

DARKFAST

CLASSIC FANTASY

ADVANCED CLASSES:

DUCKS



Labyrinth Lord
Compatible Product

OKUM
ARTS
GAMES

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WALKS LIKE A DUCK,

The product of an ancient curse by a long-dead arch mage, ducks are small, grumpy beings standing 3-4 feet tall. Hollow-boned and agile, they weigh in at about 50 pounds. Ducks are unable to fly and are covered in a soft layer of oily white to brown feathers and down. They have flat beaks and webbed feet and they are excellent swimmers. Duck arms and hands are still rather humanoid, but are heavily feathered and end in two rough fingers and an opposable thumb. Ducks seem to have no problem using their hands and fingers for fine motor skills despite their cumbersome appearance.

Ducks have a hard time moving around on land. Their over-sized webbed feet always seem to get in the way and they have adopted a wide-stanced "waddle" to move around. This makes it harder for Ducks to disguise themselves as other creatures and creates a distinct trail that any ranger worth his salt can easily track.

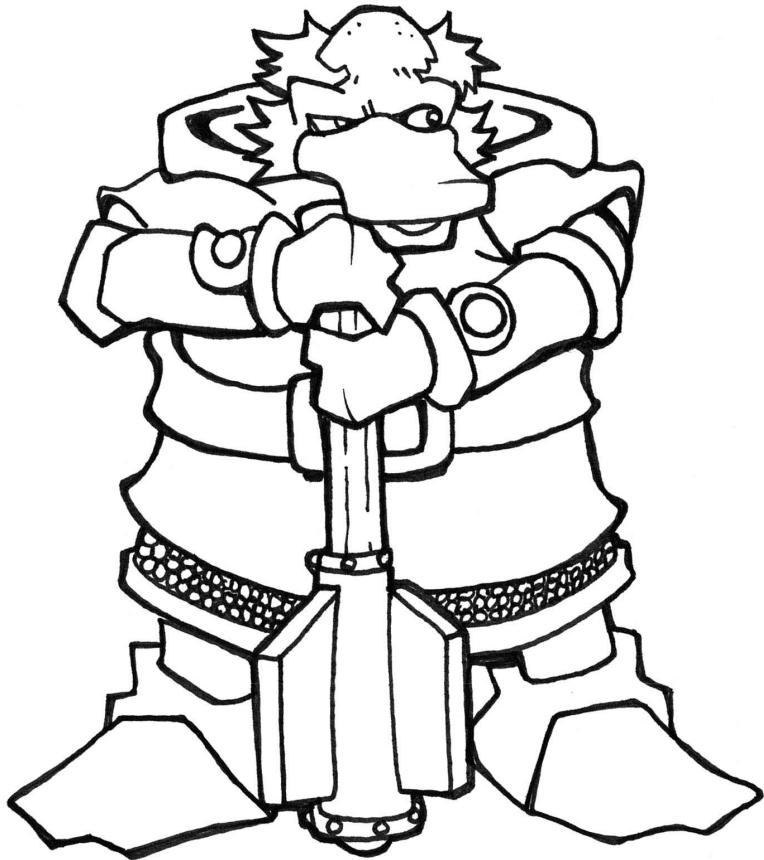
Ducks are very sensitive to magic and may detect and identify magical items if they are allowed to inspect them. They are also easy to detect with a basic detect magic spell, wrapped in the complex magic of the arch mage's curse. Male and female ducks enter adventuring equally. Ducks are hatched in elaborate hatcheries and are cared for by elders who are often retired clerics. Ducks worship the Great Egg, the place from whence all ducks come. Great Egg worship includes spending time in the nurseries caring for hatchlings. This onerous practice may help explain their grumpy nature and their desire to leave their communities in search of adventure.

QUACKS LIKE A DUCK...

The grumpy nature of ducks is legendary. They always appear to be bothered by some irritant in the environment and are easily offended. Ducks feel hard-done-by and it's understandable considering how they have been treated for thousands of years. Ducks hold a grudge like no other race. Physically weaker, they often bide their time and exact their revenge long after the initial incident, usually taking the offending party by surprise.

