

Livestock is a generic term used to refer to the animals reared and slaughtered by farmers as part of their manorial duties. Wealthier peasants occasionally own a head or two of livestock themselves which are shepherds along with the manorial livestock, but fed and stalled locally.

While there is a considerable variety of livestock available, the domesticated breeds do not differ greatly from each other. Primarily the differences show through the generations of animal husbandry which have created sturdier breeds and often appealing colorization, but only occasionally has led to larger, more sturdier animals overall. The examples taken from the island of Hârn are common to all of north-western Lythia.

Note that this article does not include fowl, which are rarely counted amongst the manorial herds. Nor does it include the horses, mules and donkeys that may work the land or be part of the manorial stables. Instead, it covers the most common cloven hoofed animals that can be both owned by the manor lord as well as his tenants.

Livestock owned by the manor is used to feed and clothe the manor lord's household; only occasionally is it used to garner profit. Livestock owned by the lesser classes, by contrast, is usually used to garner profit and killed only when there is an abundance in the herd or the beast's health falters. Herd culling always occurs in the fall when meat can be salted and stored throughout the winter. Usually the lesser classes take their lead from the manor lord, or more specifically the manor's reeve, and cull their own herds in proportion to the culling done to the manor lord's herd.

Livestock preferences differ by country. Cattle are the predominant livestock along the Thardic River, whereas goats, sheep and swine are found equally everywhere else. Rethem is renowned for its spicy pork sausage and smoked meat. Kanday and Chybisa are famous for its cheeses and Kaldor is said to have the finest vellum. Disputed territory between Rethem and Tharda (Themeson, prime river-bottom land) is home to the largest cattle herd on the island. Split amongst eight manors, it was once the pride of the Thardic Legion; and many believe it will be the source of war before the decade is over.

Each herd has at least one shepherd, sometimes more, depending on the size of the herd. The shepherds range greatly in age and ability. Masters tend to send young out with the animals, while more senior shepherds only deal with birthing and culling.

Livestock is as good as hard currency in most places, and even better in others. Prices listed are an average price for a full grown animal of average size. Prices can differ by as much as 500% depending on age, health and virility as well as sex. Usually animals are only purchased full grown for slaughter. Animals purchased to increase a herd are usually juvenile, as they are more readily accepted, cheaper and easier to transport.

Domesticated herds tend to be over 90% female, as most female livestock also produces milk. Males are more aggressive and less useful than females. Extra males are castrated at a young age and kept as either beasts of burden or slaughtered after achieving their optimal weight. Each herd always has at least one full grown male as a stud. As a rule, the manor lord often owns the males of the herd and trades the rights of its breeding.

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- Oxen based heavily on the works of James S. Watson. <http://www.mailbag.com/users/jswatson/beasts.htm>
- Format based heavily on the new bestiary format by Columbia Games Ltd.

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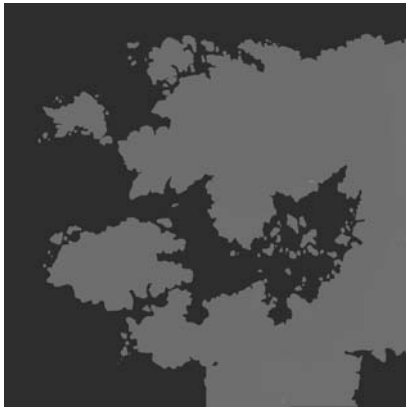
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Rule information provided here in this article is designed for HârnMaster III.

This is version 2. Changes include: editing by Joe Adams.

# LIVESTOCK 2



**Goat Range**

## Goats

Goats were imported into Hârn along with the first Jarin invasions. They have adapted very well to the surrounding lands and are now almost as prolific as a wild species as they are a domesticated one.

A goat's coat ranges from grey to black, often with a mix of colors. Both billies and nannies have horns, with the horns of a billy are larger. The horns can grow in almost any direction, although swept back over the head is the most common. Usually domestic goats have their horns clipped. The billy keeps his horns for easier identification, but they are usually blunted.

Goats can range 5-10 KM in a day. Domestic goats can be lured home with a mix of dried grasses and vegetables as well as the promise of a dry and sheltered spot for the night. Wild goats tend towards areas of good foliage away from settlements and near sheltered areas, like cliffs, bluffs or caves. Goats hate being wet or cold, and avoid any and all situations where they must suffer either. Still, populations persist in remote and rugged areas to which the animal is ideally adapted.

The feral goat is smaller and stockier than a domestic goat, mostly due to the harder lifestyle and lack of constant food of good quality. If a goat is to survive solely on forage, it will range for 6 hours a day just to feed itself. They do far better on a diet of grains and vegetables.

Outside the main rut, which occurs in autumn, the billies and nannies live separately on herbs, grass and heaths. They feed during the day and spend the night and bad weather (especially in winter) in a cave or other sheltered spot.

A gestation of 180 days produces 1-2 kids. Some populations have 2 kidneys a year, mid winter and late summer. During the first few days of life the kids are left in a sheltered spot while the nanny goes off to feed. The nannies will suckle their kids for 3-4 months.

Manorial herds rarely have more than 5 or 6 billies. Nannies are milked each morning, but the amount of milk depends on the season and the age of the nanny. A nanny will produce milk for six to ten months after giving birth. A kid can be weaned in as little as a month from its mother's milk.

While some societies use goats as load-bearing animals, they are predominantly used as a source of hides, milk and food. Goat meat is a common staple amongst the poorer classes and goat cheese is a popular export, especially from Kanday and Chyvisa.

Goat hide can be used for its fur, its leather or even, when scraped clean, as a cheap form of vellum. While small, goat hide is thick and provides ample insulation so long as its fur is left on. If scraped, the vellum is of poor quality (too thin).

A goat will try to ram anything threatening. They can bite quite effectively; but are too timid to not try and butt trouble first.

