%, with his wife Têrna (CG female human Com1)

22. **Mercantylor/Usurer** ★★★★★ £££ (Siréla Wésen, N female Ari4, Profession Mercantylor +5, prices average – see Evánekin-D20 3 for full details)

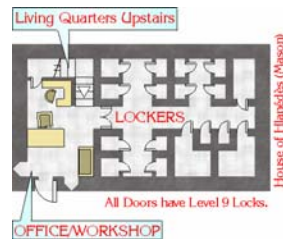
23. **Timberwright** ★★★★★ ££££ (Njâ Yâalsen, N male human Com4, Profession Timberwright +11, prices high +10%)

24. **Mercantylor/Usurer** ★★★★★ **£££** (Thôva Manâgath, N male human Rog4, Profession Mercantylor +10, prices average)

25. **Apothecary/Embalmer** ★★★ **££** (Bjôrn Kalinby, N male human Com1, Profession Herbalist +5, prices low -10%)

26. **Chandler** ★★★★★ **££££** (Thôva Ethiâsen, LG male human Adp2, prices high +10%). His wife Ériel has lost much of her memory, but is originally from Hârn (NG female human Clr1 of Peoni, although she is unaware of it).

27. **Jeweler/Mercantylor** ★★★ **£££** (Atáias Galáth, NE male human Rog2, Profession Mercantylor +5, prices average). Atáias employs two guards (War1) at his premises at all times.



28. **Mason** ★★★ **£££** (Bjan Hlanéndès, N male human Exp1, Craft Mason +5, prices average). His wife Lêra is an excellent sculptor (N female human Exp1)

29. **Mercantylor/Usurer** ★★★ **£££** (Kârvéth Lérdensen, N male human Rog1, Profession Mercantylor +7, prices average – see Evánekin-D20 4 for details).

30. **Shipwright** ★★★★★ **££££** (Kâl Láarsel, CN male human Exp8, Craft Shipwright +18, prices high +10% - see Evánekin-D20 4 for details)

31. **Perfumer/Bathhouse** ★★★ **£££** (Tômath Kevârin, NG male human Com1, Profession Perfumer +6, prices average). His wife Êrmi is one of the most notorious gossips in Evánekin (N female human Com1, Gather Information +10)

32. **Tentmaker** ★★★ **£££** (Nalûris Jáager, NG male human Com2, Craft Tentmaker +6, prices average). His wife Sâriel is pregnant with their first child (NG female human Com1)

33. **Woodcrafter** ★★★★★ **£££** (Tôrsen Marâya, CG male human Exp3, Craft Carpentry +8, prices average)

34. **Potter** ★★★★★ **£££** (Máty Surdáas, N male Com2, Craft Potter +7, prices average)

35. **Toymaker** ★★★★★ **£££** (Kêdeth Silkán, NG male human Shek-Pvar 3, Craft Toymaker +8, prices average)

36. **Shipwright** ★★★★★ **££££** (see #30 for details)

37. **Hideworker** ★★★ **£££** (Jôrlè Ôrbion, N male human Com2, Craft Leatherworker +6, prices average)

38. **Charcoaler** ★★★ **£££** (Hrâfn Láagen, N male human Com1, Profession Charcoaler +5, prices average)

39. **Inn “The Berserker”** ★★★★★ **£££££** (Freemaster Orin Pélanby, CG male human Com8, Profession Innkeeper +15, prices very high +20%). His wife Mara is something of a mystic (N female human Adp2) and his daughter Tiémè is showing habits resembling her mothers (NG female human Adp1)

40. **Ostler** ★★★ **££££** (Bjan Pélanby, CN male human Com1, Handle Animal +5, prices high +10%)



41. **Wentêlsen Clanhouse** (Mal Wentêlsen, CG male human Ari1 – see Evánekin-D20 3 for full details).

42. **Dýsen Clanhouse** (Arôn Dýsen, CN male human Bar4)

43. **Ethiâsen Clanhouse** (Thôva Ethiâsen – see #26 for details)

44. **Pasûra Clanhouse** (Vlândia Pasûra, CE female human Rog1)

45. **Wésen Clanhouse** (Siréla Wésen – see Evánekin-D20 2 and #22 for details)

46. **Aábel Clanhouse** (Tôber Aábel, CN male human Ari1).



47. **Beldésen Clanhouse** – while the Beldésen clan is not forthcoming with details, the ghost that dwells here appears to be benevolent towards its’ family members.

48. **Elionâsen Clanhouse** (Tôrvan Elionâsen, LN male human Ari1)

49. **Fyagêlsen Clanhouse** (Bjâni Fyagêlsen, CN male human Bar1)

50. **Jáager Clanhouse**

51. **Nôordsen Clanhouse** (Ârik Nôordsen, CN male human War3)

52. **Pâserin Clanhouse** (Nârith Pâserin, LN male human Ftr2)



53. **Yâalsen Clanhouse** (Jânsè Yâalsen, CN female human Exp2/Ftr1). As Jânsè still takes occasional and successful voyages as a pilot-captain, she can be a useful contact for booking passage or for news abroad.

54. **Hâsketh Clanhouse**

55. **Dýsen Household** (Lesýl Dysen, CN female human Adp4 – see Evánekin-D20 4 for full details)

56. **Aémon Nalard**

57. **Village of Aémon** (Hamlet) Conventional Government; AL LN; 1000 sp limit; Assets 21,900 sp; Population 219; Isolated Culture (30% Ivínian/Hârbaalése, 30% Hârníc, 10% Shôrka, 10% Eméla, 8% Yaríli/Járind, 4% Áltish, 5% Other).

58. **Evánekin Market**

59. **Packet Wharf**

60. **Battle Hills**

61. **Evan Woods** – The woods are notorious for the legend of the Ursacâdo – see Evánekin 7 for details



LEGAL APPENDIX

This printing of the Evánekin D20 Support Module is done under version 1.0a of the Open Game License, below, and version 1.0/3.0 of the D20 System Trademark License and the D20 System Trademark Logo Guide.

Notice of Open Game Content: This product contains Open Game Content, as defined in the Open Game License, below. Open Game Content may only be Used under and in terms of the Open Game License.

Designation of Open Game Content: All text containing game-related content within this module is hereby designated as Open Game Content, subject to the Product Identity Designation below. Any questions regarding the Open Game Content within this module should be directed to Robin Crosby at robin@crossby.ca.

Designation of Product Identity: The following items are hereby designated as Product Identity as provided in section 1(e) of the Open Game License:

1. The name "Keléstia Productions" as well as all logos and identifying marks of Keléstia Productions, including but not limited to the names and logos for Hårnmaker's Guild, Hårn Canon, and Hårn.
2. The Keléstia Productions product name "Evánekin"
3. All artwork, illustration, graphic design, maps and cartography, including any text contained within such artwork, illustration, maps or cartography;
4. The proper names, descriptions and/or motivations of all characters, groups, named monsters, spells, magic items, deities and/or places unique to this book, but not their stat blocks or other game mechanic descriptions (if any), including, but not limited to: Evánekin, Chélemb, Ivårh Aémon, River Vúlden, Nalárd, Téstrad, Dávidh Aémon, Hårbaál, Hårbaalése, Élgår, Khiráta, Tia-Nalári, Sárarjin, Haléa, Peóni, Laráni, Ágrik, Ilvír, Kéthíra, Orin Pírdas, Lýthia, Lýthian Guild System, Chelémbean, Beréma, Hårn, Ivínian, Hépekéria, or Ablarin.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artefacts; characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used according to the terms of the d20 System License version 4.0. A copy of this License can be found at <http://www.wizards.com/d20>.