JENNY GREENTEETH

BY VAIDENON OF HUSTAN, WARDEN OF THE INKHORN FELLOWSHIP

the Pond-Hag, and Peg Saltwife of the Shore

> "My mother told me Jenny Greenteeth lived in the Hustan millpond, to keep me from falling in. I have since learned that my mother was right on both counts."
>
> — Vaidenon of Hustan, Warden of the Inkhorn Fellowship, Tashal, Morgat 720 TR

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Every Hârnic mother has a name for the thing under the duckweed: Jenny Greenteeth, Ginny, the Pond-Hag. Children are told she lies under the green weed of millponds, moats and still river-bends, and that she grabs any child who leans too far over the water. On the coast she is Peg Saltwife, who waits in the harbour weed and the tidal creeks. The tales are told to keep children from the water. The Fellowship holds that they are also true. *(Inkhorn)*

THE WARDEN'S NOTE

I went back to Hustan last summer and looked at the millpond. It is smaller than I remembered, as everything is, and the duckweed is as thick as ever. The miller's children play on the far side of the mill, where there is no water. Nobody told them to; they simply do. I counted that as evidence.

NATURE

Jenny Greenteeth is an Ivashu, one of Ilvir's brood. Like all Ivashu she is sexless, cannot breed, and is reborn at Araka-Kalai when slain (Ivashu 1). She looks female only in the way a pollard willow looks like an old woman. The Ilvirans call her a lesson: that what lies under still water is not to be trusted, and that children must be watched. An Ilviran priest pointed out to me, reasonably enough, that the lesson works.

APPEARANCE

A jenny is a long, thin, hunched creature the size of a tall woman, with green-grey, slimy skin, long arms ending in webbed hands with hooked nails, a mane of hair like water-weed, round pale eyes, and a mouth of long, green, needle-sharp teeth. Under duckweed she is invisible; in clear water she looks like a sunken log trailing weed. Peg Saltwife, the sea form, is larger and barnacled, with a bladderwrack mane.

DISTRIBUTION

Jennies haunt still, weedy fresh water near people: millponds, moats, stew-ponds, flooded clay-pits, fens and slow river-bends throughout the settled lands of Hârn. Peg Saltwife lives in harbour mud, tidal creeks and weedy rock-pools on the coasts of Kanday, Melderyn, Kaldor's estuaries and the Orbaal shore. *(Inkhorn)* Each keeps one water for years, and the people who live by it know her name, and do not say it after dark.

HABITS

A jenny lies still beneath the weed, waiting. She takes ducks, dogs, lambs, and especially children, who come to the bank alone. She seizes a wrist or ankle, drags her victim under, and holds him there (Pulled Under). She eats underwater and leaves the bones in the mud. She can mimic voices she has heard: a mother calling, a child crying for help. A jenny will not leave her water by more than a few yards, and she cannot abide fire.

FIGHTING A JENNY

In open fight a jenny claws and bites, and tries to pull her attacker into the water. Ashore she is slow and clumsy and flees back to the water. Draining or filling her pond drives her away; netting and burning her is the old cure. Slain, she will be reborn at Araka-Kalai and may, in time, come back (Ivashu 1).

SPECIAL RULES

UNDER THE WEED (INKHORN)

Lying still under duckweed or weed, a jenny has Stealth +30; anyone not looking for her rolls Awareness at −20 to notice her before she strikes.

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MIMICRY (INKHORN)

A jenny can mimic any voice she has heard by the water. A listener rolls Awareness at −20 to notice that something is wrong; a close relative of the person mimicked rolls at +0.

PULLED UNDER

A jenny that grapples a victim at the water's edge drags him in; see Pulled Under (Fish, Inkhorn). A child or a Small creature is pulled in automatically on a hit.

FIRE

A jenny facing fire tests WIL × 3 or dives and stays down for 1d6 minutes. A burning brand does double damage to her (Inkhorn).

RELIGIOUS VIEWS

- Ilvir: Jenny Greenteeth is a lesson to parents; Ilvirans will not kill one, but they will not stop others (Inkhorn).
- Peoni: Peonian priests bless millponds and fence them for the children's sake (Inkhorn).
- Every church tells mothers to watch their children by water. On that, at least, all the churches agree.

FOLK TALES

Mother's Voice

A miller's daughter heard her mother calling from the far side of the millpond and went round the bank to her. Her mother was in the kitchen. The girl's father pulled her back by her plait with the weed already round her ankle, and they filled in the pond the next summer.