Goats	
<b>Habitat</b>	Any (sheltered)
<b>Height</b>	50-60 CM
<b>Weight</b>	25-45 KG
<b>Diet</b>	Omnivorous
<b>Life span</b>	10-15 years
<b>Group</b>	Herd 3-10 (wild)
<b>Price</b>	10d
<b>ATTRIBUTES</b>	
10 STR	15 EYE 05 INT 15 END
15 STA	15 HRG 06 AUR 35 MOV
16 AGL	20 SML 15 WIL
<b>SKILLS</b>	
75 Initiative	80 Awareness
80 Dodge	72 Jumping
65 Trample 2B	64 Stealth
65 Bite 1P	30 Swimming
75 Horns 2B	50 Kick 1P
<b>ARMOR</b>	
B5 E4 P1 F3	
<b>STRIKE LOCATIONS</b>	
01-12	Head
13-20	Neck
21-30	• Fore Leg
31-60	• Flank (thorax)
61-75	Abdomen
76-90	• Quarter (hip)
91-98	• Hind Leg
99-00	Tail
• Odd = Left, Even = Right	

Item	d	Source
Meat	2d/lb.	Manor/Market
Sweet Meats	3d/lb.	Manor/Market
Pelt	6d	Manor/Market
Vellum	1d	Hide worker
Eyes	1f/ea.	Manor/Market
Hooves/Horns	1f/set	Manor/Market
Leather	8d	Hide worker
Hide	10d	Hide worker
Milk/Butter	1d/pt.	Manor/Market
Cheese	1d/lb.	Manor/Market

### HMIII RULES:

Add 1 point for every 6 feet of run a goat has to run before striking its opponent; up to a maximum of 24 feet (4 points). They can only trample prone or beasts smaller than themselves and do a maximum of 2+4d4 damage in a trample due to their slight weight.

## Sheep

Domestic sheep came with the first settlers to the island of Hârn. They are the second-most common livestock on mainland Lythia. Sheep were among the first domesticated animals. Wild sheep are assumed to be feral, and tend to be smaller than the domestic sheep.

Selection for wool type, flocking instinct, meat density, and other economically important traits over the centuries has resulted in more than 50 distinct breeds of sheep occurring throughout north-western Lythia. However, they differ only slightly in color, location of wool and size. Sheep come in two types: hair breeds and woolly breeds.

Fine wool sheep produce wool fibers with the smallest fiber. Their fleeces have the highest commercial value and greatest versatility in the textile industry. Fine wool sheep are best adapted to hot, dry climates, though they may be raised in any climate. They also have a strong flocking instinct. They long wool breeds produce wool fibers with the largest diameter and longest staple length. These breeds are best adapted to cold, wet climates. Their long, lustrous fleeces are often favored by spinners.

Hair sheep breeds produce wool that is intermediate in fiber diameter between fine and long wool. These breeds are generally not raised when wool production is the primary goal. Carpet wool breeds produce wool fibers that are coarser than long wool and are used in the manufacture of carpets, as their name suggests. Some breed produce colored fleeces, which is desirable when selling fleeces to hand spinners. Hair sheep have coats that contain a mixture of hair and wool fibers that is shed annually without the need for shearing.

Fine wool and hair sheep (sometimes called fleece sheep) are only slaughtered if the herd is diseased or starving, as the wool of a sheep provides more income than its meat alone. Sheep skin is always used for vellum rather than leather due to the constant demand for vellum. The sheep's small size, in comparison to a cow or even a horse, keeps the demand high.

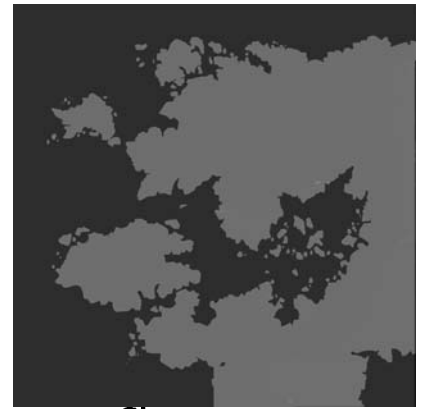
A few sheep breeds are raised for their meat and not their fleece. This is especially prevalent in brushy or woody terrain where burrs, thorns, and vegetation can stain or mar the fleece. Such breeds tend to be meatier and have thinner coats than fleece breeds.

A gestation of 180 days produces 1-6 kids in late summer. The kid can walk within minutes and grows to maturity in one year. They suckle for a three months.

Some sheep are milked, especially if their kids are stillborn or die young. Sheep can be trained to stand still while being milked, but it is not a natural trait. Sheep will kick or bite if cornered, but prefer to bleat for help while running madly away. If frightened, a herd will scatter, leaving kids undefended. Most shepherds use dogs to try and keep the sheep together, for they will wander off in search of fodder, leaving the safety of the herd behind.

### ANIMAL CRAFT (SHEEP/GOAT)

The same skill is used to herd goats as to herd sheep; tricks taught to sheep and goats include: holding still while being milked, allowing herders to handle them, shearing, kidding/lambing, and penning. Neither sheep nor goats can be taught to willingly be shorn or branded. For the former they must be held and the latter they must be tied down. Help is offered during kidding/lambing to the expectant mother only if they need help.



Sheep range

Sheep	
<b>Habitat</b>	Any
<b>Height</b>	0.76 - 1.2 M (2.5 - 4.0 ft.)
<b>Weight</b>	54.4-13.4 KG (120-250 lbs.)
<b>Diet</b>	Vegetarian
<b>Life span</b>	12-15 years
<b>Group</b>	4 - 400
<b>Load</b>	13.6 - 18.14 KG (30-40 lbs)
<b>Price</b>	12d
<b>ATTRIBUTES</b>	
13 STR	15 EYE 03 INT 14 END
14 STA	16 HRG 04 AUR 32 MOV
14 AGL	20 SML 15 WIL
<b>SKILLS</b>	
75 Initiative	68 Awareness
70 Dodge	72 Jumping
60 Trample 3B	60 Stealth
50 Bite 1P	50 Swimming
70 Gore 3B	
<b>ARMOR</b>	
B5 E4 P1 F3	
<b>STRIKE LOCATIONS</b>	
01-06	Head
07-09	Neck
10-14	• Fore Leg
15-55	• Flank (thorax)
56-83	Abdomen
84-90	• Quarter (hip)
91-99	• Hind Leg
00	Tail

Item	d	Source
Meat	2d/lb.	Manor/Market
Sweet Meats	3d/lb.	Manor/Market
Pelt	6d	Manor/Market
Vellum	1d	Hide worker
Eyes	1f/ea.	Manor/Market
Hooves/Horns	1f/set	Manor/Market
Leather	8d	Hide worker
Hide	10d	Hide worker
Milk/Butter	1d/pt.	Manor/Market
Cheese	1d/lb.	Manor/Market

# LIVESTOCK 4

## OXEN

Oxen are cattle trained as draft animals for at least 4 years by a teamster. Oxen are used for plowing, transport, hauling, grain-girding and wagon drawing as well as log-pulling. A team of two (called a yoke) is trained together and, once trained, a yoke does not work well apart. Some heavy wagons are pulled by a span of yokes.

