

— LEGENDS OF THE LAND —

From courtly troubadours to wizened Frogwives to hard-bitten bandits swapping tall tales, everyone in Mousillon has a story about the Lost Duchy. All those who live there know there is something wrong with the place, something far more insidious than even the enforced isolation or the prevalence of disease, and this feeling has given rise to countless fairytales and tall stories about Mousillon's inherent strangeness or how it came to be the way it is. Any self-respecting Frogwife has a formidable armoury of tales and a readiness to tell them to anyone who will listen...

- Ghouls live beneath the city, and they rule an entire kingdom with its own lords, dukes, and even king.
- There is a land outside our village, so big that it would take days to walk across it. And that land sits within an even larger land that might take weeks to cross!
- The lights over the Tour D'Alsace are caused by a wizard who tears out people's souls and flings them into the sky. When he throws them hard enough, they become stars.
- Lost children grow horns and cloven feet and gather in the woods. We must seek to live in harmony with these bestial men because they are our own sons and daughters.
- Snails never die. When they are gutted, they immediately pop out of the mud again somewhere else. This is because snails are not animals but a blessing on the peasants of Mousillon from the Grey Men.
- The people in the next village are child-eating murderers. They worship a great flapping beast that comes down from the sky!
- Thierulf of Lyonesse was once Landuin's best friend, but he grew jealous of Landuin and came to hate him. Eventually he challenged Landuin to a duel over some meaningless matter, but Landuin was by far the better knight and wounded Thierulf about the face. Thierulf was disgraced and instructed his knights and heirs to exact revenge for him, by seeking out any reason to invade Landuin's realm and win it for Lyonesse. Thus, after the Madness of Merovech, Lyonesse invaded Mousillon not to punish Merovech's crimes but to make good Thierulf's vengeance by conquering the better half of Mousillon and condemning the duchy to darkness and misery.
- The Grey Men farm peasants like the peasants farm frogs and snails. Every now and again the Grey Men will snatch away everyone in a particular village and eat them. They only do this to villages whose peasants do not leave offerings of leftover gutted entrails in the swamps.
- The Black Pig of the Woods is everywhere at once. It is the source of all living things and hence the source of all death. Beg the Black Pig for your life to be spared!
- A child born with extra nipples, fingers, or toes is sure to have some extraordinary talent. There was once a boy born with two heads who was the greatest Swamphaire that ever lived.
- Mousillon's curse would be lifted if a man were to ride into the Ducal Palace on the back of the Grand Sow of the Grismerie, who still roams the swamps of the western Grismerie Valley. We burn an effigy of a sow every Sow Night in the hope that the Grand Sow will see it and come trotting to our salvation.
- Our village is surrounded by corpses who have risen from their waterlogged graves. If you ever go beyond the village's border stones, they will hunt you down and eat your brains.
- Much of Mousillon's nobility is descended not from Landuin, but from one of Landuin's nephews who was spared death in the Undead invasion because the Necromancer recognised a spirit in the boy as malicious and twisted as his own.
- Landuin's duel with Thierulf was over Thierulf's wife, Rosalind. Landuin had either stolen her away or subjected her to a terrible outrage. This was the first sign there was darkness in Landuin's soul, and Thierulf's attempt to talk sense into his friend was met with violence by Landuin. In the ensuing duel, Thierulf was wounded about the face and, having been beaten by a better fighter, could not challenge the result. So was missed the only opportunity to heal the wound to Landuin's heart, and so was Mousillon condemned to its curse.
- There once was a noble lady of Mousillon who was condemned for witchcraft, murder, and drinking the blood of maidens. She was fortunate because her true crimes were much, much worse.
- Far in Mousillon's north is a magical forest where the spirits of the trees are searching for a way to cure the duchy's ills.
- One day the Lady of the Lake came to Mousillon, but she fell ill there because of all the wickedness done to Bretonnia by the Greenskins. The land fell sick with her and stayed so even when the victories of Gilles and his Companions caused her to recover.
- Rats the size of men live in a cave beneath the Orphan Hills. The size of men!
- If you bury a body face-up, it will start screaming and never stop until it is reburied facedown.
- The curse exists because Landuin is not honoured properly in death. He is buried somewhere in the sickly soil of Mousillon, and until someone finds him and re-inter him in a grand tomb befitting a Companion of Gilles, the curse will remain.
- Shallya only listens to us when we first sacrifice a healthy villager in her name, to show her that we fear no cure.