FISH

BY VAIDENON OF HUSTAN, WARDEN OF THE INKHORN FELLOWSHIP

and Other Lesser Creatures of the Waters

> "A scholar who has never gutted a herring should not write about the sea. I have gutted a great many, on a Chybisa quay, for a fishwife who thought very little of my knife-work. This entry is dedicated to her."
>
> — Vaidenon of Hustan, Warden of the Inkhorn Fellowship, Tashal, Morgat 720 TR

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Every Hârnic river, mere, and shore teems with fish, and every Hârnic table knows them. The serf nets roach in the mill-race; the reeve's wife keeps eels in a tub against the lord's visit; the abbey's stew ponds hold carp and tench for the cellarer; and the salted cod in a keep's undercroft may decide the length of a siege. Fishermen are unguilded and generally poor (Fishing 1), but the fish they land feed the realm.

This entry describes the fish and lesser creatures of Hârn's waters, fresh and salt, as animals: their habits, their dangers, and their worth. It is a companion to two Columbia Games articles, which every reader should have beside it: *Fishing* (#4842), for fishermen, boats, nets, preservation and trade, and *Aquatics* (Bestiary #4614), for the great beasts of the deep, the whales, the wrecan, the vorang and the daranog. Nothing here repeats their rules; where they speak, I cite them, and where the Fellowship adds, it says so. *(Inkhorn)*

THE WARDEN'S NOTE

The reader will find more numbers in this entry than in any other in the Physiologus, and for that I make no apology: a fishwife knows the price of a pound of eels to the farthing, and a GM should too. The prices come chiefly from the fan HârnWorld Pricelist of Fenhorn, which the Fellowship has used so long we have stopped noticing how much we owe it.

FISH ON THE HÂRNIC TABLE

In terms of consumption, the eel is the most important fish; salmon is the popular seasonal fish; and the most prized of all is the sturgeon (Fishing 2). By far the greatest demand is for the humble cod, salted and sold to fighting orders, caravans, and garrisons (Fishing 2, 4). Most fish is eaten where it is landed. Inland, it arrives dried, smoked, pickled, or salted, at double the fresh price (Pricelist).

Tastes differ by realm. Among the Melderyni nobility the eel is especially prized, and sturgeon from the Tuven River is protected by royal warrant and served only to the king, who gives it as a mark of favour (Melderyn). In Kanday, fish is not thought fit for a warrior's diet, save in Sarkum, yet herring and eels pickled in sweetened vinegar are sold at every fair (Kanday). The Ivinians and Jarin of Orbaal eat cod, herring, and salmon at every season, and Molima in Ivinia exports caviar from its lake sturgeon (Orbaal; Ivinia).

Hârn has no season of abstinence like the fasts of the old world's churches. Fish is eaten for price and plenty, not penance. Fasting, where it is practised, means going without food entirely as a devotion that earns Piety (Religion). Many Peonian Ebasethe eat no meat at all; such vegetarians often allow fish, but this is a matter of conscience, not canon (Inkhorn).

WEIRS, STEWS, AND FISH RENTS

The lord of a manor holds the right to fish its lakes and streams and to harvest its beaches. Tenants are licensed to fish in exchange for a fifth or quarter share of the catch, or for a fee: the lord commonly charges 24d a year and takes one fish in five (Fishing 1; Manor). A tenant official, the Fish Warden, collects the fees and watches for poachers (Manor).

Weirs of stakes and wattle channel fish into pens on rivers and estuaries (Fishing 3). Where natural waters are lacking, abbeys and manors dig stew ponds and stock them with carp, tench, and bream (Fishing 2); a Kandian baron at Findumon keeps several (Kanday). A the Fellowship custom: on manors with a weir, some tenancies owe an **eel rent**, a "stick" of 25 eels at Azura, when the silver eels run.

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ROYAL FISH (INKHORN)

Feudal law already holds that seals stranded on a manor's beach belong to the lord (Seals 3), and the Melderyni crown reserves the Tuven sturgeon (Melderyn). The Fellowship extends this: a whale, sturgeon, or porpoise stranded or taken in a lord's water belongs to the lord; one taken in royal demesne, or any whale above 20 feet, belongs to the crown. Finders who report it are rewarded, by custom with one part in ten. Among the Ivinians, a beached whale belongs to the clan on whose shore it lies (the Fellowship; the Yarili of Menglana gladly use any whale that beaches itself, Menglana), and the Nolgind of the Kubora hunt whales by the leave of Grandfather Whale (Kubora).

FOLKLORE

Njehu, Lord of Whales, a great grey whale who sleeps on the sea floor, is patron of Ivinian fishermen, who sacrifice a part of their catch to him (Religion; Menglana). The Elkyri Sendryl is prayed to for a plentiful catch (Religion). Melderyni and Kandian fishermen will not harm a chubby seal, for seals lead them to full nets (Seals 5); sailors eat sea snake against drowning (Snakes). Carvings of creatures half man and half dolphin adorn the drowned city of Ridow (Hârndex).

Fishermen add their own lore (Inkhorn): a pike's jawbone hung over a door keeps out thieves; the first salmon of the run must be returned to the river; a tench laid on a fevered child draws out the fever; a shark's tooth worn at the throat wards off drowning; and to whistle aboard a fishing boat calls up a wind.

CREDITS

Writer: Vaidenon of Hustan. Set down by Lesli of Bifel and his homunculus, Claudin.

Companion to Columbia Games' *Fishing* (#4842) and *Aquatics* (Bestiary #4614). Sources cited in the text: Columbia's *Bestiary* (Aquatics; Seals; Snakes; Weasels; Rodents; Horses), *Ivashu*, *Fishing*, *Hunting*, *Religion*, *Manor*, *Pilots' Almanac*, *Hârndex*, *Heraldry*, the kingdom articles for Melderyn, Kanday, Orbaal and Menglana, *Ivinia* and *Tribes of the Kubora*; the HârnMaster 3 core rules (Skills); and the fan *HârnWorld Pricelist* (v7.32i) by Fenhorn.

Everything marked Inkhorn is the Fellowship's own addition.

USING THIS ARTICLE

Stat blocks follow the Bestiary (Bestiary 1–2). Fish live wholly in water: their AGL, Dodge, and skills are for water; out of it a fish can only flop (Dodge 10, no attack). Swim is the creature's MOV in water, on the same scale as Aquatics and Seals. Where a land MOV is given, the creature can leave the water.

Most fish are Very Small or Small (Bestiary 1, Creature Size). With the size modifiers of Bestiary 1, a man striking a 12 lb pike (Very Small, two steps smaller) rolls 1d6+2 for each strike die, plus weapon impact; the pike biting the man rolls 1d6–2, plus its Bite impact. With the simpler impact dice, the pike rolls d3s.

Strike locations. Columbia Games prints only the hygith (Ivashu 6) and the great beasts. the Fellowship adds the body plans below. For injury purposes, each location counts as the human location shown.

BODY PLANS

PLAN	STRIKE LOCATIONS (D100)	COUNTS AS
fish (finned)	01–12 Head; 13–18 Gills; 19–26 •Fin; 27–52 Forebody; 53–80 Hindbody; 81–00 Tail	Gills = Neck; Fin = Arm; Forebody = Thorax; Hindbody = Abdomen; Tail = Tail (Inkhorn)
eel (serpentine fish)	01–10 Head; 11–15 Gills; 16–40 Forebody; 41–70 Midbody; 71–88 Hindbody; 89–00 Tail	Gills = Neck; Forebody = Thorax; Midbody and Hindbody = Abdomen; Tail = Tail (Inkhorn)
flatfish and ray	01–10 Head; 11–14 Gills; 15–60 •Wing; 61–82 Body; 83–00 Tail	Gills = Neck; Wing (the flat of the body or the pectoral disc) = Thorax; Body = Abdomen (Inkhorn)
shark	01–15 Head; 16–20 Gills; 21–28 •Fin; 29–50 Forebody; 51–72 Hindbody; 73–78 Dorsal fin; 79–00 Tail	Gills = Neck; Fin = Arm; Forebody = Thorax; Hindbody = Abdomen; Dorsal fin = minor; Tail = Tail (Inkhorn)
cephalopod	01–12 Head; 13–16 Eyes; 17–40 Mantle; 41–00 Arm	as the Vorang (Aquatics 2); Mantle = Thorax. Each arm may have its own 7% range. (Inkhorn)
cetacean (as the Sperm Whale, Aquatics 5)	01–25 Head; 26–30 Neck; 31–38 •Flipper; 39–56 Thorax; 57–75 Abdomen; 76–00 Tail (as Columbia's Sperm Whale, Aquatics 5)	Columbia's plan (Aquatics 5), with its printed overlaps mended (Inkhorn)
turtle	01–08 Head; 09–14 Neck; 15–24 •Fore flipper; 25–84 Shell; 85–94 •Hind flipper; 95–00 Tail	Shell takes the shell armour; every other location takes the soft armour (Inkhorn)
crab and lobster	01–08 Head; 09–30 •Claw; 31–45 •Legs; 46–80 Carapace; 81–00 Tail	Claw = Arm; Legs = Leg; Carapace = Thorax; Tail = Abdomen (crabs: reroll Tail as Carapace) (Inkhorn)

Values. Economic Data gives retail prices per pound of fresh fish, from the Pricelist where it prints one; preserved fish costs double (Pricelist). Fishermen and weir-keepers sell to salters and fishmongers at about half retail (Inkhorn, from Fishing 4: a crewman's 1,440d from 480 baskets, mostly herring). For the Fellowship's wilds tools, FV is mandays of food (three pounds of fish to a manday, Skills 15) and CV is the wholesale value, both for an average fish.

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PIKE

Luce, Jack, the Water Wolf

The pike is the wolf of fresh water: a long, olive-and-gold fish with a flat, duck-billed snout and a mouth set with hundreds of back-curved teeth. It lies motionless among reeds or under a bank, then strikes in a single lunge at whatever passes: fish, frogs, ducklings, water voles, and, it is said, the muzzles of drinking calves.

HABITAT & DIET

Pike are found in every Hârnic river, lake, and fen, and they are a familiar part of the catch on the Thard and Lake Benath (Fishing 2). Lake Sjorad in Menglana is rich in them (Menglana). They prefer still or sluggish water with weed beds, spawning in flooded margins in early spring. Large pike eat smaller pike, and a stew pond with one pike in it will soon hold one fat pike and nothing else.

THE GREAT PIKE

Pike never stop growing, and in deep meres a few live to a great age. A great pike of 40 to 60 pounds is the terror of its lake, taking swans and dogs, and drowned fishermen are laid at its door. Every lakeside village has a tale of "the Old One" that broke a net or a line; and some are true. A great pike that seizes a swimmer's limb will not let go, and it dives (see Pulled Under).

FISHING & USES

Pike take a live bait or a spinning lure eagerly and are speared in the shallows in spring. The flesh is white and firm, if bony, and the demand for pike is much greater than for herring (Fishing 2); it sells at 1d a pound (Pricelist). Pike are commonly served with a sharp sauce at noble tables. Its jawbone and teeth are kept as charms (Inkhorn).

Handling: a landed pike bites at anything near its head. Fishermen club it at once, or gag its jaws open with a stick.

ECONOMIC DATA

ITEM	RETAIL	SALTED	FV	CV	SOURCE
Pike	1d/lb	2d/lb	7	11d	Pricelist (Fisherman): FISH/Pike 1d/lb
Great Pike	1d/lb	2d/lb	15	23d	as Pike

Retail per pound, fresh; preserved (dried, salted, smoked, or pickled) is double (Pricelist). FV in mandays and CV (wholesale, half retail) are for an average specimen (Inkhorn).