A wooden yoke is fastened about their necks so that the force of the draft is distributed across their shoulders. Oxen are chosen from calves with horns, since the horns hold the yoke in place when the oxen back up or slow down when going down hills.

Oxen can pull harder than horses, though not as fast and they are less prone to injury. The teamster walks alongside the lead yoke, regardless of their task. When on roads, the teamster is to the left of the lead yoke on Hårn, but on the right on the mainland. Oxen do not react well when approached by other yokes, so the teamster must move to interpose themselves between his yoke and passersby.

Oxen are not normally shod, unless they spend a great deal of time on the roads.

Since oxen don't sweat, their teamsters release them near water and fodder to relax and cool down. Oxen work is best done early in the morning, or during the heat of the summer, at night under a harvest moon. Manors tend to have twice the number of oxen required to till the land, allowing the oxen to work in shifts in the cool of the day.

Price: +100d minimum.

## Cattle

Cattle are rare on the island of Hårn and uncommon on North-western Lythia. They provide the most consistent source of good quality leather and meat. They are also the only domesticated animal to provide such a large volume of meat, leather and milk. But they also eat more than any other domesticated animal. Cattle must be fed on a mix of hay, silage, mixed grains and salt to remain healthy and calve well. The vast amount they eat limits their availability to river-bottom, plains and fertile but cleared land.

Before any cow can produce milk, she must calve. After each calving, a heifer can produce milk for about ten months if they are milked regularly. A calf only needs two to three months of suckling before it switches to fodder. If a heifer's diet is not varied and rich, she'll stop giving milk or milk production will become unpredictable.

A person who works cattle is called a drover. There is usually one drover for about every 20 beasts. They range through pastures and fallow land daily. Easily herded, the drover must watch for anything that would spook the cattle and make them stampede.

The manor lord often owns the bulls and the oxen, while a majority of the heifers are owned by the free farmers, with one or two cows owned by serfs. The manorial herd includes all the cows. The manor lord grants concessions to cow owners so that his herder can take the cows to forage on fallow land. Their manure is worked into the ground the following spring and in return they get to eat silage directly off the fallow ground.

Breeds of cattle are often interbred for appearance, milk or meat production and temperament. Hårnic cattle make the best oxen, but any cow can be trained to be a load-bearing animal. The seven recognized breeds include two wild breeds (the wild cattle and the musky ox), two breeds common in Hårn (the Hårnic cattle and the Ivinian cow) and the most popular breed in North-Western Lythia (the Shorkein cow).

A gestation of 284 days produces 1-2 calves in late summer. The calf can walk within minutes and grows to maturity in two years. The calf will suckle for 3-6 months, switching to grasses and fodder shortly thereafter. The only time a cow will become aggressive is in its protection of its calves. Some herds have two calvings a year, but the second calving produces much weaker beasts.

Both bulls and heifers have horns, although bull's horns are much larger. Heifer horns are often cut or blunted when the cow reaches maturity. The horns always grow out and away from the head. Bulls are culled regularly from the herd to avoid tension and random breeding. Those remaining have their horns blunted.

Bulls mate in the late autumn with as many heifers in the herd as they can. Most breeders select the bull that will be dominant in the herd and either geld or cull any other bulls. Excess bulls are gelded young and then slaughtered once they reach maturity. Cattle will rarely stray from good fodder and are easy to herd as they shy away from sharp movements and loud noises.

Add 1 point for every 4 feet of run a cow has to run before striking its opponent; up to a maximum of 24 feet (8 points). Each breed of cattle will react in a slightly different manner to an attack. See the sections pertaining to each breed, below, for details.

## Wild Cattle

Wild cattle range predominantly across the plains of north-western Lythia, although small herds exist on the island of Hârn. A few Orbaalese and Ivinians have begun domesticating the breed, but success thus far has not improved the breed's temperament.

Wild cattle have solid coats of black, brown or a mix with white. Both bulls and heifers have horns that sweep forward and out; the horns on a bull tend to be thicker if not longer than those of a heifer. Horns begin to grow around the second year; horn nubs can be seen on yearlings.

Wild cattle eat and move constantly, up to 12 KM in a single day; although they will linger if foliage is plentiful. They do not mind inclement weather and are adapt at scraping food from beneath snow or sleet. Wild cattle are found near running water and have been known to stampede towards the smell of water during droughts.

Bulls mate in the late autumn with all heifers in the herd. Usually rutting is preceded by fights between the dominant bull and any younger bull willing to try their luck. Wild cattle rut fights are often fatal, with the loser gored and trampled under the victor's hooves. There is only one adult bull per herd and up to a dozen or more juvenile male calves still in the herd. Male calves are tolerated until they reach sexual maturity. Lost or wild cattle of other breeds are not tolerated by the lead bull, but may be bullied by other, more juvenile bulls into joining a smaller herd. Bulls tend to wander separate from the herd until autumn. Some bulls have been seen banding together to enjoy good foliage and nearby water, but come autumn, it's every bull for himself.

Wild cattle are considered a pest that destroys crops and endangers farmers as well as other animals. Often new settlements that cannot scare off a herd kills them instead. Large herds are known to populate mainland Lythia. Those found on Hârn are often expected to have escaped from some new breeding attempt, as they are often female and ornery.

