

## — MOUSILLON CAREERS —

The following basic careers are exceptionally appropriate to characters hailing from Mousillon.

### FROGWIFE

Frogwives are a common sight in Mousillon's villages. They take the buckets of snails and frogs caught by the village Swampaires (often their husbands, sons, or fathers) and gut them long into the evening. A Frogwife is not only an expert at the gutting and cleaning of frogs and snails, but also forms a crucial part of a village's social structure. Frogwives tend to be relatively knowledgeable about the surrounding world, sometimes being permitted to leave the village for short periods of time to find useful herbs or other essentials from neighbouring villages. Some Frogwives are experts in the use of herbs, folk medicine, or some other esoteric but useful pursuit. It is a rare Frogwife who does not know the majority of what is going on in her village, and Frogwives have a deserved reputation as gossips, storytellers, and the originators of many strange superstitions. A Frogwife is almost always a woman, and it is a great shame for a man to labour at the swamp bucket.

With your GM's permission, when rolling your starting career you can substitute Frogwife for Camp Follower.

#### —Frogwife Advance Scheme—

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
—	—	—	+5%	+10%	+5%	+10%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

**Skills:** Common Knowledge (any one), Evaluate, Gossip, Haggle, Perception, Search, Trade (Cook)

**Talents:** Dealmaker, Hardy or Rover, Stout-hearted, Streetwise

**Trappings:** Entrails bucket, frog guts, snail shells, sharp knife

**Career Entries:** Bone Picker, Camp Follower, Peasant

**Career Exits:** Boatman, Bone Picker, Camp Follower, Swampaire, Grail Pilgrim\*, Herrimault\*, Servant, Tradesman, Vagabond, Village Elder\*

\*These Careers appear in *Knights of the Grail: A Guide to Bretonnia*.

### SWAMPAIRE

Swampaires are hunters and gatherers of snails and frogs. They take their name from an obscure dialect that essentially means man of the swamps or, more commonly, chaser of frogs. Snails and frogs are the only resource in which Mousillon is rich, and swamping is a prestigious occupation among its peasants. Since all creatures in a swamp are technically owned by the local lord, a Swampaire needs at least the implicit approval of the local noble. Some nobles require lengthy apprenticeships and the swearing of oaths before a man can call himself a Swampaire and be permitted to hunt his lord's swamps. Swampaires tend to be hardy folk adept at tracking snails and frogs, which is a tricky and time-consuming business at the best of times. Swampaires are normally men, but some nobles have been known to permit a particularly sharp-eyed and quick-fingered lass to hunt in the absence of suitably skilled menfolk.

With your GM's permission, when rolling your starting career you can substitute Swampaire for Hunter.

#### —Swampaire Advance Scheme—

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+10%	—	+5%	+10%	+5%	—	—

##### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+3	—	—	—	—	—	—

**Skills:** Concealment, Outdoor Survival, Perception, Search, Set Trap, Swim

**Talents:** Hardy, Lightning Reflexes or Very Resilient, Marksman, Rover, Specialist Weapon Group (entangling)

**Trappings:** Net, spear, sack, idro warts, swamping rights granted by local lord

**Career Entries:** Boatman, Bone Picker, Ferryman, Frogwife, Hunter, Militiaman, Peasant

**Career Exits:** Grail Pilgrim\*, Herrimault\*, Man-at-Arms\*, Outlaw, Thug, Vagabond, Village Elder\*, Yeoman\*

\*These careers appear in the *Knights of the Grail: A Guide to Bretonnia*.