PIKE

Habitat: Rivers, lakes, fens
Length: 3′ 0″ (to 4′ 6″)
Weight: 21 lb (2d20)
Diet: Carnivore
Lifespan: 15–25 years **Size:** Very Small/d3
Group: Solitary

ATTRIBUTES

06 Str	15 Eye	02 Int	09 End
10 Sta	06 Hrg	05 Aur	18 Swim
• Dex	10 Sml	12 Wil	
14 Agl			

SKILLS

70 Initiative	65 Dodge
52 Awareness	70 Stealth
95 Swimming	
70 Bite 3p	

ARMOUR
B2 E2 P1 F4 GAC 1

STRIKE LOCATIONS

01–12 Head	27–52 Forebody
13–18 Gills	53–80 Hindbody
19–26 •Fin	81–00 Tail

• Odd = Left, Even = Right. The Fellowship plan: fish (finned) (Body Plans).

• Ambush: from cover, a pike strikes first in the round it is noticed (Inkhorn).

GREAT PIKE

Habitat: Deep lakes, meres, slow rivers
Length: 4′ 6″ (to 6′)
Weight: 45 lb
Diet: Carnivore
Lifespan: 30–60 years **Size:** Small/d4
Group: Solitary

ATTRIBUTES

11 Str	14 Eye	02 Int	13 End
14 Sta	06 Hrg	06 Aur	18 Swim
• Dex	10 Sml	15 Wil	
12 Agl			

SKILLS

70 Initiative	55 Dodge
50 Awareness	65 Stealth
95 Swimming	
65 Bite 5p *(tangle)*	

ARMOUR
B3 E3 P2 F4 GAC 1

STRIKE LOCATIONS

01–12 Head	27–52 Forebody
13–18 Gills	53–80 Hindbody
19–26 •Fin	81–00 Tail

• Odd = Left, Even = Right. The Fellowship plan: fish (finned) (Body Plans).

• Bite: tangle (Bestiary 2). A great pike that holds a swimmer's limb drags him under: see Pulled Under (Inkhorn).

• Takes ducklings, water voles, and the occasional swimming dog.

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EEL

and the Lamprey

Eels are long, slime-coated, snake-like fish found in every ditch, pond, river, and estuary in Hârn, and even in wells. They hide by day under stones and in the mud and hunt by night, eating worms, frogs, small fish, and carrion. They are hard to kill and harder to hold, and they can cross wet grass from one pond to another on a dark night.

THE SILVER EEL RUN

Eels grow for many years as dull yellow-brown "yellow eels". Then, in autumn, they turn silver and swim downstream to the sea, never to return; no Hârnic scholar knows where they breed. The run comes on the darkest, wettest nights of Azura and Halane, and a single weir trap can take hundreds in a night (Inkhorn). Young eels, thin as threads, climb the rivers in spring.

THE EEL IN TRADE

In terms of consumption, the eel is the most important fish in Hârn (Fishing 2). It keeps alive in tubs and sacks of wet grass, it salts and smokes well, and inland lords demand it for their tables (Fishing 3). Eels sell at 3f a pound (Pricelist). Melderyni nobles prize it above other fish (Melderyn), and Kandian fairs sell eels pickled in sweetened vinegar (Kanday). Eel skins make bindings for flails and garters thought to prevent cramp (Inkhorn).

THE LAMPREY

The lamprey looks like an eel, but it has no jaws: its mouth is a round sucker ringed with horny teeth, and seven gill holes behind its eye give it the name "nine-eyes". It fastens to other fish and feeds on their blood. Lampreys run up the larger rivers in spring to spawn on gravel, clinging to stones in the current (Inkhorn).

A lamprey that finds a bather may fasten on a leg. It is disgusting rather than dangerous. Lampreys are a delicacy: baked in pies and stewed in their own blood with wine, they are a lord's dish, and great men have been said to die of a surfeit of them (the Fellowship: 2d a pound).

ECONOMIC DATA

ITEM	RETAIL	SALTED	FV	CV	SOURCE
Eel	¾d/lb	1½d/lb	1.5	1.7d	Pricelist (Fisherman): FISH/Eel 3f/lb
Lamprey	2d/lb	4d/lb	0.8	2.5d	The Fellowship: a lord's fish, dearest after sturgeon and salmon

Retail per pound, fresh; preserved (dried, salted, smoked, or pickled) is double (Pricelist). FV in mandays and CV (wholesale, half retail) are for an average specimen (Inkhorn).

EEL

Habitat: Rivers, ponds, ditches, estuaries
Length: 2′ 6″ (to 4′)
Weight: 4 lb (1d8)
Diet: Carnivore, scavenger
Lifespan: 10–20 years **Size:** Very Small/d3
Group: Solitary; runs of hundreds in autumn

ATTRIBUTES

03 Str	06 Eye	01 Int	09 End
12 Sta	06 Hrg	04 Aur	02 Mov
• Dex	16 Sml	12 Wil	10 Swim
13 Agl			

SKILLS

45 Initiative	65 Dodge
45 Awareness	70 Stealth
90 Swimming	
45 Bite 1p	

ARMOUR
B1 E1 P1 F3 GAC 0

STRIKE LOCATIONS

01–10 Head	41–70 Midbody
11–15 Gills	71–88 Hindbody
16–40 Forebody	89–00 Tail

The Fellowship plan: eel (serpentine fish) (Body Plans).

• Slippery: grapple attacks and holds on an eel are at –20 (Inkhorn).

• Moves overland across wet grass on dark nights (MOV 2).

LAMPREY

Habitat: Rivers (spring runs), coasts
Length: 2′ 6″
Weight: 2½ lb (1d4)
Diet: Parasite (blood)
Lifespan: 6–8 years **Size:** Very Small/d3
Group: Runs

ATTRIBUTES

02 Str	05 Eye	01 Int	07 End
10 Sta	05 Hrg	04 Aur	10 Swim
• Dex	14 Sml	10 Wil	
10 Agl			

SKILLS

30 Initiative	45 Dodge
35 Awareness	55 Stealth
85 Swimming	
40 Sucker 0p *(attach)*	

ARMOUR
B1 E1 P0 F3 GAC 0

STRIKE LOCATIONS

01–10 Head	41–70 Midbody
11–15 Gills	71–88 Hindbody
16–40 Forebody	89–00 Tail

The Fellowship plan: eel (serpentine fish) (Body Plans).

• Sucker: no impact, but the lamprey stays fastened. Each minute attached costs 1 Fatigue Level after the first ten; pulled off, it leaves a minor wound (Inkhorn).

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SALMON

and the Trout

The salmon is born in the gravel of a clear upland stream, goes down to the sea, grows fat there, and returns to the river of its birth to spawn. The fresh-run fish is bright silver, deep-bodied, and strong; by the end of its journey it is dark, red-flushed, hook-jawed, and spent. Most die after spawning; the few that return to the sea are called kelts.

THE RUNS

Salmon is a seasonal fish (Fishing 2). In the Fellowship the runs come in spring (Nuzyael to Kelen) and autumn (Azura to Savor). At those times the falls and weirs fill with leaping fish, bears and otters gather at the pools, and whole villages turn out with spears, nets, and baskets. Outside the runs, a fisherman who hopes for salmon takes trout. The red salmon of the Melderyni rivers is taken by the manors along the rivers and estuaries (Melderyn).

USES

Salmon sells at 2d a pound fresh (Pricelist). It is an oily fish that smokes well, and smoked salmon is a speciality of the Thard valley (Fishing 3). A salmon weir is a valuable right: the lord who builds one across a whole river starves his neighbours upstream, and quarrels over weirs reach the shire moot (Inkhorn).

THE TROUT

The trout is the commonest fish of Hârn's clear waters; most fish caught in fresh water by line or spear are trout (Skills 15). Brown trout keep to streams and lakes; sea trout go down to the sea like salmon. A trout is wary and quick, rising to take flies at dusk, and is fished with a baited hook, tickled from under banks by poachers, or taken in the shallows with a spear (Fishing 3). It sells at 1¼d a pound (Pricelist).

ECONOMIC DATA

ITEM	RETAIL	SALTED	FV	CV	SOURCE
Salmon	2d/lb	4d/lb	4	12d	Pricelist (Fisherman): FISH/Salmon 2d/lb
Trout	1¼d/lb	2½d/lb	1.5	2.8d	Pricelist (Fisherman): FISH/Trout 1d1f/lb

Retail per pound, fresh; preserved (dried, salted, smoked, or pickled) is double (Pricelist). FV in mandays and CV (wholesale, half retail) are for an average specimen (Inkhorn).

SALMON

Habitat: Rivers and the sea
Length: 3′ 0″ (to 4′ 6″)
Weight: 12 lb (river 1d12; sea 2d12)
Diet: Carnivore
Lifespan: 4–8 years **Size:** Very Small/d3
Group: Runs

ATTRIBUTES

06 Str	14 Eye	02 Int	12 End
15 Sta	08 Hrg	05 Aur	22 Swim
• Dex	18 Sml	14 Wil	
15 Agl			

SKILLS

50 Initiative	75 Dodge
55 Awareness	40 Stealth
95 Swimming	

25 Bite 1p

ARMOUR
B1 E1 P1 F3 GAC 0

STRIKE LOCATIONS

01–12 Head	27–52 Forebody
13–18 Gills	53–80 Hindbody
19–26 •Fin	81–00 Tail

• Odd = Left, Even = Right. The Fellowship plan: fish (finned) (Body Plans).

• Leap: clears a fall or weir up to 10 feet high (Inkhorn).

• Seldom bites anything larger than a minnow; hooked, it fights (Fishing −10, Inkhorn).

TROUT

Habitat: Clear streams, upland lakes
Length: 1′ 4″ (to 2′ 6″)
Weight: 4 lb (1d8)
Diet: Carnivore (insects, small fish)
Lifespan: 5–10 years **Size:** Very Small/d3
Group: Solitary

ATTRIBUTES

03 Str	15 Eye	02 Int	08 End
11 Sta	08 Hrg	05 Aur	16 Swim
• Dex	14 Sml	11 Wil	
15 Agl			

SKILLS

55 Initiative	72 Dodge
58 Awareness	55 Stealth
95 Swimming	

35 Bite 1p

ARMOUR
B1 E1 P0 F2 GAC 0

STRIKE LOCATIONS

01–12 Head	27–52 Forebody
13–18 Gills	53–80 Hindbody
19–26 •Fin	81–00 Tail

• Odd = Left, Even = Right. The Fellowship plan: fish (finned) (Body Plans).

• The fish most often caught in Hârnic fresh water (Skills 15: 61–99).

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STURGEON

and the Wels

The sturgeon is the largest fish of Hârnic fresh waters and the most prized of all (Fishing 2). It is a strange, ancient-looking creature: long and shark-tailed, with five rows of bony plates along its body, a pointed snout, and a toothless mouth that it pushes out like a tube to suck worms and shellfish from the mud. Whiskers under the snout feel for food.

HABITAT

Sturgeon breed in Lake Benath and are found in deep pools along the length of the Thard (Fishing 2). Sea sturgeon run up the larger rivers to spawn; the Tuven sturgeon of Melderyn are such fish (Melderyn). In the north, Lake Sjorad and the inland waters of the Algaar are home to huge sturgeon (Menglana). The greatest grow to 15 feet and half a ton.