Wild cattle meat is a delicacy to Ivinians, and its hide creates exceptional leather. Its horns are commonly used as drinking steins in Ivinian households.

Wild cattle will try to gore anything threatening. They will only bite if something comes in range of their lowered head, after trampling it.

### ANIMAL CRAFT (HERDING)

Cattle shepherds are called drovers. They may be mounted on horses or on foot. A cattle herd will only move quickly if there is nothing on which to forage. Unlike with sheep and goats, cattle will ignore or charge a barking dog. They will, however, move to avoid a man they can see, or a horse. A man on the ground will be trampled.

Drovers quickly learn to discern wild cattle from domestic breeds. Wild cattle have a touchy temperament and are difficult to control. Often their coloring differs greatly from the domestic breed and they tend to be larger. A wild bull will quickly dominate a domestic breed and constantly try to lead it away from the domestic range (often towards better, wild, fodder). Not having been reared by a drover, wild cattle will attack any person who enters the herd, treating them as an intruder.



Wild Cattle Range

### Wild Cattle

<b>Habitat</b>	Plains, open grassland
<b>Height</b>	1.8 - 2.0 M
<b>Weight</b>	1000- 2000 KG
<b>Diet</b>	Vegetarian
<b>Life span</b>	8-16 years
<b>Group</b>	10-20 (herd)
<b>Price</b>	150d+

#### ATTRIBUTES

40	STR	09	EYE	06	INT	21	END
20	STA	19	HRG	01	AUR	30	MOV
10	AGL	09	SML	15	WIL		

#### SKILLS

55	Initiative	80	Awareness
45	Dodge	35	Jumping
50	Trample 4B	30	Stealth
60	Bite 1P	50	Swimming
50	Horn 4P	60	Kick 4P

#### ARMOR

B5 E5 P4 F4

#### STRIKE LOCATIONS

01-15	Head
16-19	Neck
20-35	• Fore Leg
36-66	• Flank (thorax)
67-78	Abdomen
79-90	• Quarter (hip)
91-98	• Hind Leg
99-00	Tail

• Odd = Left, Even = Right

#### COOKING (CATTLE)

Beef from cattle is rarely available outside a manor house. Few cooks know how to prepare beef outside of a stew or pie; the Ivinians believe the best meat is cooked atop your enemies breastplate over an open fire.

# LIVESTOCK 6



**Musky Ox Range**

## Musky Ox

Musky ox are found in the frozen tundra of northern Lythia. They have long hair and a woolly undercoat that ranges in color from black to grey with a white muzzle. The bull has thick horns that almost meet on top of its head in what is called a “boss”. The horns curve down besides its face and out at the ends. The heifer has smaller horns, without a boss. Instead the top of her head is covered with whitish hair. Predominantly a wild species, they are hunted by nomadic northerners who prize their great horns as much as their hides.

The musky ox gets its name from the odor produced by glands beneath the bull's eyes.

In the summer the musky ox herd has about 10 members. They will eat constantly through the season, almost tripling their weight. In winter the herd can have about 15 to 20 members who head to higher ground where the arctic winds blow the snow off the ground. Here they will feed on low-growing vegetation and mosses. The herd only travels about 80 KM between its summer and winter feeding areas.

Breeding season starts in early summer and goes on until late autumn. The lead bull, will try to keep other bulls from mating with the heifers. The heifers give birth to one calf each the following spring, after a gestation of 280 days. The calf will suckle for 3-6 months, switching to foliage shortly there after. The only time a cow will become aggressive is in its protection of its calves. Some herds have two calvings a year, but the second calving produces much weaker beasts.

When threatened, Musky ox run to higher ground and form a defensive circle around their young. With their heads lowered, they form an impenetrable wall. The young are protected in the center of the circle. Musky oxen stampede easily and sometimes young calves become separated from the herd and are lost.

Musky ox will bite opponents only as a last resort; even heifers prefer to head-butt attackers, although only rarely will the Musky ox take a running start. They will kick only when running away.

Some tribes exist almost solely on the Musky ox herds, using the animals for most of their food, clothes and even making their summer homes out of the Musky ox hide. These tribes do not believe the Musky ox can be domesticated; but it has not stopped the Ivinians from trying. Musky ox bulls will try to take over a domestic herd and are often successful. Although less aggressive than a wild cow, they are considerably more cunning than domesticated cattle.

### ANIMAL CRAFT (MUSKY OX/WILD CATTLE)

There is no such specialty currently known on Hârn, although a few northern tribes claim the ability to use Musky ox as if they were domesticated. Wild cattle herders are known in Ivinia, but usually they are herders who are trying to develop this specialty and not those who have mastered it. Both breeds are wild and fairly unpredictable, with the Musky Ox being the more docile of the two.

### MUSK OF MUSKY OX

The musk is a common alchemical ingredient for potions and balms relating to the senses and the bladder (bile). It is often collected from dead Musky Oxen and sold dried, although fresh is the most powerful.

### Musky Ox

**Habitat** Tundra  
**Height** 2.13 M  
**Weight** 179 - 363  
**Diet** Vegetarian  
**Life span** 24 years  
**Group** 10-20 (herd)  
**Price** 200d+

#### ATTRIBUTES

14 STR 08 EYE 03 INT 13 END  
 15 STA 08 HRG 01 AGR 12 MOV  
 09 AGL 08 SML 10 WIL

#### SKILLS

60 Initiative 75 Awareness  
 60 Dodge 25 Jumping  
 50 Trample 4B 35 Stealth  
 30 Bite 1P 40 Swimming  
 60 Kick 4P

#### ARMOR

B5 E4 P2 F3 (EXCEPT EYES)

#### STRIKE LOCATIONS

01-12 Head  
 13-20 Neck  
 21-30 • Fore Leg  
 31-60 • Flank (thorax)  
 61-75 Abdomen  
 76-90 • Quarter (hip)  
 91-98 • Hind Leg  
 99-00 Tail  
 • Odd = Left, Even = Right

## Hârnic Cattle

Hârnic cattle are solid black or red in color, although white may appear on the udder. They are resistant to harsh weather, undemanding, adaptable, good natured, and mature in a year. Hârnic cattle are usually bred for meat. They are used widely in crossbreeding to improve meat quality and milking ability. Hârnic heifers calve easily and have good calf rearing ability.