Ducks are particularly nasty towards other bird-based races such as harpies. This rage could be linked to their ancient curse or some kind of threat response; either way a duck will instinctually attack or drive off a harpy. Ducks particularly fear hobgoblins as ducks are commonly accepted as slaves in even the most civilized cultures. Despite the unlucky reputation of ducks hobgoblin slavers go out of their way to hunt them down and will often charge double the price for a sturdy duck over a halfling or human.

Ducks always seem to be looking for something. They feel a strong desire to venture out and have adventures at least once in their lives. They never appear satisfied, but are constantly pacing, preening or plotting vengeance. They



get bored far too easily for their own good. Duck folk tales always deal with travellers and tricksters who wander the land in search of conflict and a chance to break the arch mage's curse on their people.

UNLUCKY DUCKS

Ducks flock together in small towns and farming communities. Communities are led by a council of elders staffed by retired warriors, clerics and magic-users. Strangers are not welcome and are carefully monitored by the militia. Ducks are disliked by most other races and considered bad luck. They are attracted to magic, but are also rather susceptible to its effects. It's really not clear if ducks are truly unlucky or if their grumpy demeanours and magical auras attract the wrong kind of attention from the universe.

WHY DUCKS?

The real reason that the arch mage chose to turn an entire village of people into ducks has been lost in time. Most scholars claim it was an act of revenge or punishment of some kind for a rude or malicious act. Ducks add a certain amount of whimsy to any adventure or campaign, but this may not mesh with the setting or Labyrinth Lord's style. The Labyrinth Lord has the final say if a player may create a duck character for their campaign.

INFORMATION FOR THE LABYRINTH LORD

Ducks live in villages with small round homes. Each village will have a leader (level 2-7) and a militia of 4-13 defenders (1 hit dice).

DUCK (militia, standard encounter)

No. Enc:	1-4 (4-13)	Alignment:	Neutral
Movement:	60' (20')	In Water:	120' (40')
Armor Class:	4	Hit Dice:	1
Attacks:	as per weapon	Damage:	as per weapon
Save:	Duck (see below)	Morale:	8
Hoard Class:	XXII	XP:	10

Duck adventurers and militia are usually equipped with a short sword or short bow, chain mail armour and a shield.

DUCK (acolyte)

No. Enc:	1-3 (1-6)	Alignment:	Neutral
Movement:	60' (20')	In Water:	120' (40')
Armor Class:	5	Hit Dice:	1
Attacks:	as per weapon or spell	Damage:	as per weapon
Save:	Duck (see below)	Morale:	7
Hoard Class:	XXII	XP:	13

Duck acolytes are first level duck clerics. They usually carry a heavy mace and wear chain mail armour under white vestments.

Duck acolytes will have one first level cleric spell (generally cure light wounds).

No slouches in battle, they prefer to stay back and heal wounded fighters, then launch themselves gladly into the fray.

DUCK (thief)

No. Enc:	1-2 (1-8)	Alignment:	Neutral
Movement:	60' (20')	In Water:	120' (40')
Armor Class:	6	Hit Dice:	1
Attacks:	as per weapon	Damage:	as per weapon
Save:	Duck (see below)	Morale:	7
Hoard Class:	XXII	XP:	10

Ducks antisocial tendencies make them less remorseful in pursuing vocations such as thievery. They have a hard time fading into the background in some cultures, however and may draw more attention to their actions than they'd like. Many thieves guilds do not admit ducks as they are often considered bad luck. Duck thieves are ruthless, efficient and vicious.

DUCK (magic-user)

No. Enc:	1 (1-4)	Alignment:	Neutral
Movement:	60' (20')	In Water:	120' (40')
Armor Class:	8	Hit Dice:	1
Attacks:	as per weapon or spell	Damage:	as per weapon
Save:	Duck (see below)	Morale:	7
Hoard Class:	XXII	XP:	13