THE ROYAL FISH

Sturgeon sells at 1½d a pound (Pricelist), but a whole fish is rarely sold: it goes to a lord's or king's feast. The roe, salted, is caviar, Molima's chief food export (Ivinia); the dried swim bladder is isinglass, used for glue and to clear ale and wine. A hooked sturgeon tows a boat like a small whale, and a great one has upset more than one dory.

THE WELS

The wels is a monstrous catfish: a broad, flat head with a wide mouth, long whiskers, small eyes, and a slimy, scaleless body tapering to a long fin. It lies in deep holes by day and hunts by night, swallowing fish, frogs, rats, and waterfowl whole. Old wels grow to 10 feet and take dogs and swimming children, and they are blamed for every drowning in their reach. The Fellowship places the wels as a rare fish of the lower Thard and the southern bays of Lake Benath; it is common in the great rivers of Lythia. Its flesh is fatty and tastes of mud.

ECONOMIC DATA

ITEM	RETAIL	SALTED	FV	CV	SOURCE
Sturgeon	1½d/lb	3d/lb	40	90d	Pricelist (Fisherman): FISH/Sturgeon 1d2f/lb
caviar (salted roe)	6d/lb				Inkhorn
isinglass (dried swim bladder; glue, clarifying ale)	8d/lb				Inkhorn
Wels	½d/lb	1d/lb	40	30d	The Fellowship: muddy, fatty flesh; a poor man's fish

Retail per pound, fresh; preserved (dried, salted, smoked, or pickled) is double (Pricelist). FV in mandays and CV (wholesale, half retail) are for an average specimen (Inkhorn).

STURGEON

Habitat: Deep lakes, great rivers, estuaries
Length: 8′ 0″ (to 15′)
Weight: 120 lb (river 6d20; sea 10d20)
Diet: Bottom feeder
Lifespan: 50–100+ years **Size:** Medium/d6
Group: Solitary or pairs

ATTRIBUTES

16 Str	06 Eye	02 Int	16 End
18 Sta	08 Hrg	06 Aur	12 Swim
• Dex	16 Sml	15 Wil	
07 Agl			

SKILLS

35 Initiative	35 Dodge
40 Awareness	30 Stealth
90 Swimming	
35 Tail 4b	

ARMOUR
B5 E5 P3 F4 GAC 2

STRIKE LOCATIONS

01–12 Head	27–52 Forebody
13–18 Gills	53–80 Hindbody
19–26 •Fin	81–00 Tail

• Odd = Left, Even = Right. The Fellowship plan: fish (finned) (Body Plans).

• Toothless. Hooked or speared, it tows a small boat (as a whale, Aquatics 5) and may overturn a dory: Pilots' Almanac capsize roll at the GM's call.

• Great sturgeon (Lake Benath, Lake Sjorad, the Algaar waters) reach 15 feet and 1,000 lb: STR +15, Tail 8b, size Large.

WELS

Habitat: Deep, slow rivers and lakes
Length: 7′ 0″ (to 10′)
Weight: 120 lb (to 400 lb)
Diet: Carnivore, scavenger
Lifespan: 30–60 years **Size:** Medium/d6
Group: Solitary

ATTRIBUTES

15 Str	05 Eye	02 Int	15 End
16 Sta	12 Hrg	05 Aur	12 Swim
• Dex	18 Sml	13 Wil	
09 Agl			

SKILLS

45 Initiative	40 Dodge
55 Awareness	70 Stealth
90 Swimming	
55 Bite 4p *(tangle)*	

ARMOUR
B3 E3 P2 F4 GAC 1

STRIKE LOCATIONS

01–12 Head	27–52 Forebody
13–18 Gills	53–80 Hindbody
19–26 •Fin	81–00 Tail

• Odd = Left, Even = Right. The Fellowship plan: fish (finned) (Body Plans).

• Nocturnal. Feels prey with its whiskers: darkness and muddy water do not hinder it.

• Bite: tangle; a wels that holds a swimmer pulls him under (Pulled Under, Inkhorn).

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CARP

and the Stew-Pond Fishes

The carp is a deep-bodied, golden-brown fish with large scales and four barbels at its mouth. It roots in the mud for weed, worms, and snails, and it thrives in warm, still water where other fish sicken. It is long-lived, slow-growing, hardy, and, above all, easy to keep.

THE STEW POND

Fish ponds are built by abbeys and manors to raise fish for the table where rivers and lakes are insufficient (Fishing 2); on Hârn, carp live wild in streams as well (Hunting 11). A typical stew is a chain of ponds fed by a leat: a breeding pond, a growing pond, and a holding pond by the kitchen. Each spring the steward drains one, sorts the fish, and restocks it. The cellarer can then serve fish on any day, in any weather, without a fisherman.

In the old world, the carp was a newcomer in the fourteenth century, kept chiefly by monasteries and the rich. In the Fellowship it is a wild native of Hârn, but the fat stew-pond carp is still a mark of a well-run household. A carp travels alive in wet grass to the table, and a gift of live carp is a courtesy between lords.

LESSER FISHES OF FRESH WATER

The table below describes the lesser fishes. Use the block named for stats, changing Swim and the attack as shown. **Bream** and **tench** share the stews with carp; **perch**, **roach**, and **dace** are among the common river catch (Fishing 2).

ECONOMIC DATA

ITEM	RETAIL	SALTED	FV	CV	SOURCE
Carp	1d/lb	2d/lb	1.8	2.8d	The Fellowship: a stew-pond fish sold live to great households

Retail per pound, fresh; preserved (dried, salted, smoked, or pickled) is double (Pricelist). FV in mandays and CV (wholesale, half retail) are for an average specimen (Inkhorn).

CARP

Habitat: Ponds, stews, sluggish rivers
Length: 2′ 0″ (to 3′)
Weight: 6 lb (1d10)
Diet: Omnivore (weed, worms)
Lifespan: 20–40 years (pond carp more) **Size:** Very Small/d3
Group: Shoals of 5–30

ATTRIBUTES

04 Str	08 Eye	02 Int	09 End
14 Sta	10 Hrg	05 Aur	10 Swim
• Dex	15 Sml	10 Wil	
10 Agl			

SKILLS

30 Initiative	50 Dodge
45 Awareness	40 Stealth
85 Swimming	

No attack

ARMOUR
B2 E2 P1 F3 GAC 1

STRIKE LOCATIONS

01–12 Head	27–52 Forebody
13–18 Gills	53–80 Hindbody
19–26 •Fin	81–00 Tail

• *Odd = Left, Even = Right. The Fellowship plan: fish (finned) (Body Plans).*

• No attack.

• Survives for a day out of water if packed in wet moss or grass: carp travel alive to a lord's table (Inkhorn).

LESSER FISHES OF FRESH WATER

SPECIES	LENGTH	WEIGHT	SWIM	AS	ATTACK	RETAIL	NOTES
Bream (Breme)	1′ 6″	1d6 lb	8	Carp	none	¾d/lb	Stew ponds and slow rivers (Fishing 2).
Tench (Doctor Fish)	1′ 4″	1d4 lb	8	Carp	none	¾d/lb	Its slime is said to heal other fish; physicians lay a live tench on a fever (Inkhorn).
Perch (Bass (Skills 15))	1′ 0″	1d12 lb (Skills 15)	12	Trout	Bite 30/1p	¾d/lb	Spiny back fin: handled carelessly, 0p puncture (Inkhorn). The "bass" of Skills 15 is the great river perch (Inkhorn).
River Bass (Great Perch)	2′ 0″	1d20 lb (Skills 15)	14	Trout	Bite 40/1p	¾d/lb	Skills 15 prints "bass"; the Fellowship reads it as the great river perch of the lowland lakes.
Roach (Rudd)	10″	½ × 1d2 lb	10	Carp	none	¼d/lb	Bait and a poor man's fry (Fishing 2).
Dace (Dart)	10″	½ × 1d2 lb	14	Trout	Bite 35/1p	¼d/lb	Quick, silvery shoals of the clear rivers (Fishing 2).
Chub (Chevin)	1′ 6″	1d4 lb	12	Carp	none	¼d/lb	Bony and woolly; eaten only in hard times.
Barbel (Barble)	2′ 0″	1d6 lb	12	Carp	none	½d/lb	Its roe purges: see Dangers (Inkhorn).
Grayling (Umber, Lady of the Stream)	1′ 2″	1d2 lb	16	Trout	Bite 35/1p	1d/lb	Upland streams; smells of thyme when fresh. Prized.
Gudgeon and Minnow (Small fry)	4″	a dozen to the pound	10	Trout	none	¼d/lb	Bait; fried by the dozen at fairs.

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SPECIES	LENGTH	WEIGHT	SWIM	AS	ATTACK	RETAIL	NOTES
Crayfish (Crawfish, Freshwater Lobster)	5″	¼ × 1d4 lb	4	Lobster	Claw 30/0b	¾d/lb	Taken by the occasional forager (Hunting 11).
River Pearl Mussel (Horse Mussel)	5″	a dozen to 2 lb	—	—	none	¼d/lb	One in 100 holds a seed pearl, one in 1,000 a fair river pearl (the Fellowship; value by the gem rules).
Leech (Bloodsucker, Physician's Worm)	4″	—	4	—	none	1d per 4	See Dangers. Leech-gatherers wade bare-legged and pluck them off; physicians buy them (Inkhorn).

"As" names the block whose attributes, skills, armour, and strike locations the creature shares; Swim and the attack replace the block's. Where no block is named, the creature is gathered rather than fought. Retail per pound fresh unless stated (the Fellowship unless a source is given in the notes).

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TURTLES

of Pond and Sea

The Aquatics table makes the turtle the commonest creature met in Hârnic rivers, and a frequent one along the coasts and at sea (Aquatics 1). Two kinds are described here: the small pond turtle of fresh water and the great sea turtle.

POND TURTLE

The pond turtle is a dark, yellow-speckled creature with a shell about eight inches long. It basks on logs and banks in rows, slipping into the water at the first footfall, and it sleeps in the mud through the winter. It eats worms, snails, frogs, carrion, and weed. Its bite is a nip. Poor folk make soup of it; children keep it in tubs. It is harmless, but the "turtle" a wader treads on is sometimes something worse (see Something in the Water).

SEA TURTLE

Sea turtles are great, slow-swimming reptiles with heavy, domed shells and flippers for feet. The loggerhead, with its massive head, eats crabs and shellfish; the luth, or leatherback, has a ridged, leathery shell and grows to 1,500 lb, feeding on jellyfish. Both are creatures of the warm Venarian Sea that follow the summer north into Hârnic waters. Females come ashore at night on southern beaches to bury their eggs (Inkhorn).

Turtles are harpooned or turned on their backs on the beach. The meat is good and keeps alive for weeks aboard ship; the eggs are a delicacy; and the plates of the loggerhead's shell are worked into combs and inlay as tortoiseshell. A sleeping turtle may be mistaken for a rock or a small island, which is how sailors' tales of Njehu begin (Inkhorn).

ECONOMIC DATA

ITEM	RETAIL	SALTED	FV	CV	SOURCE
Pond Turtle	1f	—	0.7	0d	The Fellowship: a soup for the poor
shell (combs, small boxes)	2f each				Inkhorn
Sea Turtle	½d/lb	1d/lb	67	50d	Inkhorn
tortoiseshell (combs, inlay)	12d/lb (a loggerhead yields 3 lb)				Inkhorn
turtle eggs (a dozen)	1f				Inkhorn

Retail per pound, fresh; preserved (dried, salted, smoked, or pickled) is double (Pricelist). FV in mandays and CV (wholesale, half retail) are for an average specimen (Inkhorn).

