

ANASEIDOS



A New Anthropomorphic Duck Race

by C. A. Berlitz

青島



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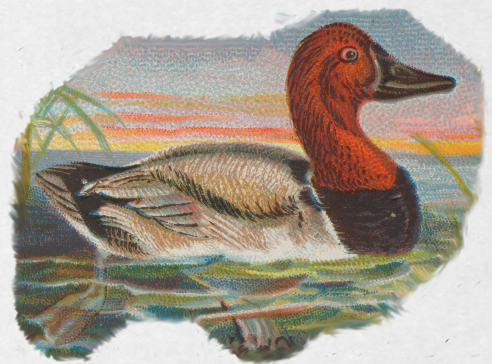
A WOBBLY HISTORY

It is not quite clear how the anaseidos came to be, as most of their written past was destroyed during the period they were enslaved, only oral stories survived. What is know is that they arrived at the material plane apparently by mistake towards an emergency scape from their old plane, however from whom or what were they fleeing, plenty of disconnected tales try to address with no consensus.

During some years the anaseidos where able to live in the material plane and tried to adapt. At first they arrived in a warm and arid region, however given time they were able to find a region most suited for their preferences. What they did not anticipated was that their migration called the attention of the big lizards. Seeing a people with no place to call home, the reptilian creatures seduced the anaseidos to serve them with promises of mutual help. The firsts to fall for scaled ones' trickery were the *cignus*, which were specifically targeted as the more gracious and athletic of the anaseidos. However it was not long until all anaseidos were subjugated by the dragons.

Centuries of slavery passed in which the *cignus* were particularly harassed as to be made of example so that no anaseido would raise against their captors. However it was among them that Dukahn appeared, a charismatic leader that was able to organize the anaseidos in a rebellion and liberate them. He, Mallory, and Canard formed the trio of the first liberators that pushed against the domination of the scaled ones. Many of the anaseidos perished during their escape, what still brings sadness and resentment for many contemporary individuals, despite the fact that even most dragons already forgot that this dominance once existed.

After escaping the ducks, as the anaseidos refer to themselves, started to spread throughout the world, however they tend to settle in regions of cold climates near pools of water. Dukahn is revered almost like a deity, together with his other two companions



ANASEIDOS

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THAT ONE SEEMED TO FIGHT ME WITH SOME old hatred in its eyes. I kid you not, I have never seen them before, but it attacked me directly when it saw my scaled face.

-Doggo, dragonfolk divine champion

Amidst cold planes, close to frozen shores, live the anaseidos, humanoid feathered creatures with the head of ducks and geese. Between their people they refer to themselves only as ducks, no different than the animal. They endure the cold quite well and usually have passion for it as they love to slide on ice.

Once on days past they were enslaved by dragons, now they hold an almost innate love for freedom and liberty.

A FORMERLY ENSLAVED RACE

During many years, dragons and other reptilian races enslaved the anaseidos, this period scarred the duck-people forever. Once they fought their way out of slavery, the anaseidos swore to never be enslaved again, they now value freedom almost above all things and will go to great lengths to ensure that no race is enslaved. It also can lead some of them to distrust members of the reptilian races, including dragons, lizardfolks and other races that, although not part of their enslaved past, share racial characteristics with dragons and reptiles.

INNATE ATHLETICISM

With a past of slavery, forced labor and love for sliding on ice, anaseidos have a rather muscular complexion. Reaching from a bit above 5 feet up to 7 feet tall, with females being slightly shorter than males, they are taller in average than humans. Their build is athletic, making them weigh around 200 pounds in average, females being slenderer have an average weight around 150 pounds.

Their bodies are covered in feathers but are wingless and do not have tails. They are humanoid in nature, with the major difference being solely their head, which are of ducks, geese, or swans. Their feathers, like the ones from the anatidae family (the biological family of birds that includes ducks, geese, and swans), have a special oil over them, however their feathers usually are from a solid color, going from white, to dark gray and some shades of red, brown and yellow.