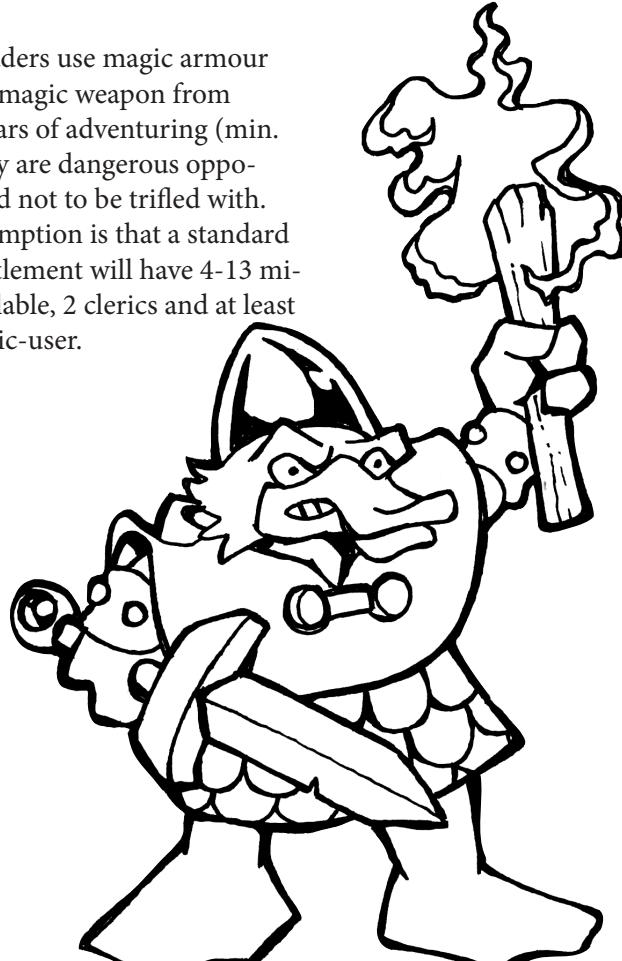
The old saying "Smells like magic... or a duck." is based on the belief that the old magical curse that created the ducks in the first place remains with the ducks and hangs on them like an aura. This affinity for magic makes ducks more susceptible to the effects of magic. As they are not the toughest creatures to encounter and they generate a great deal of negative attention they usually have two or more first level retainers as bodyguards.

Duck magic-users will have one first level spell at their disposal at the start of the encounter.

DUCK (leader)

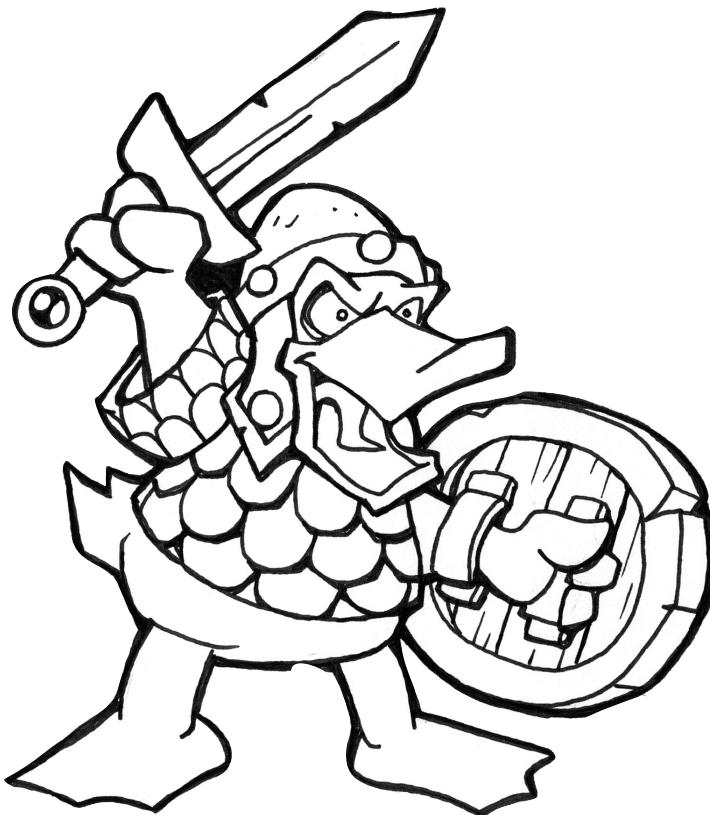
No. Enc:	1	Alignment:	Neutral
Movement:	60' (20')	In Water:	120' (40')
Armor Class:	4	Hit Dice:	6
Attacks:	magic weapon +1	Damage:	magic weapon
+1			
Save:	Duck (see below)	Morale:	8
Hoard Class:	XIX	XP:	320

Duck leaders use magic armour and one magic weapon from many years of adventuring (min. +1). They are dangerous opponents and not to be trifled with. The assumption is that a standard duck settlement will have 4-13 militia available, 2 clerics and at least one magic-user.