Hârnic cattle trace their ancestry back to mainland Lythia and are believed to be descended from wild cattle.

Hârnic cattle can range up to 15 KM in a day, if permitted. If lost, heifers will find another herd and join up, regardless of the species of the herd. Bulls will always return to their herd or die trying. Hârnic cattle wandering in small groups without a herder is a sure sign of recent banditry.

Hârnic cattle are bred primarily for their hides, meat, milk, and cheese. They are predominantly found along the Thardic River valley and in Kaldor. Hârnic cattle require a lot of fodder and fresh water to remain healthy. The best herds are located in flood plains and on the verge of swamps. Hârnic cattle do not deal well with high heat, humidity or drought.

The leather from Hârnic cattle is highly prized because it is one solid color and tans well. The red leather takes color better than the black, and is thus more expensive.

There are six recognized breeds of Hârnic cattle, each with its own distinctive specialty. They are:

- *Themeson Dryder* - a solidly made beef cattle breed. Its large size made it very popular with Rethemi soldiers.
- *Thardine* - a smaller cow than the dryder, it is the source of the Themeson Dryder and the mainstay of the legion's herds in Tharda.
- *Menkold* - an older cow, more similar to the Shorkein cattle. It is commonly found throughout Kanday.
- *Rethmi Red* - a large Hârnic cow with a noticeable red coat. It is raised primarily for its meat and is very popular on Agrikan lands.
- *Dusky Wild* - supposedly a cross between a wild cow and a Hârnic cow, it is as large as a Themeson Dryder, but solid white in color. It is most prized for its hide. Found in Chybisa and Melderyn.
- *Ramalan* - A Kaldorian cow known for its good health and wild disposition. Believed to be a cross between an Ivinian cow and a Hârnic cow, it has the best of both breeds.

### HIDEWORK (SPECIALTY: LEATHER WORKER)

Leather workers tend to love cattle hides. They are large pieces of leather that, when skillfully cut from the animal, come away solid. Domesticated breeds of cattle have hides that are easy to scrape and tan very well. Rough curing is primarily the art of salting the skin (through a brine solution or using lots of dry salt) so it will not deteriorate between the butchery of the animal and the tanning of its hide. Drying the hide in the sun also preserves it, but in Hârnic's wet climate, if the pelt gets wet it will once again start to rot.



Hârnic Cattle Range

### Hârnic Cattle

**Habitat** Plains  
**Height** 180-200 CM  
**Weight** 500 KG  
**Diet** Vegetarian  
**Life span** 8-10 years  
**Group** 3-25  
**Price** 96d

#### ATTRIBUTES

25 STR 10 EYE 04 INT 19 END  
 13 STA 18 HRG 05 AUR 28 MOV  
 11 AGL 16 SML 10 WIL

#### SKILLS

50 Initiative 60 Awareness  
 55 Dodge 55 Horn 7p  
 44 Trample 6B 52 Stealth  
 40 Bite 1P 40 Swimming

#### ARMOR

B4 E3 P1 F3 (EXCEPT EYES)

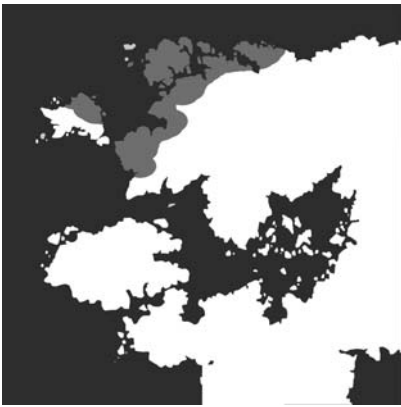
#### STRIKE LOCATIONS

01-12 Head  
 13-20 Neck  
 21-30 • Fore Leg  
 31-60 • Flank (thorax)  
 61-75 Abdomen  
 76-90 • Quarter (hip)  
 91-98 • Hind Leg  
 99-00 Tail

• Odd = Left, Even = Right

Item	d	Source
Meat	3d/lb.	Manor/Market
Sweet Meats	4d/lb.	Manor/Market
Pelt	10d	Manor/Market
Vellum	1f	Hide worker
Eyes	2f/ea.	Manor/Market
Hooves/Horns	4f/set	Manor/Market
Leather	12d	Hide worker
Hide	10d	Hide worker
Milk/Butter	2d/pt.	Manor/Market
Cheese	1d/lb.	Manor/Market

# LIVESTOCK 8



**Ivinian Cattle Range**

## Ivinian Cattle

Ivinian cattle are medium to large framed beef cattle with a very deep and broad body. Their color is white to cream with a pink muzzle and pale hooves. They have a short, broad head and heavily muscled loins and haunches. Ivinian cattle grow very fast.

Ivinian cattle trace their ancestry back to mainland Lythia and are believed to be descended from musky ox.

Ivinian cattle can range up to 10 KM in a day, although they usually do not stray far from a good source of food. If lost, Ivinian cows always return to their herd or die trying.

Heifers get sick easily, especially during calving; high losses to the herd are common if conditions are not just right.

Ivinian cattle are bred primarily for their perfectly white hides and meat, although milk and cheese product figure prominently as well. They are predominantly found in Ivinia and Shorkein. Ivinian cattle require a lot of fodder and fresh water to remain healthy. The best herds are located in flood plains and on the verge of swamps. Ivinian cattle do not deal well with high heat, humidity or drought.

The leather from these hides is highly prized because of its natural color and that it tans well.