Peg and the Fishermen

Fishermen at a Melderyni harbour lost so many dogs to the creek that they set a net, a lantern, and three boys to watch. In the morning the net was torn, the lantern was out, and there were still three boys. That was counted as a victory.

ADVENTURE HOOKS

- Children are disappearing near a manor's moat; the lord blames the Night People camped nearby.
- A mill has been bought cheap because "the pond is bad".
- A PC hears a companion's voice calling from the reeds.

ENCOUNTERS

Something in the Water (Fish, Inkhorn), and Rural encounters by still water. The Fellowship proposes that a result of "By still, weedy water near settlements" be resolved on this table:

D100	RESULT
01–90	Nothing, or roll on the usual table
91–98	Jenny Greenteeth (fresh water) or Peg Saltwife (tidal water)
99–00	Signs only: drowned dogs, a child's shoe in the weed

Something in the Water (fresh) 53–60 "Eels about the legs" in millponds and moats: 1 in 10 is a jenny. Underworld (the Fellowship's extended), flooded passages: see Giant Vermin, Undead and Vermin sub-tables.

RUMOURS

RUMOUR	TRUTH	WHERE
Don't let the children near the millpond; Jenny's in the weed.	partly	any village
A child was taken at the moat and the weed closed over him.	open	any shire
Jenny Greenteeth is a story to frighten children.	false	anywhere

ECONOMIC DATA

ITEM	PRICE	SOURCE
Draining or filling a pond (labour)	2d6 × 10d	Inkhorn

THE FELLOWSHIP'S ADDITIONS

- Jenny Greenteeth and Peg Saltwife as Ivashu of still and tidal water
- Under the Weed, Mimicry, Pulled Under, and Fire
- Distribution, tales, and encounter additions

Everything else follows HârnMaster 3 and the Columbia Games articles cited, which the Fellowship commends to every reader.

CREDITS

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

Sources cited: Columbia Games' *Ivashu* (#4611: Ivashu 1; Ergath; Nolah), *Religion* (#4401: Ilvir) and the HârnMaster 3 core rules (Skills 10); Fish (Pulled Under) and Kelpie, in this Physiologus.

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STAT BLOCKS

JENNY GREENTEETH (POND)

Habitat: Millponds, moats, still rivers
Height: 6′ 0″
Weight: 140 lb
Diet: Carnivore
Lifespan: Immortal (reborn)
Group: Solitary
Size: Medium/d6

ATTRIBUTES

13 Str	10 Eye	07 Int	14 End
15 Sta	14 Hrg	12 Aur	06 Mov
12 Dex	14 Sml	14 Wil	14 Swim
11 Agl*			

**Agl 15 in water*

SKILLS

60 Initiative	55 Dodge
60 Awareness	85 Stealth[1]
90 Swimming	70 Mimicry

60 Grapple 3b *(drags under)*
55 Claw 4e
45 Bite 4p

[1] Stealth: under weed; +30 still

ARMOUR

B4 E3 P2 F6 GAC 1

STRIKE LOCATIONS

Use standard strike location tables (Combat; as Lycanthropes and the Ivashu with humanoid tables).

- Ivashu: sexless; reborn at Araka-Kalai.
- Water-breathing.
- Fire: WIL × 3 or dives (Inkhorn).

PEG SALTWIFE (SHORE)

Habitat: Harbours, tidal creeks
Height: 6′ 6″
Weight: 200 lb
Diet: Carnivore
Lifespan: Immortal (reborn)
Group: Solitary
Size: Medium/d6

ATTRIBUTES

16 Str	10 Eye	07 Int	16 End
16 Sta	14 Hrg	12 Aur	05 Mov
11 Dex	14 Sml	15 Wil	18 Swim
10 Agl*			

**Agl 15 in water*

SKILLS

60 Initiative	55 Dodge
60 Awareness	80 Stealth
95 Swimming	65 Mimicry

65 Grapple 4b *(drags under)*
55 Claw 5e
50 Bite 5p

ARMOUR

B5 E4 P3 F6 GAC 2

STRIKE LOCATIONS

Use standard strike location tables (Combat; as Lycanthropes and the Ivashu with humanoid tables).

- Barnacled hide.
- As Jenny Greenteeth otherwise.

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