INFORMATION FOR PLAYERS

There may come a day when players will want to play a brave duck character. Ducks are magically cursed creatures and are generally grumpy and unfriendly, but they do work with groups from time to time. Ironically, their magically cursed nature makes them excellent magic users.



RESTRICTIONS:

Hit Dice

Ducks use a maximum of a six-sided dice (d6) to determine their hit points.

Level Advancement

Ducks may only advance to a maximum of 10th level.

Weapon Restrictions

Due to their small size they may not use long bows or two-handed swords and duck classes that can wear armour may not wear anything more protective than chain mail.

Duck Out Of Water

Ducks are also relatively clumsy out of the water, often tripping over their webbed feet. They have a movement of 60' (20') on land, but can swim at 120' (40') in water if they are unencumbered by armour, equipment or weapons bigger than a dagger.

Magically Cursed

Due to their cursed nature, ducks are more susceptible to magical effects and have a poor saving throw versus rods, staves, spells and wands.

Ability Minimums

Ducks must have a minimum Dexterity and Wisdom of 9.

SPECIAL ABILITIES:

Small Target

As they are small creatures, ducks gain an additional -2 on their Armour Class when attacked by creatures that are larger than humans.

Hollow Boned

Ducks also receive an additional +1 added to individual initiative rolls and Dexterity bonuses.

Magically Adept

Ducks may naturally read magic with 100% accuracy and this ability allows each class of duck to use all spell scrolls and accurately identify the nature and abilities of cursed or magic items.

SAVING THROWS

Level	Poison or Death	Magic Wands	Petrify or Paralyze	Breath Attacks	Spells or Sell-like Devices
1-3	10	15	16	13	18
4-6	8	13	14	10	16
7-9	6	11	12	7	14
10	4	9	10	4	12

CREATING DUCK CHARACTERS

The whimsical nature of duck characters may not be everyone's cup of tea for player characters. Make sure that the Labyrinth Lord agrees to include ducks in their campaign before taking the time to create a duck character. The most challenging part of playing a duck is that they are rarely taken seriously and are mistrusted by most other races.

Ducks often disguise themselves or work hard to maintain a low profile when they are on an adventure.

DUCK CLERIC

Duck clerics operate exactly as human clerics, but use the duck Saving Throws and the duck cleric level progression table. They have the same weapon and armour restrictions as a duck and a regular cleric. They are unable to use weapons that have a sharp edge. Duck clerics also gain the special abilities of Turning Undead and cleric spells and spell progression. The Prime Requisites for a duck cleric remain the same as a regular cleric as does the bonus on earned experience points.

Duck clerics generally serve the duck deity commonly known as the Great Egg. The basic tenet of the Great Egg is the Right of Vengeance. Scores must be settled and the punishment should fit the crime. Nobody is above the law and corruption is not to be tolerated.

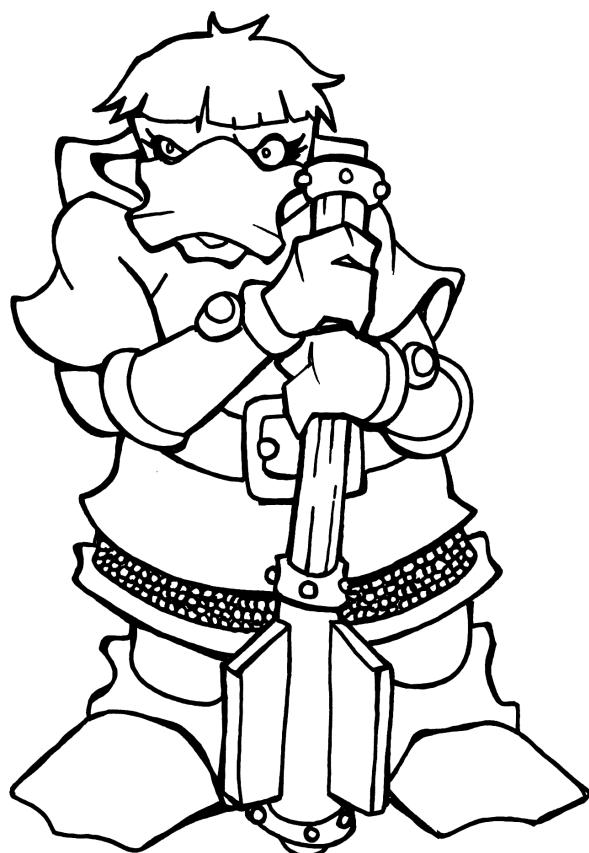
Duck clerics use six-sided dice (d6) to determine hit points. They may advance to a maximum of 10 levels of experience.