Ivinian Cattle	
<b>Habitat</b>	Plains
<b>Height</b>	180-190 CM
<b>Weight</b>	600 KG
<b>Diet</b>	Vegetarian
<b>Life span</b>	8-12 years
<b>Group</b>	3-25
<b>Price</b>	
<b>ATTRIBUTES</b>	
35 STR	10 EYE
04 INT	20 END
15 STA	18 HRG
05 AUR	28 MOV
11 AGL	16 SML
10 WIL	
<b>SKILLS</b>	
50 Initiative	60 Awareness
55 Dodge	55 Horn 7p
44 Trample 6B	52 Stealth
40 Bite 1P	40 Swimming
<b>ARMOR</b>	
B4 E3 P1 F3 (EXCEPT EYES)	
<b>STRIKE LOCATIONS</b>	
01-12	Head
13-20	Neck
21-30	• Fore Leg
31-60	• Flank (thorax)
61-75	Abdomen
76-90	• Quarter (hip)
91-98	• Hind Leg
99-00	Tail
• Odd = Left, Even = Right	

### SALTERS AND HIDE WORKERS

Working hides requires a lot of salt. Salters and mercantylers both trade in salt-dried hides, although most mercantylers prefer to deal with fully tanned hides because they last longer, and require less care. Officially only a manor lord can allow the sale of a cattle hide, unofficially if a serf has a hide to sell it is no secret.

### CATTLE AND PEASANTRY

Even beef cattle breeds are used by the peasantry for their warmth in winter, manure on the fields and milk they regularly provide. If the peasantry must slaughter a cow, it is because they can no longer afford to pay the manor lord for the right to let it forage or because it is sick or too old. One quarter of the meat will go to the hide worker who slaughters the beast and tans the hide. Another quarter (at least) will go to the manor lord; leaving the family with a lot of a lot of sweetmeats and organs to preserve (smoke).

Peasantry will cull their herds in proportion to those culled from the manor lord's own herd, relying on the village reeve and master herder to determine which beasts are best suited to culling. Manor lords will always buy young cattle deemed either too expensive for the peasantry to keep or perfect for oxen training. Often feed rights (allowing the peasants cattle to eat for free that year) are traded for the calf rather than actual coin.

Cows live in the same houses as the peasants. The stable is often right off the kitchen, providing more warmth than the home's fire. Any manure deposited in the home is the peasant's; who often puts it on their fields. Any manure deposited outside the home is the manor lord's. Families trade the manure collected in return for minor rights (nut right or berry right) from the manor lord through his reeve. Manure is often collected by children and left with the reeve to be dried and put on the fields when they are fallow.

Item	d	Source
Meat	2d/lb.	Manor/Market
Sweet Meats	3d/lb.	Manor/Market
Pelt	8d	Manor/Market
Vellum	1f	Hide worker
Eyes	1f/ea.	Manor/Market
Hooves/Horns	1d/set	Manor/Market
Leather	12d	Hide worker
Hide	10d	Hide worker
Milk/Butter	2d/pt.	Manor/Market
Cheese	1d/lb.	Manor/Market



## Shorkein Cattle

The Shorkein cattle are the most docile and easy to manage breeds. They are known for a long straight top-line with deeply muscled back and loin. The females have a productive lifetime of ten to twelve years and high milk production. Shorkein cattle are spotted, occasionally with just a few white markings. The color varies from pale gold to dark reddish brown. The head is usually white in front of the eyes with the lower parts of the legs also largely white. They are suited to all-purpose crossing with smaller breeds.

Shorkein cattle trace their ancestry back to Ivinian cattle, although many claim it is the other way around. Shorkein cattle often breed with Hârníc cattle as well to improve temperament of the Hârníc breed.

Shorkein cattle can range up to 20 KM in a day, although they usually do not stray far from a good source of food. If lost, Shorkein cattle will wander, and try to join the first herd they find. Even sexually-mature males are welcomed into a herd so long as they do not try to mate with any of the heifers. Cattle will rarely stray from good fodder and are easy to herd as they shy away from sharp movements and loud noises.

Shorkein cattle are bred primarily for their milk and meat. They are found throughout north-western.

There are five recognized breeds of Shorkein cattle, each with a distinctive specialty. Crossbreeding between these, Hârníc and Ivinian cattle have produced whole herds of cross-breeds that are not officially recognized. In Shorkein half-breed cattle are far more common than pure breeds. The recognized breeds are:

- *Poxer* - An almost fully black milk cow prized for its pelt. Their horns often reached a foot or more in length.
- *Belted Thierzie* - a large, milk heavy cow, with a belt of white around its middle. The rest of its hide is black.
- *Avastra* - a small cow that produces milk with over 1/3 cream (as opposed to 1/5).
- *Elavonian* - a red or roan-colored cow (often mixed) that does well in wet lands.
- *Buttery* - supposedly the first cow from which butter was easily made. Experts say it produces more cream than the Avastra.

### ON BREEDS AND BREEDING

Cattle breeds are only important due to their specialization. Some manor lords wish to raise cattle for meat, others for milk. All manor lords want the most out of any animal that they must pay for. Breeding is a dangerous process. Try to breed a bull that's too big for your heifer and she might die - either during the breeding (crushed by the bull) or during calving. Try to breed a bull that's too small for your heifer and the calf will come out so small that it will have to be hand-reared to survive. Easy if you've only bred one cow; difficult if you've bred 15-50.

Herders often spend months in discussion before making recommendations about which bulls (of any herd) to breed with which heifers. Discussions are longer if the bulls are of a different species from the heifer. Bulls are traded from time to time between nearby manors, but bulls rarely travel far from home.



Shorkein Cattle Range

### Shorkein Cattle

**Habitat** Lowland forest, plains  
**Height** 150-160 CM  
**Weight** 650 KG  
**Diet** Vegetarian  
**Life span** 10-12 years  
**Group** 5-50  
**Price**

#### ATTRIBUTES

35 STR 10 EYE 04 INT 19 END  
 13 STA 18 HRG 05 AUR 28 MOV  
 11 AGL 16 SML 10 WIL

#### SKILLS

50 Initiative 60 Awareness  
 65 Dodge 55 Horn 7p  
 44 Trample 6B 52 Stealth  
 40 Bite 1P 40 Swimming

#### ARMOR

B4 E3 P1 F3 (EXCEPT EYES)

#### STRIKE LOCATIONS

01-12 Head  
 13-20 Neck  
 21-30 • Fore Leg  
 31-60 • Flank (thorax)  
 61-75 Abdomen  
 76-90 • Quarter (hip)  
 91-98 • Hind Leg  
 99-00 Tail