POND TURTLE

Habitat: Ponds, marshes, slow rivers
Length: 8" (shell)
Weight: 2 lb
Diet: Omnivore
Lifespan: 40–60 years **Size:** Very Small/d3
Group: Solitary; basks in groups

ATTRIBUTES

02 Str	10 Eye	02 Int	07 End
10 Sta	06 Hrg	05 Aur	03 Mov
• Dex	10 Sml	08 Wil	06 Swim
06 Agl			

SKILLS

25 Initiative	20 Dodge
40 Awareness	55 Stealth
70 Swimming	

30 Bite 1p

ARMOUR

B6 E7 P5 F5 GAC 1
Soft parts: B1 E1 P0 F1

STRIKE LOCATIONS

01–08 Head	25–84 Shell
09–14 Neck	85–94 •Hind flipper
15–24 •Fore flipper	95–00 Tail

• Odd = Left, Even = Right. The Fellowship plan: turtle (Body Plans).

- Armour is for the Shell; Head, Neck, flippers and Tail take the soft armour (B1 E1 P0 F1).
- Withdraws into its shell: thereafter every strike falls on the Shell.

SEA TURTLE

Habitat: Open sea, warm coasts
Length: 6′ 0″ (shell 4′)
Weight: 400 lb (luth to 1,500 lb)
Diet: Jellyfish, weed, shellfish
Lifespan: 60–80 years **Size:** Large/d8
Group: Solitary

ATTRIBUTES

20 Str	10 Eye	02 Int	18 End
18 Sta	06 Hrg	06 Aur	01 Mov
• Dex	10 Sml	15 Wil	10 Swim
06 Agl*			

**12 Agl in water*

SKILLS

30 Initiative	25/45 Dodge
40 Awareness	30 Stealth
90 Swimming	

40 Bite 5p

ARMOUR

B10 E10 P8 F7 GAC 3
Soft parts: B3 E3 P2 F3

STRIKE LOCATIONS

01–08 Head	25–84 Shell
09–14 Neck	85–94 •Hind flipper
15–24 •Fore flipper	95–00 Tail

• Odd = Left, Even = Right. The Fellowship plan: turtle (Body Plans).

- Armour is for the Shell; other locations take B3 E3 P2 F3.
- AGL 12 and Dodge 45 in water.
- Eats jellyfish; where turtles are seen, men-o'-war drift (Inkhorn).

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COD

and the Herring

The cod is a heavy, big-mouthed, olive-mottled fish with a pale line along its side and a single barbel on its chin. It lives in great shoals near the sea floor, eating anything it can swallow: herring, sprat, crabs, squid, and its own young. Cod are found in all Hârnic waters but are most numerous off Hutheng Island, where fleets from western Ivinia and Orbaal, and boats from as far as Rethem or Kanday, gather each year (Fishing 2).

SALT COD AND STOCKFISH

By far the greatest demand is for cod (Fishing 2). Salted in barrels, it keeps for years, and most fortifications hold barrels of salt cod against a siege (Fishing 4). Avertu in Kanday salts cod for the realm (Kanday). In Ivinia, cod and ling are split and wind-dried on racks until they are as hard as boards; this stockfish keeps for years without salt and is sold across Lythia. Fresh cod is 1d a pound; dried or salted, 2d (Pricelist).

THE HERRING

The herring is the most numerous fish in the northern seas: a slim, silver, blue-backed fish a foot long, living in shoals so great that they colour the sea and draw porpoises, gulls, and whales after them. Great schools of herring and mackerel are found around Hârn, especially in the Sea of Ivae and the Gulfs of Ederwyn and Andurien (Fishing 2). Melderyn's fleets take herring and cod along its coasts, and Thay's niviks take herring, sprats, and turbot (Melderyn). The small silver Haonic herring is another variety (Melderyn).

Herring is a poor man's fish at 2f a pound (Pricelist) and spoils fast. It is salted, smoked, or pickled almost as soon as it is landed. A herring has no stat block: it does not fight. Its block is the cod's, with Swim 16 and no attack.

OTHER FISHES OF THE DEEP

Ling, haddock, and the other cod-like fishes are described in Lesser Fishes of the Sea. Mackerel spoil quickest of all fish and are sold the day they are caught or smoked (Fishing 3).

ECONOMIC DATA

ITEM	RETAIL	SALTED	FV	CV	SOURCE
Cod	1d/lb	2d/lb	2.2	3.3d	Pricelist (Fisherman): FISH/Cod 1d/lb; dried, salted, or smoked ×2
stockfish (wind-dried cod, Ivinia)	2d/lb				Pricelist ×2
cod-liver oil (lamps, leather)	6d/gallon				Inkhorn

Retail per pound, fresh; preserved (dried, salted, smoked, or pickled) is double (Pricelist). FV in mandays and CV (wholesale, half retail) are for an average specimen (Inkhorn).

COD

Habitat: Coastal and deep sea
Length: 2′ 6″ (great cod to 5′)
Weight: 7 lb (1d12; great cod to 60 lb)
Diet: Carnivore
Lifespan: 15–25 years **Size:** Very Small/d3
Group: Shoals of thousands

ATTRIBUTES

06 Str	10 Eye	02 Int	09 End
12 Sta	08 Hrg	05 Aur	12 Swim
• Dex	14 Sml	10 Wil	
09 Agl			

SKILLS

35 Initiative	45 Dodge
45 Awareness	30 Stealth
90 Swimming	

30 Bite 1p

ARMOUR
B1 E1 P1 F3 GAC 0

STRIKE LOCATIONS

01–12 Head	27–52 Forebody
13–18 Gills	53–80 Hindbody
19–26 •Fin	81–00 Tail

• Odd = Left, Even = Right. The Fellowship plan: fish (finned) (Body Plans).

• The greatest demand of all fish: salted for fighting orders, caravans, and sieges (Fishing 2, 4).

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CONGER EEL

the Sea Eel

The conger is the eel of the sea: a thick, grey, scaleless serpent of a fish, as long as a man and heavier, with a broad head and strong jaws full of small, sharp teeth. It lives in holes in rocks, harbour walls, and the timbers of wrecks, coming out at night to hunt fish, crabs, and octopus.

HUNTING & COMBAT

Congers are taken on fixed lines and in pots by coastal fishermen (Fishing 2). A hooked conger backs into its hole and holds with such strength that a line may be cut before it is drawn out. Landed, it thrashes and bites for an hour, and many a fisherman has lost a finger to one he thought dead.

Divers, salvors, and wreckers fear the conger more than the shark. A great conger that seizes a diver's arm will not let go; it spins its body to tear the flesh and backs into its hole, holding the diver beneath the water until he drowns or cuts himself free (see Pulled Under).

USES

Fresh conger is coarse, but dried conger keeps well and is traded inland from the fishing villages of Melderyn and Kanday (Inkhorn). Conger soup is a favourite of Hârnic seamen.

ECONOMIC DATA

ITEM	RETAIL	SALTED	FV	CV	SOURCE
Conger Eel	½d/lb	1d/lb	5.5	4.1d	The Fellowship (Fishing 2 names conger among the inshore catch)
dried conger	1d/lb				Pricelist ×2

Retail per pound, fresh; preserved (dried, salted, smoked, or pickled) is double (Pricelist). FV in mandays and CV (wholesale, half retail) are for an average specimen (Inkhorn).

CONGER EEL

Habitat: Rocky coasts, wrecks, harbour walls
Length: 6′ 0″ (to 9′)
Weight: 35 lb (3d10; to 150 lb)
Diet: Carnivore
Lifespan: 10–15 years **Size:** Very Small/d3
Group: Solitary

ATTRIBUTES

10 Str	08 Eye	02 Int	13 End
14 Sta	08 Hrg	05 Aur	12 Swim
• Dex	16 Sml	14 Wil	
12 Agl			

SKILLS

60 Initiative	55 Dodge
45 Awareness	75 Stealth
90 Swimming	

60 Bite 4p *(tangle)*

ARMOUR
B2 E2 P1 F3 GAC 1

STRIKE LOCATIONS

01–10 Head	41–70 Midbody
11–15 Gills	71–88 Hindbody
16–40 Forebody	89–00 Tail

The Fellowship plan: eel (serpentine fish) (Body Plans).

• Bite: tangle; a conger that holds spins and backs into its hole: Pulled Under (Inkhorn).

• Landed congers bite for an hour after they are thought dead.

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SHARKS

the Dogs of the Sea

Sharks are fish with skins like rough leather and mouths set with rows of teeth that are always being replaced. Mariners know many kinds, from the small dogfish that tangle the inshore nets to the great shark of the deep. The Aquatics table gives "Shark" for coast and sea (Aquatics 1); the table under Encounters says which.

DOGFISH

Dogfish are small, spotted sharks that hunt in packs along the bottom near every coast (Fishing 2). They are harmless to men, though the spurdog carries a venomous spine before each back fin. They are eaten salted by the poor, and their rough skins, dried, are used by woodcrafters to smooth timber and by weaponcrafters to wrap sword grips.

PORBEAGLE

The porbeagle, or mackerel shark, is a stout, blue-grey shark of eight feet that follows the herring and mackerel shoals. The fleets of eastern Kanday and southern Melderyn take shark off Emelrene and Palithane (Fishing 2); Menglanan clans take shark in the north (Menglana). Porbeagles rob nets and lines and bite at anything bleeding in the water.

GREAT SHARK

The great shark is the terror of seamen: a grey-backed, white-bellied fish up to 20 feet long, with a mouth that can take a man's body in one bite. It hunts seals at the edges of their colonies, striking from below, and is drawn from a league away by blood in the water. It is rare in Hârnic waters, but where seals gather there may be one. Ivinians call it Eder's Hound (Inkhorn).

Shark meat is coarse and eaten salted; the liver yields a fine oil; the teeth are worn as charms against drowning.

DOGFISH

Habitat: Coastal seas
Length: 3′ 0″
Weight: 5 lb (1d8)
Diet: Carnivore
Lifespan: 12–20 years **Size:** Very Small/d3
Group: Packs of 3d6

ATTRIBUTES

04 Str	09 Eye	02 Int	09 End
12 Sta	10 Hrg	05 Aur	14 Swim
• Dex	18 Sml	10 Wil	
12 Agl			

SKILLS

45 Initiative	55 Dodge
55 Awareness	40 Stealth
90 Swimming	

40 Bite 1p
35 Spine 1p *(spurdog only; venom H5)*

ARMOUR
B2 E2 P1 F3 GAC 0

STRIKE LOCATIONS

01–15 Head	51–72 Hindbody
16–20 Gills	73–78 Dorsal fin
21–28 •Fin	79–00 Tail
29–50 Forebody	

• Odd = Left, Even = Right. The Fellowship plan: shark (Body Plans).

• Spurdog spine: venom H5, recovery interval 1 hour (Bestiary 2).
• Harmless to men; a nuisance to netsmen.