Reaching 9th Level:

Upon reaching 9th level a duck cleric may join a council of elder ducks who defend and rule duck strongholds and settlements. A fortified temple built in a classic oval shape may be constructed at half the regular cost. Duck warriors and acolytes will fanatically defend the cleric and maintain the temple. These followers never need to check morale and will give their lives in the pursuit of their duties.

DUCK CLERIC LEVEL PROGRESSION

Experience	Level	Hit Dice (1d6)
0	1	1
2,200	2	2
4,400	3	3
8,800	4	4
17,600	5	5
35,200	6	6
70,400	7	7
140,800	8	8
281,600	9	9
381,600	10	10



DUCK FIGHTER

Duck Fighters operate exactly as human fighters, but use the Duck Saving Throws and the duck fighter level progression table. They may not use large weapons and do not wear armour beyond chain mail.

The Prime Requisites for a "Duck Fighter" are the same as a regular fighter and the bonus on earned experience points remains the same.

Duck Fighters use six-sided dice (d6) to determine hit points. They may advance to a maximum of 10 levels of experience.

Reaching 9th Level:

Upon reaching 9th level a duck fighter may establish a keep to help defend and rule duck strongholds and settlements. Ducks are usually shunned by other races as unlucky so they tend to 'flock together'. At this level a duck fighter may hire soldiers or mercenaries including magic users, clerics and other professionals as retainers.

DUCK FIGHTER LEVEL PROGRESSION

Experience	Level	Hit Dice (1d6)
0	1	1
1,800	2	2
3,600	3	3
7,200	4	4
14,400	5	5
28,800	6	6
57,600	7	7
115,200	8	8
230,400	9	9
350,400	10	10

DUCK MAGIC-USER

Duck magic-users operate exactly as regular magic-users, but use the duck saving throws and the duck magic-user spell and level progression tables. Duck magic-users use spell books and cast spells the same way that human magic-users cast spells. They may not use weapons other than a dagger or a staff and may not wear armour or use shields.

The Prime Requisites for a "Duck Magic-User" are the same as a regular magic-user and the bonus on earned experience points remains the same.

Duck magic-users use four-sided dice (d4) to determine hit points. They may advance to a maximum of 10 levels of experience.



Reaching 9th Level:

Upon reaching 9th level a duck magic-user may create spells and magic items just as regular magic-users.

They may also build a stronghold at level 10 that will attract 1d4 duck magic-user apprentices of level 1-3.

DUCK M-USER LEVEL PROGRESSION

Experience	Level	Hit Dice (1d4)
0	1	1
2,500	2	2
5,000	3	3
10,000	4	4
20,000	5	5
40,000	6	6
80,000	7	7
160,000	8	8
320,000	9	9
470,000	10	10

Saving Throws and level progression tables to reflect their duck nature. The Prime Requisites for a duck thief are the same as a regular thief and the bonus on earned experience points are not changed.

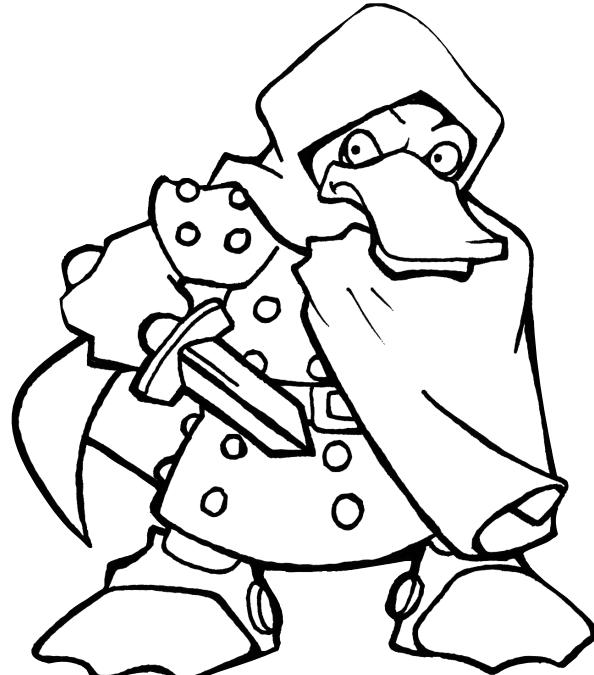
Duck thieves use four-sided dice (d4) to determine hit points. They may advance to a maximum of 10 levels of experience.