• Odd = Left, Even = Right

Item	d	Source
Meat	2d/lb.	Manor/Market
Sweet Meats	3d/lb.	Manor/Market
Pelt	8d	Manor/Market
Vellum	1f	Hide worker
Eyes	1f/ea.	Manor/Market
Hooves/Horns	1d/set	Manor/Market
Leather	12d	Hide worker
Hide	10d	Hide worker
Milk/Butter	2d/pt.	Manor/Market
Cheese	2d/lb.	Manor/Market



**Swine Range**

## Swine

Swine is the common name for any of the cloven-hoofed mammals of the family Suidae. A swine has a rather long, mobile snout, a heavy, relatively short-legged body, a thick, bristly hide, and a small tail. The name swine is applied mainly to domestic animals, which are also known as swine. Sometimes these are called pigs. Boar is a term for a male domestic swine suitable for breeding, but the term wild boar is used for the common wild swine. Wild swine are descendants of the Lythian wild boar, introduced for sport hunting, or hybrid offspring of escaped domestic swine. A domestic swine's tusks are removed before reaching maturity.

Swine differ very little in size or weight, although there is a wide variety of skin colors. Their hide is very thin and white-haired swine are prone to sunburn. Swine prefer having a wallow, a mud or dust pond, nearby in which they can roll. The covering of mud or dust stops their hide from burning. If provided the opportunity, a swine will never defecate near where it wallows or eats.

Swine are valuable for their meat, prepared as ham, bacon, and pork, and for their fat (lard); they also provide fine leather, and bristles for brushes. Swine are commonly grouped as meat-type or lard-type. Swine are raised in nearly all parts of Lythia, but coastal Lythia is the chief swine-raising area.

Though swine will eat almost any food, they do best on a mostly vegetarian diet. They are excellent scavengers and must be penned at night lest they eat whatever they find. The more a swine eats, the bigger it grows. It is an animal that is always hungry and will eat constantly if food is available. If it does not exercise regularly, the meat will remain marbled with fat. Regular exercise produces a higher and more standard meat quality.

Swine herds can range from 5-10KM in a day to find fresh fodder. Swine are known to find rare and edible mushrooms, like truffles. The swine will gorge themselves on these delicacies. A few herders rely on their swine's ability to find these mushrooms before snatching them from the swine for their own sale or consumption. Getting truffles away from hungry swine is a dangerous task as swine will push and bit anything that gets in between them and their food.

Swine get sick whenever they cannot exercise or are kept out of the sun. Swine illnesses greatly resemble human illnesses - especially the rumble cough, wandering nights and the fever.

A gestation of 114 days produces 4-12 piglets. The piglets grow to maturity in one years. They suckle for a three months. A sow can have 1 litter every 3-4 years. If a litter is less than 4 piglets, the litter will not be born alive.

### SWINE AND SETTLED FARMS

Swine are a sign of settled lands. They are not raised by nomadic people, and need so much food that without fodder from manor crops, they do not grow as healthy as migratory or wild herds. In most manors swine are allowed to wander throughout common areas. Not only do they help keep the place clean, they also act as wardens. A swine will squeal and run from anything that threatens it; unless defending piglets. When a swine attacks, it will squeal louder; making it a great watch beast.

### Swine

**Habitat** Any  
**Height** 3-5 ft.  
**Weight** 200-600 lbs  
**Diet** Any  
**Life span** 6-10 years  
**Group** 2-12  
**Load** 100 lbs  
**Price** 24d

#### ATTRIBUTES

18 STR 15 EYE 03 INT 14 END  
 16 STA 16 HRG 04 AUR 30 MOV  
 14 AGL 20 SML 15 WIL

#### SKILLS

55 Initiative 52 Awareness  
 45 Dodge 35 Jumping  
 50 Gore 5B 60 Stealth  
 40 Bite 1P 35 Swimming

#### ARMOR

B4 E3 P1 F3

#### STRIKE LOCATIONS

01-12 Head  
 13-20 Neck  
 21-30 • Fore Leg  
 31-60 • Flank (thorax)  
 61-75 Abdomen  
 76-90 • Quarter (hip)  
 91-98 • Hind Leg  
 99-00 Tail

• Odd = Left, Even = Right

Item	d	Source
Meat	1d/lb.	Manor/Market
Sweet Meats	1d/lb.	Manor/Market
Pelt	4d	Manor/Market
Vellum	1f	Hide worker
Eyes	1f/ea.	Manor/Market
Hooves/Horns	1f/set	Manor/Market
Leather	7d	Hide worker
Hide	5d	Hide worker
Milk/Butter	1d/pt.	Manor/Market
Cheese	1d/lb.	Manor/Market

## Wild boar

The wild boar may reach a height of 3 ft. (90 cm) and a length of 5 ft. (150 cm). It has 9-in. (30-cm) tusks and a fierce disposition. In the north a wild boar greatly resembles a domesticated pig, with overgrown tusks. They range in color from black to grey.

Even babies “false charge” like grizzly bears, but the adults use their tusks in a deadly fashion. Their tusks mesh together as they eat becoming as sharp as bridgeheads and continue growing all their possible 27-year life span. Males constantly vie for superiority in vicious battles. The result of slashing at each other is that they develop up to an inch of cartilaginous armor under their hide that protects their vital organs. Wild Boars are territorial animals with short tempers.

The wild boar lives in a family party that has a territory of 10 - 20 sq. KM, but in the autumn, family groups come together to form herds of up to 50 females and youngsters. The group is known as a sounder, led by an older sow, and its members feed, rest and sleep together. The young male forms a bachelor group but the older male remains solitary, joining up with females in the autumn mating season. Once mated, he will once again live alone.

A den is used for resting and sleeping. A boar often makes a shelter by cutting long grass and crawling under it to lift it so that it becomes entangled with the tall herbage around to form canopies. Wild boars communicate with each other using a wide range of grunts, squeaks and chirrups. They grunt a lot when feeding while a single loud grunt is a warning to others.

Wild boars are sexually mature at 18 months of age, but a male will not usually mate until he is about four years old. During the autumn mating season, the male joins a herd of females and fights any male who challenges his position. Fighting boars use their tusks to slash at each other's shoulders. Despite their thick skin and coarse layer of hair on the shoulders, deep wounds are sometimes inflicted. After mating, the boar leaves the herd, taking no part in rearing the young.