PORBEAGLE

Habitat: Coastal and open sea
Length: 8′ 0″
Weight: 300 lb
Diet: Carnivore
Lifespan: 25–30 years **Size:** Medium/d6
Group: 1d3

ATTRIBUTES

17 Str	12 Eye	03 Int	16 End
16 Sta	12 Hrg	06 Aur	24 Swim
• Dex	20 Sml	15 Wil	
12 Agl			

SKILLS

70 Initiative	55 Dodge
65 Awareness	45 Stealth
95 Swimming	

65 Bite 7p

ARMOUR
B4 E4 P3 F3 GAC 1

STRIKE LOCATIONS

01–15 Head	51–72 Hindbody
16–20 Gills	73–78 Dorsal fin
21–28 •Fin	79–00 Tail
29–50 Forebody	

• Odd = Left, Even = Right. The Fellowship plan: shark (Body Plans).

• Blood in the water: see Shark Attack (Inkhorn).
• Follows the herring and mackerel shoals; robs nets.

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SHARKS IN HÂRNIC WATERS

Dogfish are everywhere and all year. Porbeagles and blue sharks come inshore in summer with the herring and mackerel, and are commonest in the Gulf of Andurien and off Emelrene. The great shark keeps to the seal coasts: Peran, the Afarezir Islands, and the reefs of the Gulf of Ederwyn, where Rethemi and Chymak sealers fear it more than the seals. Basking sharks drift through the Sea of Ivae and the Gulf of Ederwyn in late summer, harmless and huge (Inkhorn).

TAKING SHARKS

Dogfish are taken on long lines and in nets, often to the netsmen's fury. Larger sharks are hooked on chain-bound lines baited with fish or offal, or harpooned like small whales (Fishing 3); a hooked porbeagle is clubbed alongside, not brought aboard alive. A basking shark is harpooned for its liver, which fills barrels with oil. Fishermen who gut their catch at sea are careful to do it far from swimmers: blood in the water brings sharks (see Shark Attack).

SHARK LORE

Seamen hold that a shark following a ship means a death aboard, and that a shark's tooth worn at the throat keeps its wearer from drowning. The Chymak say the great shark is one of Eder's hounds, sent from his cage to fetch back what men steal from the sea (Inkhorn).

ECONOMIC DATA

ITEM	RETAIL	SALTED	FV	CV	SOURCE
Dogfish	¼d/lb	½d/lb	1.5	0.6d	Inkhorn
dogfish skin ("fish-skin", for smoothing wood and sword grips)	2f each				Inkhorn
Porbeagle	½d/lb	1d/lb	100	75d	The Fellowship (shark: Fishing 2)
shark-liver oil	6d/gallon (a porbeagle yields 2 gallons)				Inkhorn
Great Shark	¼d/lb	½d/lb	667	250d	Inkhorn
teeth (charms against drowning)	1d each				Inkhorn
liver oil	6d/gallon (20 gallons)				Inkhorn

Retail per pound, fresh; preserved (dried, salted, smoked, or pickled) is double (Pricelist). FV in mandays and CV (wholesale, half retail) are for an average specimen (Inkhorn).

GREAT SHARK

Habitat: Open sea, seal coasts
Length: 16′ 0″ (to 20′)
Weight: 2,000 lb
Diet: Carnivore
Lifespan: 50–70 years **Size:** Large/d8
Group: Solitary

ATTRIBUTES

40 Str	12 Eye	03 Int	29 End
30 Sta	14 Hrg	07 Aur	22 Swim
• Dex	22 Sml	18 Wil	
10 Agl			

SKILLS

75 Initiative	45 Dodge
70 Awareness	50 Stealth
95 Swimming	
70 Bite 14p	

ARMOUR

B6 E6 P4 F4 GAC 2

STRIKE LOCATIONS

01–15 Head	51–72 Hindbody
16–20 Gills	73–78 Dorsal fin
21–28 •Fin	79–00 Tail
29–50 Forebody	

• Odd = Left, Even = Right. The Fellowship plan: shark (Body Plans).

• Blood in the water: see Shark Attack (Inkhorn).

• Attacks on boats: only small craft (pinda, dory, coracle); roll against Bite ML, MS and CS results only (Bestiary 2).

• Hunts the seal colonies of Peran, the Afarezirs, and the Gulf of Ederwyn.

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RAYS

and the Swordfish

Rays are flat fish with wing-like fins that ripple as they swim and long, whip-like tails. Most are harmless bottom-feeders: the thornback ray, with rows of thorns along its back, is fished off Emelrene and Palithane (Fishing 2), and the great skate of the north grows to eight feet. Two kinds are dangerous: the stingray and the torpedo.

STINGRAY

The stingray lies buried in the sand of warm shallows with only its eyes showing. Trodden on, it lashes its tail upward and drives a barbed, venomous spine into the foot or leg. The wound is agonising and slow to heal. Fishermen of the south shuffle their feet in the shallows to warn rays away (Inkhorn).

TORPEDO

The torpedo, or cramp-fish, is a round, thick ray that stuns its prey with an invisible force. A man who touches it, even with a wet spear, feels his arm go dead and may drop whatever he holds (see Dangers). Physicians of the south lay live torpedoes on the heads of those suffering from headache and gout (Inkhorn).

SWORDFISH

The swordfish is a great, purple-backed fish of the warm seas with an upper jaw drawn out into a flat sword a third of its length. It slashes through shoals of fish and is one of the fastest creatures in the sea. In the Fellowship it reaches the Gulf of Andurien and the Emelrene banks in high summer. Harpooned, it fights fiercely and may turn on the boat; swords have been found driven through ships' planks. Its flesh is esteemed.

ECONOMIC DATA

ITEM	RETAIL	SALTED	FV	CV	SOURCE
Stingray	¼d/lb	½d/lb	10	3.8d	Inkhorn
Swordfish	1¼d/lb	2½d/lb	133	250d	The Fellowship: the flesh is esteemed like sturgeon's

Retail per pound, fresh; preserved (dried, salted, smoked, or pickled) is double (Pricelist). FV in mandays and CV (wholesale, half retail) are for an average specimen (Inkhorn).

STINGRAY

Habitat: Sandy shallows, estuaries
Length: 4′ 0″ (with tail)
Weight: 30 lb
Diet: Carnivore (shellfish)
Lifespan: 15–25 years **Size:** Small/d4
Group: Solitary

ATTRIBUTES

07 Str	08 Eye	01 Int	10 End
12 Sta	06 Hrg	04 Aur	12 Swim
• Dex	14 Sml	10 Wil	
10 Agl			

SKILLS

40 Initiative	40 Dodge
40 Awareness	75 Stealth
85 Swimming	
50 Sting 3p *(venom H4)*	

ARMOUR
B2 E2 P1 F3 GAC 0

STRIKE LOCATIONS

01–10 Head	61–82 Body
11–14 Gills	83–00 Tail
15–60 •Wing	

• Odd = Left, Even = Right. The Fellowship plan: flatfish and ray (Body Plans).

• Lies buried in sand: a wader treads on one 1 time in 100 per hour of barefoot wading in warm shallows (Inkhorn).

• Sting: venom H4, recovery interval 1 hour; the barbed spine breaks off in the wound (Infection roll as for a dirty wound, Inkhorn).

SWORDFISH

Habitat: Open sea (southern)
Length: 10′ 0″ (with sword)
Weight: 400 lb
Diet: Carnivore
Lifespan: 9–15 years **Size:** Large/d8
Group: Solitary

ATTRIBUTES

20 Str	16 Eye	02 Int	18 End
18 Sta	10 Hrg	05 Aur	26 Swim
• Dex	12 Sml	16 Wil	
14 Agl			

SKILLS

65 Initiative	60 Dodge
55 Awareness	30 Stealth
95 Swimming	
55 Sword 9p *(charge)*	

ARMOUR
B3 E3 P2 F3 GAC 1

STRIKE LOCATIONS

01–12 Head	27–52 Forebody
13–18 Gills	53–80 Hindbody
19–26 •Fin	81–00 Tail

• Odd = Left, Even = Right. The Fellowship plan: fish (finned) (Body Plans).

• Charging attack: +1 impact for every 5 feet run, limit 30 feet (Bestiary 2).

• Has driven its sword through a ship's planks: on a CS against a vessel, 1H (Inkhorn).

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SHELLFISH

Crabs, Lobsters, and the Tideline

Coastal fishermen tend crab and lobster pots and collect shellfish such as clams, cockles, limpets, mussels, oysters, and whelks; gull eggs are taken in early summer and seaweed gathered from the tideline (Fishing 2). Coastal manors produce crabs, lobsters, oysters, cockles, mussels, dulce, shorebirds, their eggs, and salt (Manor). Shellfish gathering is women's and children's work in most villages, and the shore is a free larder for the poor.

CRABS AND LOBSTERS

The lobster is a blue-black, armoured creature with two great claws, one for crushing and one for cutting, living in holes on rocky coasts. Crabs are broader and shorter-tailed. Both are caught in baited wicker pots (Pricelist: LOBSTER/CRAB POT 3d). A lobster's crushing claw can break a finger, and a careless hand in a rock crevice may be held until the tide comes in. The Clymyn Black crab of Orbaal is dried or salted and widely exported (Orbaal).

OYSTERS AND MUSSELS

Oysters grow in beds in estuaries and sheltered bays and sell at 2f a pound (Pricelist). Mussels and cockles are cheaper still. All shellfish are dangerous in the warm months and from foul water (see Dangers). Freshwater mussels in clear rivers sometimes hold pearls, and a few poor families make a living wading for them (Inkhorn).

The lesser creatures of the shore are given in Lesser Fishes of the Sea.

ECONOMIC DATA

ITEM	RETAIL	SALTED	FV	CV	SOURCE
Lobster	1½d/lb	3d/lb	0.8	1.9d	The Fellowship (Pricelist: CRAB 1d/lb)
crab	1d/lb				Pricelist (Fisherman)

Retail per pound, fresh; preserved (dried, salted, smoked, or pickled) is double (Pricelist). FV in mandays and CV (wholesale, half retail) are for an average specimen (Inkhorn).

LOBSTER

Habitat: Rocky coasts
Length: 1′ 6″
Weight: 3 lb (1d4)
Diet: Scavenger
Lifespan: 20–50 years **Size:** Very Small/d3
Group: Solitary

ATTRIBUTES

03 Str	06 Eye	01 Int	07 End
10 Sta	04 Hrg	03 Aur	03 Mov
• Dex	10 Sml	08 Wil	04 Swim
06 Agl			

SKILLS

30 Initiative	35 Dodge
35 Awareness	50 Stealth
60 Swimming	

40 Claw 2b *(tangle −10)*

ARMOUR
B4 E5 P3 F3 GAC 1

STRIKE LOCATIONS

01–08 Head	46–80 Carapace
09–30 •Claw	81–00 Tail
31–45 •Legs	

• Odd = Left, Even = Right. The Fellowship plan: crab and lobster (Body Plans).

• Crab (edible crab): Claw 35/1b, 2 lb (1d3), MOV 3; otherwise as the lobster. Clymyn Black crab of Orbaal as the crab (Orbaal).

• A great lobster of 20 lb: STR 7, Claw 45/4b, size Very Small.

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OCTOPUS

the Devil-Fish

The octopus has a soft, bag-like body, two large and knowing eyes, and eight arms lined with suckers around a parrot-like beak. It changes colour and texture at will, matching rock, weed, or sand, and it can squeeze through any gap larger than its beak. It lives in dens among rocks, eating crabs and shellfish, and is cleverer than any fish: it can open a lobster pot, climb out of a bucket, and remember the man who caught it.

THE GREAT OCTOPUS

In the cold, deep fjords of Ivinia and the rocky depths of Hârn's coasts lives a much larger octopus, whose arms span 16 feet. It is shy, but a hungry great octopus will seize a diver, a wader, or a man fallen overboard and draw him under, and some climb into moored boats at night to raid the catch (Inkhorn). Ivinians call it the Hand of Eder and say it guards drowned treasure. It is not to be confused with the vorang (Aquatics 2), which is a giant squid of the open sea.