Reaching 9th Level:

Upon reaching 9th level a duck thief may create a gang of their own attracting 1d6 first level duck thief apprentices who will assist the character in illegal activities. If they survive or are not arrested after a reasonable amount of time the character may be able to form their own thieves guild. Due to the fowl nature of the organisation only ducks will opt to join up with the player and they will attract a fair amount of animosity from other thieves guilds.

DUCK THIEF LEVEL PROGRESSION

Experience	Level	Hit Dice (1d4)
0	1	1
1,900	2	2
3,800	3	3
7,600	4	4
15,200	5	5
30,400	6	6
60,800	7	7
121,600	8	8
245,200	9	9
363,200	10	10



DUCK THIEF

Duck thieves have all special abilities as outlined in the classic thief class such as Pick Locks, Find and Remove Traps, Pick Pockets, Move Silently, Climb walls, Hide in Shadows and Hear Noise. These abilities progress as outlined for the thief class in the main rulebook. Duck thieves gain the additional ability of Read Languages (any) at 80% accuracy at Level 4. Ducks thieves use their own

DUCK CALLS

Roll a d20 to determine the first name and clan affiliation for duck characters. Ducks are proud, but grumpy and take great offense when their names are ridiculed. In keeping with their preening and fussy nature, duck names can be dramatic, yet fanciful.

d20	Female First Name	Male First Name	Clan Name
1	Gertrude	Alexander	Canard
2	Downy	Webster	Drake
3	Carla	Grimbeak	Beakley
4	Mallory	Tyrone	Quack
5	Carina	Dexter	Dewey
6	Plum	Howie	Flocksworth
7	Arabella	Reginald	Billings
8	Georgette	Joffre	Buffle
9	Polly	Reed	Pond
10	Gabby	William	Waddle
11	Stella	Scooter	Beaking
12	Olivia	Calvin	O'Mallard
13	Prunella	Drakken	Waddington
14	Flossie	Gressle	Featherstrong
15	Edwina	Vincent	Whittleson
16	Winonna	Radcliffe	Gladstone
17	Fanny	Sedgewick	Greybeak
18	Isabelle	Mordred	Laker
19	Maisie	Norbert	Tarn
20	Maeve	Muddy	Gadwell

DUCK MOTIVATIONS

The reason your character is adventuring at all depends on the nature of the campaign. With an all-duck campaign it's really pretty straightforward: birds of a feather flock together. In traditional "mixed" campaigns the duck character has to tread carefully so as not to incite bigoted wrath from other races. The motivation for adventuring must be considered during character creation.

d20	Reason for adventuring
1	Your village was wiped out by a random menace. You now wander the world seeking closure (revenge).
2	Easily distracted you wandered off from your village and... oh, look something shiny!
3	Falsely accused of a crime and banished from home village by a rival.
4	Lost during a mass migration, trying to find your friends and family.
5	Self Preservation. Too many enemies in the village.
6	Misfit just didn't fit in with other ducks.

d20	Reason for adventuring
7	Sibling rivalry. You may be the next village leader, but your siblings would have it otherwise.
8	Frustrated with being unable to advance in duck society
9	Curiosity about how other creatures live and what makes them tick.
10	Something to prove. Will go back and show them who's boss.
11	Seeking a legendary artefact that would ensure a high standing back in the village.
12	Had a religious experience from the Great Egg that gives instructions from time to time.
13	Doesn't really give a quack about anyone, just in it for profit.
14	Death wish. Takes crazy chances.
15	Hero complex. The character wants to "make a difference" in the world.
16	Lonely. Wants to make friends.
17	Tries to keep a big group together. Afraid of adventuring without other people to protect them.
18	Old stories told by an older relative spurred an interest in a life of adventure.
19	It's all about looking good and attracting the love of their life.
20	Roll twice on this table ignoring 20s.