After a gestation period of 112 - 115 days a litter of 3 - 12 piglets is born in the spring. The sow prepares for the birth by constructing a nest of grass. The mother has 8 - 14 teats and each piglet has its own teat from which to suckle. The first piglets born choose a teat near their mother's head so that they have a better chance of attracting her attention and are less likely to be trodden on. The piglets are born with stripes and these help to camouflage them in the undergrowth.

The litter stays in the nest for about 10 days and then the family moves off, joining up with previous litters. The young are suckled for about 12 weeks before they are completely weaned onto food that they find while rooting around with their mother. Their coats become a dull, dun color at about 6 months and they will stay with their mother until at least the next litter is born. At one year old their coats are a rich black-brown and they reach full size at 5 - 6 years of age.

### DOMESTICATED “WILD” BOAR?

A few manors, where hunts are popular, feed the boars in their woods throughout winter. All the better for the hunt in the spring. The beasts are still wild, just better fed than most.



Wild Boar Range

### Wild Boar

**Habitat** Forest, woodlands

**Height** 3.5-4.5 ft.

**Weight** 200-400 lbs

**Diet** Omnivore

**Life span** 5-20 years

**Group** 2-20

**Load** 400 lbs

**Price** 100d+

#### ATTRIBUTES

18 STR 15 EYE 03 INT 14 END

16 STA 16 HRG 04 AUR 30 MOV

14 AGL 20 SML 15 WIL

#### SKILLS

55 Initiative 52 Awareness

45 Dodge 35 Jumping

50 Gore 5B 60 Stealth

40 Bite 1P 35 Swimming

#### ARMOR

B4 E3 P1 F3

#### STRIKE LOCATIONS

01-12 Head

13-20 Neck

21-30 • Fore Leg

31-60 • Flank (thorax)

61-75 Abdomen

76-90 • Quarter (hip)

91-98 • Hind Leg

99-00 Tail

• Odd = Left, Even = Right

**MYTH OF THE GARGANTUAN**  
Legends tell of a great beast, a gargantuan beast that tears through huts and eats people whole. Nothing survives its coming. Some have described it as a giant wild boar gone mad. Armored and armed, it is a match for any who dare hunt it.

# LIVESTOCK 12

## WHY LIVESTOCK?

I've been asked this question a few times now. Game stats are probably not the first thing you think about having handy if your party is approached by a cow or a sheep. But it is part and parcel of a good bestiary to have stats for regular animals on hand. From these great beasts can be generated. Or perhaps I should say: Gargantuan beasts.

## ALTERNATE RULE: INTIMIDATION

Every animal with the nerve to attack has the intimidation skill. It is a specialty of Rhetoric, used to establish dominance. The beast will try to use it before any attack, if it can.

Animal	ML
Goat	23
Sheep	21
Oxen	30
Wild Cattle	24
Musky Ox	16
Hárníc Cattle	17
Shorkein Cattle	18
Ivinian Cattle	17
Swine	21
Wild boar	21

## BONUSES:

Situation	Bonus
Beast is bigger than opponent	+25
Beast is smaller than opponent	- 25
Beast is female protecting its own	+ 15
Beast is male, protecting its own	+05

Note that just because an animal has a specialty of Rhetoric - it does not mean the beast has the Rhetoric skill. It does not even have a voice stat. When calculating the base ML, a score of 3 was used for voice.

Refer to HMIII Skills 12 for the resolution table for Intimidation checks.

## Glossary

The following terms are used throughout this article.

Term	Definition
Billy	A male goat of breeding age.
Boar	A male swine of breeding age.
Bull	A male cow of breeding age.
Calf	A juvenile cow of either sex.
Calving	The period when gestation ends and the cow gives birth to calves.
Drive	Herding cattle is a 'cattle drive'. People that herd cattle are said to drive, work, or push them.
Drover	A shepherd of cows.
Ewe	A female sheep of breeding age.
Heifer	A female cow of breeding age.
Herd	A group of cattle or oxen.
Herder	Someone who guides a group of cattle or oxen.
Kid	A juvenile goat of either sex.
Kidneys	The period when gestation ends and the nanny gives birth to kids.
Lamb	A juvenile sheep of either sex.
Nanny	A female goat of breeding age.
Ox	A castrated adult male cow trained as draft animals, usually over 4 years of age.
Pelt	(Untanned hide.
Piglet	A juvenile swine of either sex.
Ram	A male sheep of breeding age.
Sow	A female swine of breeding age.
Spans	Two or more Yokes of oxen.
Steer	A castrated male cow raised for meat.
Sweet Meats	Vital organs of an animal and its brain. This includes: Liver, stomach, intestines, spleen, heart, lungs, kidneys, genitals and brain.
Wether	A castrated male sheep.
Yokes	A trained pair of oxen.

## A WORD ON PRICING

Domestic animals have a list of prices beneath the stat block. These prices do not differ much one from another. No part of an animal goes to waste. What cannot sell (or starts to rot) is fed to swine or dogs (or both). All meat is either eaten within the 10-day of its slaughter or smoked. All meat must hang for at least 1/2 a day; this allows the meat to tenderize. The art to hanging meat is taught to every butcher or manor house cook. Hang meat for too long and it will require more spices for it to be eaten. Hang meat for too short a time and it will be tough.

Prices listed in this article are provided as a guide. No one sells their goods at these prices. A few offer lower prices, but most offer much higher. Even reeves will negotiate, trying to get the most they can; and goods traded for goods muddles the pricing even more. In cities, coin is king. Tradesmen (markets/merchants) will take coin, you can sell your goods to one tradesman for coin and use that coin to get what you want. In a manor however, they will take labor, or any good or product you have that they need in trade.

## SIZE

In HMIII, creature size determines its impact damage. Size and reach is included when its stats and damage bonus (written beside the skill used to do the damage) are calculated. In this article, sheep, goats, swine and wild boards can only do d4s of damage, instead of the average d6. Cattle, while large, still only do d6 of damage since they are less than 12 feet in length/height.