SQUID AND CUTTLEFISH

Squid hunt in shoals in open water; at Teryff in Orbaal they are netted in great numbers as bait for cod, and some are eaten (Orbaal). The cuttlefish is a broad, short-armed cousin. Its ink, dried, is sepia, used by scribes and artists; its internal shell, the cuttlebone, is ground into pounce for preparing parchment and carved into moulds by goldsmiths (Inkhorn).

ECONOMIC DATA

ITEM	RETAIL	SALTED	FV	CV	SOURCE
Octopus	½d/lb	1d/lb	2.7	2d	Inkhorn
Great Octopus	½d/lb	1d/lb	27	20d	Inkhorn

Retail per pound, fresh; preserved (dried, salted, smoked, or pickled) is double (Pricelist). FV in mandays and CV (wholesale, half retail) are for an average specimen (Inkhorn).

OCTOPUS

Habitat: Rocky coasts
Span: 5′ (arm span)
Weight: 8 lb
Diet: Carnivore (crabs, shellfish)
Lifespan: 1–2 years **Size:** Very Small/d3
Group: Solitary

ATTRIBUTES

04 Str	16 Eye	06 Int	09 End
10 Sta	04 Hrg	07 Aur	03 Mov
12 Dex	12 Sml	12 Wil	08 Swim
16 Agl			

SKILLS

60 Initiative	70 Dodge
65 Awareness	85 Stealth
85 Swimming	

50 Arms 1b *(grapple)*
40 Beak 1p *(venom H5)*

ARMOUR
B1 E1 P0 F2 GAC 0

STRIKE LOCATIONS

01–12 Head	17–40 Mantle
13–16 Eyes	41–00 Arm

The Fellowship plan: cephalopod (Body Plans).

- Ink: once a fight, an octopus clouds the water and flees (Dodge 95 that round, Inkhorn).
- Changes colour at will: Stealth is for still water.

GREAT OCTOPUS

Habitat: Deep rocky coasts, fjords, wrecks
Span: 16′ (arm span)
Weight: 80 lb
Diet: Carnivore
Lifespan: 3–5 years **Size:** Small/d4
Group: Solitary

ATTRIBUTES

12 Str	16 Eye	06 Int	13 End
14 Sta	04 Hrg	08 Aur	03 Mov
12 Dex	12 Sml	14 Wil	10 Swim
14 Agl			

SKILLS

60 Initiative	60 Dodge
65 Awareness	80 Stealth
90 Swimming	

60 Arms 3b *(grapple; holds)*
45 Beak 3p *(venom H4)*

ARMOUR
B2 E2 P1 F3 GAC 0

STRIKE LOCATIONS

01–12 Head	17–40 Mantle
13–16 Eyes	41–00 Arm

The Fellowship plan: cephalopod (Body Plans).

- Arms: a grapple; once two arms hold, the octopus draws the victim under: Pulled Under (Inkhorn). Each arm must be severed (a serious Edge wound) or the octopus driven off.
- Climbs into small boats at night after the catch (Inkhorn).

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DOLPHINS

Porpoises and the Narwhal

Dolphins, porpoises, and narwhals are small whales. Like whales, they breathe air, bear live young, and travel in family pods. The Aquatics article describes the great whales; this section adds the lesser.

DOLPHIN

Dolphins are sleek, grey, beaked whales, eight feet long, that ride the bow waves of ships and leap clear of the water in play. They are actively friendly to men (Aquatics 1). The sheltered Venarian Sea has more dolphins than whales (Aquatics 5), and the Gulf of Andurien is a source of dolphin and porpoise for the harpoon (Fishing 2). Dolphins herd fish into the shallows and the nets, and sailors tell of them driving off sharks and bearing the drowning to shore. The dolphin is a common heraldic charge (Heraldry; Orbaal), and to kill one is unlucky in most ports.

PORPOISE

The porpoise is smaller, blunter, and shyer than the dolphin, a dark little whale of five feet that rolls at the surface with a puffing breath. It follows the herring into estuaries. Its meat is eaten by nobles in many lands, and in the Fellowship it is a royal fish where it strands.

NARWHAL

The narwhal is a mottled grey whale of the ice-bound north. The male grows a single spiral tusk, up to seven feet long, from his upper lip. Narwhals travel in pods through the leads of the pack ice, and Ivinian whalers take them with harpoons. The Pilots' Almanac pairs the narwhal with the right whale in one result.

Narwhal horn sells for 60d a pound (Pricelist), and a whole tusk is worth a manor's yearly rent. Ground, it is held to cure poison and fever. Since the unicorn is a real beast of Hârn (Horses), unscrupulous merchants sell narwhal tusks as unicorn horns at ten times the price; a Physician or Animalcraft roll at −20 tells the two apart (Inkhorn).

DOLPHIN

Habitat: Coastal and open sea
Length: 8′ 0″
Weight: 400 lb
Diet: Carnivore (fish, squid)
Lifespan: 30–40 years **Size:** Large/d8
Group: Pods of 3d6

ATTRIBUTES

18 Str	14 Eye	09 Int	17 End
18 Sta	20 Hrg	10 Aur	22 Swim
• Dex	06 Sml	14 Wil	
17 Agl			

SKILLS

75 Initiative	85 Dodge
85 Awareness	40 Stealth
95 Swimming	
60 Ram 6b	
45 Bite 3p	

ARMOUR

B4 E3 P2 F4 GAC 1

STRIKE LOCATIONS

01–25 Head	39–56 Thorax
26–30 Neck	57–75 Abdomen
31–38 •Flipper	76–00 Tail

• Odd = Left, Even = Right. As the Sperm Whale (Aquatics 5).

• Actively friendly (Aquatics 1). Drives off sharks; carries the drowning to shallows (the Fellowship: Swimming at +30 for one who is borne).
• Intelligent (INT 9): understands gestures; may be taught tricks.

PORPOISE

Habitat: Coastal seas, estuaries
Length: 5′ 0″
Weight: 130 lb
Diet: Carnivore (herring, sprat)
Lifespan: 15–20 years **Size:** Medium/d6
Group: Pods of 2d6

ATTRIBUTES

11 Str	12 Eye	07 Int	12 End
14 Sta	20 Hrg	09 Aur	20 Swim
• Dex	06 Sml	12 Wil	
15 Agl			

SKILLS

65 Initiative	80 Dodge
80 Awareness	50 Stealth
95 Swimming	
50 Ram 3b	
35 Bite 1p	

ARMOUR

B3 E2 P1 F3 GAC 1

STRIKE LOCATIONS

01–25 Head	39–56 Thorax
26–30 Neck	57–75 Abdomen
31–38 •Flipper	76–00 Tail

• Odd = Left, Even = Right. As the Sperm Whale (Aquatics 5).

• Shy of boats; follows the herring into estuaries.
• A royal fish where stranded (Inkhorn, Royal Fish).

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DOLPHINS AND MEN

Most Hârnic seamen will not harm a dolphin, and the dolphin is a favourite charge of Orbaalese and Menglanan heraldry (Orbaal; Menglana). Fishermen of the Gulf of Andurien nonetheless harpoon both dolphins and porpoises for their meat and oil (Fishing 2), and the Menglanans take small whales of every kind (Menglana). A dolphin caught in a net struggles and drowns; a pod whose member is killed may follow the boat for a day, crying.

HUNTING THE NARWHAL

Ivinian whalers take narwhals in the ice-leads of the north in spring, when pods crowd into open water: a skin boat creeps up, the harpoon is thrown, and the line paid out until the animal tires. Males fence with their tusks, and a struck male may drive his tusk through a skin boat. The meat and blubber are eaten, the skin is eaten raw as a delicacy, and the tusk is sold south through Ivinian ports at a vast profit (Inkhorn).

REGIONAL NOTES

Dolphins abound in the Venarian Sea and the Gulf of Andurien (Aquatics 5; Fishing 2) and are common along the south coast of Hârn. Porpoises are met on every coast and follow the herring up the estuaries of the Sea of Ivae. Narwhals are seen only in the Sea of Itikir and the ice beyond; a narwhal south of Peran is an event worth a rumour (Inkhorn).

ECONOMIC DATA

ITEM	RETAIL	SALTED	FV	CV	SOURCE
Dolphin	1d/lb	2d/lb	67	100d	The Fellowship (Fishing 2: dolphin taken by harpoon)
dolphin oil	9d/gallon (5 gallons)				Inkhorn
Porpoise	1d/lb	2d/lb	22	33d	The Fellowship: a noble's fish
Narwhal	½d/lb	1d/lb	500	375d	The Fellowship (meat and blubber as whale)
narwhal horn	60d/lb (a tusk weighs 15–20 lb)				Pricelist (Whaler)

Retail per pound, fresh; preserved (dried, salted, smoked, or pickled) is double (Pricelist). FV in mandays and CV (wholesale, half retail) are for an average specimen (Inkhorn).

NARWHAL

Habitat: Ice-bound northern seas
Length: 15′ 0″ (tusk 7′)
Weight: 3,000 lb
Diet: Carnivore (cod, squid)
Lifespan: 40–50 years **Size:** Very Large/d10
Group: Pods of 3–20

ATTRIBUTES

45 Str	10 Eye	09 Int	31 End
35 Sta	18 Hrg	09 Aur	14 Swim
• Dex	06 Sml	14 Wil	
10 Agl			

SKILLS

50 Initiative	45 Dodge
60 Awareness	30 Stealth
95 Swimming	

45 Tusk 12p *(males)*
30 Bite 6p

ARMOUR

B6 E5 P4 F6 GAC 2

STRIKE LOCATIONS

01–25 Head	39–56 Thorax
26–30 Neck	57–75 Abdomen
31–38 •Flipper	76–00 Tail

• Odd = Left, Even = Right. As the Sperm Whale (Aquatics 5).

• Only males carry the tusk. The Pilots' Almanac pairs "Right Whale/Narwhal" in one result.

• Narwhal horn is sold as unicorn horn by the unscrupulous (Market, Inkhorn).

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JELLYFISH

the Stingers

Jellyfish are the commonest creatures met at sea in the Aquatics table (Aquatics 1). They are bags of jelly trailing stinging threads, drifting with wind and tide, and in late summer they gather in shoals that choke nets and foul the shore. Most are harmless; some sting like fire. The man o'war is a creature of the southern seas with a blue sail-like float; the lion's mane of the north is the largest, with a bell like a cartwheel and threads 100 feet long. Effects are given in Dangers in the Water.

JELLYFISH

KIND	WHERE	STING	VENOM
Moon Jelly	all coasts, summer	none (a rash)	—
Compass and Blue Jellies	all coasts, summer	1d3 locations, 1 F each	—
Lion's Mane	northern seas; Sea of Ivae, Gulf of Ederwyn, Itikir	1d6 locations, 1d3 F each	H5
Man o' War	southern seas; the Gulf of Andurien and Venarian approaches, summer	1d3 locations, 1d6 F each	H4

WHALES AND WHALING

The sperm, killer, and right whales are described in Aquatics (Aquatics 5–6). A right whale is herded into shallow water and killed with harpoons and axes; one can produce several tons of meat, 4,000 gallons of whale oil, and 1,500 pounds of baleen (Manor). Whale oil, the best and smokeless lamp oil, sells at 12d a gallon and whalebone at 6d a pound; ambergris, a cure-all found floating or cast ashore, fetches 180d an ounce (Pricelist). Whale oil is an especially significant export of Golotha (Fishing 2), and the Menglanans hunt whales for meat, oil, bone, and baleen, carving scrimshaw from the teeth (Menglana). A single right whale can feed most clanholds for a year (Menglana).