QUIRKS

Finishing touches help describe what sets this character apart from other duck characters. Roll or choose a Quirk on the following table during character creation.

2d20	Quirk
2	Long, fluffy feathers and plumage.
3	Hunchback
4	Lechorous/sexist
5	Can smell magic (as detect magic smell)
6	Always sick and sneezing
7	Thinks everything is hilarious
8	Too polite and apologetic
9	Speaks in very highfalutin/pedantic language
10	Scarred face from a near-death experience
11	Uses puns and wordplay constantly
12	Poor personal hygiene habits
13	Dresses and decorates everything in favourite colour.
14	Sad about failed relationships, talks about them constantly
15	Has an imaginary friend which may or may not be real

2d20	Quirk
16	Smokes a small pipe of Halfling tobacco constantly
17	Overly superstitious
18	Painfully slow to act
19	Always tired and lazy
20	Walks with a limp, dragging one leg
21	Speaks in a whisper
22	Likes to drink, always drunk
23	Nervous habit (taps foot, cracks neck, blinks constantly)
24	Wants to be everyone's friend
25	Condescending
26	Grumpy, even for a duck
27	Unintelligible speech
28	Horrible breath
29	Infested with parasites, always itchy
30	Misuses words with unexpectedly funny results
31	Twitchy, always nervous
32	Eyepatch or missing eye
33	Clumsy or accident prone
34	Must always help those in need
35	Picks a fight with everyone and everything
36	Keeps a pet animal and takes it everywhere
37	Overweight
38	Underweight
39	Martyr complex. Why do I always have to suffer?
40	Roll twice on this table ignoring rolls of 40

Water Off A Duck's Back:

A duck is wronged and because of their grumpy and vindictive nature demands satisfaction and unleashes a campaign of revenge and mindless violence along with a posse of retainers. The players may be the defending against the duck's sinister forces or may indeed be the agents of vengeance themselves.

Not the Duck You're Looking For:

The local enforcer gang mistakes the player character duck for an infamous duck criminal mastermind that double-crossed them. Complicating matters is a new captain of the town's guards who has decided to make a name for himself by cleaning up the streets. If they survive the thugs and the guards they'll eventually have to deal with the duck criminal that bears an uncanny resemblance to the player character duck.

The Price Of Magic:

An evil mage's guild puts a bounty on all ducks as their organs and body parts are reputed (falsely) to be excellent material components for spell casting. Not wanting to confuse the issue with facts, poor townsfolk scramble to capture and deliver as many ducks as they can.

The Great Egg Speaks:

A prophet of the Great Egg wanders the land preaching revolution and "duck rights". This riles up more militant ducks into a cult dedicated to overthrowing the local religious leaders and forcing even non-ducks to follow the duck-centric beliefs of the Great Egg or die at the hands of a crusade. More moderate ducks are horrified by this movement and set out to stop the prophet before the humans and other races set out to destroy all ducks.

CREDITS

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Dave Kinchlea, Richard Kinchlea, Mitch Krajewski, Stephen Markan, Nicholas Rintche, Pauline Gay, DT Butchino, David Wears of Grey Matter Games, and all of the gang at cardboard-warriors.proboards.com. Special inspirational credit must be given to Carl Barks and Steve Perrin for presenting ducks in a way that changed my understanding of what could be done with those feathery characters in both comics and role playing games.

DUCK TALES

The following adventure seeds are an attempt to give Labyrinth Lords ideas on how to integrate duck characters or non-player characters into an existing campaign:

The Scapegoat:

A duck (maybe a Player Character) is captured and is set to be tried and executed by the city guard for murdering a prominent citizen. The duck is innocent, of course, but it is up to the characters to bring the guilty parties to justice, prove their innocence and rescue them from certain death.

Moving Targets:

For some strange reason a steady series of increasingly dangerous skeleton warriors home in on duck characters and attack at inopportune times. These skeletons were part of a long-defeated army risen in the adventure area by a forgotten necromancer and are attracted to the magical aura given off by ducks.

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