This article adds the dolphin, porpoise, and narwhal, and leaves the great whales to Aquatics.

DANGERS IN THE WATER (INKHORN)

These rules are the Fellowship sketches in HârnMaster terms. They build on Swimming, Underwater Swimming, and Drowning (Skills 10) and on Tangle Attacks and Venomous Bites or Stings (Bestiary 2).

PULLED UNDER

A great pike, wels, conger, great octopus, or any creature with a tangle bite that holds a victim in water deeper than his height pulls him under. The victim holds his breath for END × 10 seconds (Skills 10): one combat round for each point of END. While held he may only Counterstrike or Ignore (Bestiary 2). The hold breaks on a serious or grievous injury to the creature, on a CF in its attack roll, or when the victim severs the holding limb or arm. If the victim runs out of breath, he passes out, his lungs fill, and he dies in END × 20 seconds unless revived (Skills 10). A wader in water above the waist who is seized makes an AGL × 3 roll or is knocked down and pulled under.

SHARK ATTACK

A shark smells blood in the water from up to a league away. When anyone in the water has a bleeding injury, every shark within that distance arrives in 1d6 × 10 rounds. Against a bleeding target a shark gains +10 Initiative and +10 on its Bite and does not flee. Each further bleeding wound in the water draws 1d3 more sharks from the Shark table if any are near (GM). A man in a small boat is safe unless the shark attacks the boat (Bestiary 2: ship damage at MS and CS only for small craft).

JELLYFISH

A swimmer who meets a drift of jellyfish (Aquatics table, or Something in the Water) takes the strikes below at once and again each round he stays among them (Swimming roll to leave: MS one round, CS at once). Strikes fall on random submerged locations, against an Ignore defence, as burn (F) damage (Bestiary 2: acid as burn damage); clothing and armour protect. Venom is rolled as Bestiary 2 with a recovery interval of one hour. Vinegar or seawater, not fresh water, eases the sting: reduce the next Infection Table roll by 10.

WEEVER, STINGRAY, AND URCHIN

Anyone wading barefoot on a sandy shore at low tide in summer treads on a weever on 1 in 20 per hour (1 in 100 for a stingray in warm southern shallows). Weever: 2p to a foot, venom H4, recovery interval one hour, and a Shock roll at once from the pain. Stingray: as its block. Urchin: 0p, and the foot counts as a minor wound until the spines are drawn (Physician roll). Immersing the wound in water as hot as can be borne halves the venom's duration.

TORPEDO

Touching a torpedo, or striking it with a wet weapon, delivers a shock: roll 3d6 against END. If it fails, the victim drops whatever he holds and is stunned for 1d6 rounds; in water deeper than his height, he must also make a Swimming roll at −20 or sink. A torpedo can shock once a round, three times in all before it tires.

LEECHES

Wading in a leech-ridden pond or fen for ten minutes draws 1d6 leeches to bare legs. Each takes about half an ounce of blood and drops off after an hour. They are harmless unless dozens feed (more than END leeches in a day: one Fatigue Level), but 1 bite in 10 festers (Infection

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Table, HR 5). Salt or a flame removes a leech at once; tearing it away leaves the jaws behind. Physicians buy leeches at 1d for four.

Bad Fish and Shellfish

Fish spoil in three to five days unless preserved (Fishing 4). Spoiled fish, shellfish gathered in the summer months (Nolus to Agrazhar), shellfish from below a town's sewer, and barbel roe make whoever eats them roll 4d6 against END. If this fails, the victim is sick with vomiting and flux for 1d3 days: Universal Penalty +2 and no fatigue recovery. A CF means food poisoning as a disease (the Fellowship Diseases).

Cold Water

Immersion in near-freezing water causes unconsciousness after minutes equal to Endurance (Seals 2). The Fellowship extends this: Hârnic seas in winter and the northern seas at all seasons are near-freezing; Hârnic seas in spring and autumn allow END × 3 minutes; in summer, a swimmer gains one Fatigue Level for every 10 minutes beyond the Swimming fatigue of Skills 10.

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Lesser Fishes

of the Sea and Shore

These are the common fishes and shellfish of Hârn's coasts and seas that need no page of their own. Fishing 2 names most of them among the deep-sea and inshore catch.

Lesser Fishes of the Sea

Species	Length	Weight	Swim	As	Attack	Retail	Notes
Herring (Silver Darling, Haonic Herring)	1′ 0″	1d4 lb (Skills 15)	16	Cod	none	½d/lb	The great shoals of the Sea of Ivae and the Gulfs of Ederwyn and Andurien (Fishing 2).
Sprat (Brisling)	5″	a tenth of 1d4 lb	14	Cod	none	¼d/lb	Autumn and winter shoals (Inkhorn, wilds-core).
Mackerel (Scomber)	1′ 2″	1d6 lb (Skills 15)	20	Cod	Bite 25/0p	¼d/lb	Spoils fastest of all fish: sell the same day, or smoke it (Fishing 3).
Ling (Long Cod)	4′ 0″	2d10 lb	10	Cod	Bite 40/2p	¾d/lb	Salted like cod; the best "stockfish" is ling (Inkhorn).
Haddock (Haddie)	1′ 6″	1d8 lb	12	Cod	Bite 30/1p	¾d/lb	The Gulf of Chakro (Fishing 2).
Halibut (Holy Butt)	5′ 0″ (to 9′)	4d20 lb	12	Stingray	Tail 40/4b	1¼d/lb	A great halibut of 300 lb thrashes in a dory like a felled ox (Tail 55/8b; Pilots' Almanac capsize roll, Inkhorn).
Turbot (Brett, King of Flatfish)	2′ 0″	2d10 lb	10	Stingray	none	2d/lb	Taken by the Thay fleet and the Ivinians in the Sea of Ivae (Fishing 2). A feast fish.
Plaice and Flounder (Fluke, Butt, Sole)	1′ 4″	1d4 lb	8	Stingray	none	¾d/lb	Flatfish of the inshore lines and the Gulf of Chakro (Fishing 2). Sole fetches 1½d.
Thornback Ray (Roker, Skate)	3′ 0″ (skate to 8′)	2d6 lb (skate 4d20)	10	Stingray	Thorns 20/1p	½d/lb	No sting; its back thorns tear a careless hand (Fishing 2 names it).
Torpedo (Cramp-Fish, Numb-Fish)	2′ 6″	2d10 lb	8	Stingray	Shock: on touch; see Dangers	¼d/lb	Numbs whoever touches it, even through a wet spear: see Dangers (Inkhorn).
Weever (Sting-Fish, Adder-Pike)	6″	¼ lb	8	Trout	Spine 2p (trodden on; venom H4)	¼d/lb	Buried in sand at low tide: see Dangers (Inkhorn).
Grey Mullet (Mullet)	1′ 6″	1d6 lb	14	Cod	none	1d/lb	Off Emelrene and Palithane (Fishing 2) and in every harbour.
Sea Bass (Sea Wolf, Bass)	2′ 0″	1d10 lb	16	Cod	Bite 35/1p	1d/lb	Surf and estuaries.
Tunny (Great Mackerel, Tuna)	8′ 0″	300 lb	26	Swordfish	Ram 40/6b	¾d/lb	Summer shoals from the south; taken in stake-nets and with harpoons. Its strength breaks lines and tows boats (Inkhorn).
Basking Shark (Sail-Fish, Sun-Fish)	30′ 0″	8,000 lb	6	Great Shark	Tail 30/14b	¼d/lb	Harmless filter feeder that basks with its back fin above water; harpooned like a whale for its liver (60 gallons of oil, Inkhorn).
Blue Shark (Blue Dog)	8′ 0″	150 lb	22	Porbeagle	Bite 55/5p	¼d/lb	Follows ships for their waste; circles men in the water.
Squid and Cuttlefish (Calamary, Ink-Fish)	1′ 6″	1d3 lb	18	Octopus	Arms 30/0b	½d/lb	Netted in Nojfoden Bay for cod bait (Orbaal). Cuttlefish yield sepia ink and cuttlebone (pounce for parchment, goldsmiths' moulds).
Crab (Edible Crab, Spider Crab, Clymyn Black)	8″ (shell)	1d3 lb	4	Lobster	Claw 35/1b	1d/lb	Pots and the tideline (Fishing 2). The Clymyn Black of Orbaal is dried, salted, and exported (Orbaal).
Shrimp and Prawn (Shrimps)	2″	by the quart	4	—	none	½d/lb	Push-nets in the shallows.
Oyster (Native)	4″	a dozen to 1½ lb	—	—	none	½d/lb	Unsafe in summer: see Dangers (Inkhorn). One in 1,000 holds a pearl.
Mussel and Cockle (Clams, Whelks, Limpets)	2–3″	by the basket	—	—	none	¼d/lb	Gathered at low tide (Fishing 2); whelks and limpets eaten with seaweed bread by the Algaar (Menglana).
Scallop (Escallop, Queen)	5″	by the dozen	2	—	none	¾d/lb	Its shell is an heraldic charge (Heraldry).
Sea Urchin (Sea Hedgehog)	3″	—	—	—	none	¼d/lb	Spines in a bare foot: 0p and a week's limp unless drawn (Inkhorn). The roe is eaten (Fishing 2).

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FISH 22

"As" names the block whose attributes, skills, armour, and strike locations the creature shares; Swim and the attack replace the block's. Where no block is named, the creature is gathered rather than fought. Retail per pound fresh unless stated (the Fellowship unless a source is given in the notes).

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ENCOUNTERS

and the Catch

The Aquatics table (Aquatics 1) gives Shark, Jellyfish, Turtle, and Dolphin/Porpoise without saying which. The first tables below resolve those results. **Something in the Water** is rolled once an hour, or once a crossing, for anyone swimming, wading, or diving. **The Catch** tables extend the waters in Fishing 2 and the Fellowship's wilds tools; weights use the dice in Economic Data and the wilds tools, and a fish out of its season becomes the fish named after "else" (Inkhorn).

SHARK (AQUATICS: SHARK)

D100	RESULT
01–40	Dogfish pack (3d6): harmless
41–55	Blue shark (1d3)
56–80	Porbeagle (1d3)
81–92	Basking shark (1): harmless
93–00	Great shark (1)

JELLYFISH (AQUATICS: JELLYFISH)

D100	RESULT
01–50	Moon jellies: harmless
51–75	Compass and blue jellies
76–92	Lion's mane (in the south, compass jellies)
93–00	Man o'war (in the south in summer; else lion's mane)

TURTLE (AQUATICS: TURTLE)

D100	RIVER	COAST AND SEA
01–65	Pond turtles basking (1d6)	Loggerhead (sea turtle)
66–95	Pond turtle (1)	Luth (sea turtle, 1,000 lb: STR +10)
96–00	An old pond turtle, and roll Something in the Water	A turtle asleep at the surface, mistaken for a rock

DOLPHIN/PORPOISE (AQUATICS)

D100	RIVER	COAST	SEA
01–25	Porpoise up the estuary	Porpoise (2d6)	Porpoise (2d6)
26–55	Porpoise up the estuary	Porpoise (2d6)	Dolphin (3d6)
56–80	Porpoise up the estuary	Dolphin (3d6)	Dolphin (3d6)
81–90	Dolphin up the estuary	Dolphin (3d6)	Dolphin (3d6)
91–00	Dolphin up the estuary	Dolphins herding fish (fishing condition +1 step today)	Narwhal (2d6; Sea of Itikir; else dolphin)

SOMETHING IN THE WATER (INKHORN)

D100	FRESH WATER	D100	SALT WATER
01–40	Nothing	01–30	Nothing
41–52	Leeches (see Dangers)	31–44	Jellyfish (roll on Jellyfish)
53–60	Eels about the legs: harmless	45–52	Weever (barefoot on sand; else nothing)
61–66	Pond turtle	53–58	Crab or lobster nip: 0b–1b
67–71	Crayfish nip: 0b, a fright	59–62	Urchin (rocky shore; else nothing)
72–75	Pike: one Bite at a dangling hand or foot, vs Ignore	63–66	Stingray (the south; else thornback ray, harmless)
76–79	Snake (Snakes: harmless 60%, adder 40%)	67–71	Conger (rocks and wrecks; else nothing)
80–82	Otter or beaver (Weasels; Rodents)	72–76	Seals (Seals)
83–85	Great pike	77–81	Dolphin or porpoise (roll on Dolphin/Porpoise)
86–87	Wels (the Thard or Lake Benath; else great pike)	82–85	Octopus (1 in 6: great octopus)
88–90	Hygith (Ivashu 6; their lakes and the Thard; else leeches)	86–89	Dogfish pack: harmless
91–92	Lamprey fastens (spring; else leeches)	90–92	Shark (roll on Shark)

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D100	FRESH WATER	D100	SALT WATER
93–94	Cold spring or undertow: Swimming roll at −20	93–94	Sea turtle (summer; else jellyfish)
95–96	Snag or weed: Swimming roll at −10, or held 1d3 rounds	95	Torpedo (the south; else thornback ray)
97	Daranog sign (Aquatics 4; its lakes; else nothing)	96–97	Rip current: Swimming at −20 or carried 1d6 × 50 yards out
98	Elmithri (Ethereals)	98	Myenae (Snakes 6)
99	An ergath watches (Ivashu 4)	99	Merfolk sighting (Aquatics 1)
00	GM discretion	00	GM discretion, or the Aquatics table

THE CATCH (INKHORN)

Roll once for each fish caught (Skills 14–15). The first three waters are fresh, the rest salt. "Runs" and "spring" follow the seasons in Economic Data (salmon: Nuzyael–Kelen and Azura–Savor; lamprey: Nuzyael–Kelen).

D100	STEW POND	D100	FEN AND MERE
01–45	carp	01–30	eel
46–70	tench	31–44	pike
71–85	bream	45–56	tench
86–95	eel	57–66	bream
96–99	pike (a steward's mistake)	67–76	perch
00	GM discretion	77–86	roach
		87–91	crayfish
		92–95	pond turtle
		96	great pike
		97	wels (the Thard or Lake Benath; else great pike)
		98–99	leeches (a fistful)
		00	GM discretion

D100	RIVERS AND LAKES (EXTENDED)	D100	ESTUARY AND HARBOUR
01–20	eel	01–14	flounder
21–26	bream	15–28	eel
27–29	tench	29–36	sea bass
30–34	dace	37–45	grey mullet
35–37	chub	46–52	salmon (runs; else sea trout)
38–41	lamprey (spring; else eel)	53–56	lamprey (spring; else eel)
42–49	perch	57	sturgeon
50–56	pike	58–64	shrimp (a quart)
57–63	roach	65–80	shellfish (a basket's worth)
64–67	barbel	81–86	crab
68–69	grayling (upland; else trout)	87–90	sprat
70–78	salmon (runs; else trout)	91–94	thornback ray
79	sturgeon	95–96	stingray (south, summer; else flounder)
80–95	trout	97	weever
96–97	crayfish	98	porpoise (netted: a royal fish)
98	river pearl mussels (a dozen)	99	herring
99	great pike	00	GM discretion
00	GM discretion		

D100	ROCKY COAST (POTS AND LINES)	D100	SOUTHERN DEEP SEA, SUMMER (ANDURIEN, EMELRENE)
01–14	conger eel	01–20	herring
15–30	crab	21–35	mackerel
31–42	lobster	36–45	grey mullet
43–52	dogfish	46–55	tunny
53–64	cod	56–63	thornback ray
65–72	mackerel	64–71	sprat

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D100	ROCKY COAST (POTS AND LINES)	D100	SOUTHERN DEEP SEA, SUMMER (ANDURIEN, EMELRENE)
73–78	ling	72–78	porbeagle
79–84	sea bass	79–83	blue shark
85–89	octopus	84–88	cod
90–92	squid	89–91	swordfish
93–95	shellfish (a basket's worth)	92–93	torpedo
96–97	urchins (for the roe)	94–95	sea turtle
98	great conger	96–97	dolphin (harpoon: GM)
99	great octopus	98	jellyfish in the nets (man o'war)
00	GM discretion	99	basking shark
		00	GM discretion

D100	NORTHERN DEEP SEA (ITIKIR, HUTHENG; IVAE IN WINTER)	D100	
01–45	cod		
46–60	herring		
61–70	ling		
71–78	haddock		
79–84	halibut		
85–88	dogfish		
89–91	squid		
92–93	porbeagle		
94–95	jellyfish in the nets (lion's mane)		
96	great sturgeon (sea)		
97	narwhal sighted (Itikir; else seals)		
98	great shark		
99	great octopus in the lines		
00	GM discretion		

ECONOMIC DATA: ALL SPECIES

SPECIES	RETAIL/LB	WHOLESALE/LB	AVG LB	FV	CV (D)	SOURCE
Pike	1d	½d	21	7	11	Pricelist (Fisherman): FISH/Pike 1d/lb
Great Pike	1d	½d	45	15	23	as Pike
Eel	¾d	½d	4.5	1.5	1.7	Pricelist (Fisherman): FISH/Eel 3f/lb
Lamprey	2d	1d	2.5	0.8	2.5	The Fellowship: a lord's fish, dearest after sturgeon and salmon
Salmon	2d	1d	12	4	12	Pricelist (Fisherman): FISH/Salmon 2d/lb
Trout	1¼d	¾d	4.5	1.5	2.8	Pricelist (Fisherman): FISH/Trout 1d1f/lb
Sturgeon	1½d	¾d	120	40	90	Pricelist (Fisherman): FISH/Sturgeon 1d2f/lb
Wels	½d	¼d	120	40	30	The Fellowship: muddy, fatty flesh; a poor man's fish
Carp	1d	½d	5.5	1.8	2.8	The Fellowship: a stew-pond fish sold live to great households
Pond Turtle	1f	—	2	0.7	0	The Fellowship: a soup for the poor
Cod	1d	½d	6.5	2.2	3.3	Pricelist (Fisherman): FISH/Cod 1d/lb; dried, salted, or smoked ×2
Conger Eel	½d	¼d	16.5	5.5	4.1	The Fellowship (Fishing 2 names conger among the inshore catch)
Dogfish	¼d	¼d	4.5	1.5	0.6	Inkhorn
Porbeagle	½d	¼d	300	100	75	The Fellowship (shark: Fishing 2)
Great Shark	¼d	¼d	2000	667	250	Inkhorn

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SPECIES	RETAIL/LB	WHOLESALE/LB	AVG LB	FV	CV (D)	SOURCE
Stingray	¼d	¼d	30	10	3.8	Inkhorn
Swordfish	1¼d	¾d	400	133	250	The Fellowship: the flesh is esteemed like sturgeon's
Lobster	1½d	¾d	2.5	0.8	1.9	The Fellowship (Pricelist: CRAB 1d/lb)
Octopus	½d	¼d	8	2.7	2	Inkhorn
Great Octopus	½d	¼d	80	27	20	Inkhorn
Dolphin	1d	½d	400	67	100	The Fellowship (Fishing 2: dolphin taken by harpoon)
Porpoise	1d	½d	130	22	33	The Fellowship: a noble's fish
Narwhal	½d	¼d	3000	500	375	The Fellowship (meat and blubber as whale)
Sea Turtle	½d	¼d	400	67	50	Inkhorn
Bream	¾d	½d	3.5	1.17	1.31	Inkhorn
Tench	¾d	½d	2.5	0.83	0.94	Inkhorn
Perch	¾d	½d	6.5	2.17	2.44	Inkhorn
River Bass	¾d	½d	10.5	3.5	3.94	Inkhorn
Roach	¼d	¼d	0.75	0.25	0.09	Inkhorn
Dace	¼d	¼d	0.75	0.25	0.09	Inkhorn
Chub	¼d	¼d	2.5	0.83	0.31	Inkhorn
Barbel	½d	¼d	3.5	1.17	0.88	Inkhorn
Grayling	1d	½d	1.5	0.5	0.75	Inkhorn
Gudgeon and Minnow	¼d	¼d	0.1	0.03	0.01	Inkhorn
Crayfish	¾d	½d	0.3	0.1	0.11	Inkhorn
River Pearl Mussel	¼d	¼d	0.2	0.07	0.03	Inkhorn
Leech	1d per 4	—	—	—	—	Inkhorn
Herring	½d	¼d	2.5	0.83	0.63	Pricelist: FISH/Herring 2f/lb
Sprat	¼d	¼d	0.25	0.08	0.03	Inkhorn
Mackerel	¼d	¼d	3.5	1.17	0.44	Pricelist: FISH/Mackerel 1f/lb
Ling	¾d	½d	11	3.67	4.13	Inkhorn
Haddock	¾d	½d	4.5	1.5	1.69	Inkhorn
Halibut	1¼d	¾d	42	14	26	Inkhorn
Turbot	2d	1d	11	3.67	11	Inkhorn
Plaice and Flounder	¾d	½d	2.5	0.83	0.94	Inkhorn
Thornback Ray	½d	¼d	7	2.33	1.75	Inkhorn
Torpedo	¼d	¼d	11	3.67	1.38	Inkhorn
Weever	¼d	¼d	0.25	0.08	0.03	Inkhorn
Grey Mullet	1d	½d	3.5	1.17	1.75	Inkhorn
Sea Bass	1d	½d	5.5	1.83	2.75	Inkhorn
Tunny	¾d	½d	300	100	113	Inkhorn
Basking Shark	¼d	¼d	8000	2667	1000	Inkhorn
Blue Shark	¼d	¼d	150	50	19	Inkhorn
Squid and Cuttlefish	½d	¼d	2	0.67	0.5	Inkhorn
Crab	1d	½d	2	0.67	1	Pricelist: CRAB 1d/lb
Shrimp and Prawn	½d	¼d	—	—	0	Inkhorn
Oyster	½d	¼d	—	—	0	Pricelist: OYSTERS 2f/lb
Mussel and Cockle	¼d	¼d	—	—	0	Inkhorn
Scallop	¾d	½d	—	—	0	Inkhorn
Sea Urchin	¼d	¼d	—	—	0	Inkhorn

Wholesale is half retail (Inkhorn, from Fishing 4). FV: mandays (three pounds of fish to a manday, Skills 15; for dolphins, turtles, and narwhals, half the weight is meat). CV: wholesale value of the meat of an average specimen in pence. Products such as oil, horn, roe, and shell are listed on each creature's page.

CREDITS

Writer: Vaidenon of Hustan. Set down by Lesli of Bifel and his homunculus, Claudin.

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