PASSION FOR FREEDOM

After ages of slavery the anaseidos have developed an aversion to chains or any form of incarceration. They love freedom to a point in which their culture refrains from arresting even convicted criminals, it is not rare for them as individuals to prefer death to incarceration. They tend to not take prisoners and often adjudicate in favor of setting them free so "the world can teach them", or for the more evil spirits, kill them outright.

As most anaseidos are benign in nature, they often are members in libertarian or rebel forces. A majority of the anaseidos have military training as the fight for freedom is rarely a peaceful one, that doesn't mean that they are aggressive. Their inclination to a life of adventures is such to try and bring the voice of freedom and liberty to all corners of the world.

ANASEIDO NAMES

The name of an anaseido is granted upon birth by the eldest in their family. In addition to this given name they also carry their family name, which are generally related to some feat from their past generations. It links to their period of servitude in which they did not receive names and were not allowed to carry any bond with their families.

Male Names: Aylesbury, Duke, Ducksalot, Olor, Plu, Quack, Waddles, Wyaden

Female Names: Ana, Anas, Duclair, Eahla, Elizabeth, Lacha, Magpy, Mallory

Family Names: Deepdive, Hardwing, Hardbeak, Hardfeather, Quickfeathers, Quickwing, Thunderwing, Wildbeak

ANASEIDO TRAITS

Sharing some characteristics with the anatidae family, anaseidos carry some traits native from their feathered smaller counterparts.

Ability Score Increase. Your Wisdom score increases by 2.

Age. Anaseidos age at a bit slower rate than humans, maturing at around 18 years old and reaching adulthood right after by the age of 22. They have lifespans that can easily surpass the 100 years, reaching up to 150.

Alignment. Most anaseidos are neutral, due to their attention to freedom, however not in a chaotic sphere as their society is well organized. They are usually good, sworn to fight for freedom to everyone as they despise slavery and servitude of any sort.

Size. Anaseidos are generally a bit taller than humans and a bit more athletic in average, with most reaching over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Off a Duck's Back. You have resistance to acid damage as the strange substance that cover your feathers makes it to slide off.

Hold Breath. You can hold your breath up to 15 minutes at a time.

Slider of Ice. Anaseidos are used to slide in snow and ice, even on slippery ice you do not have to make a Dexterity (Acrobatics) check in the beginning of your turn. You are also adapted to cold climates.

Languages. You can speak, read, and write Common and Draconic.

Subraces Anaseidos share characteristics with the anatidae family of animals, due to it, some of them have different common traits. Three subraces of anaseidos exist: Cignus, Merkgus and Olos. Choose one of them for your character.

CIGNUS

Inside the anaseidos, some of them are more gracious and adapted to swimming and other athletic prowesses, these are the Cignus. Many of them are gray or white, but there are the darker ones as well as shades of yellow and brown. Among the anaseidos, they tend to be the ones that were

scarred deeper by their former enslavement.

Ability Score Increase. Your Charisma score increases by 1

Natural Athleticism. You have proficiency in the Athletics skill.

Fast Swimmer. Your swimming speed increases to 45 feet.

MERKGUS

Merkgus are the nimblest of the anaseidos, using it to their advantage. They are also the most common among the anaseidos, making some people to believe that all anaseidos are merkgus. Their feathers most commonly are of some shade of brown, but white and even green are possible as well, some may even present some feathers in tones of red. From the anaseidos, the merkgus are the ones with most colorful combinations on their feathers.

Ability Score Increase. Your Dexterity score increases by 1.

Natural Wobbler. Due to your uncommon and difficult to predict moves, you find ways to soften the blows that come your way. When you take damage, you can use your reaction to roll a d12. Add your Dexterity modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

Hold Breath. You can hold your breath up to 60 minutes at a time.

OLOS

Usually the feathers from the olos have solid colors, ranging from the complete white, to black and shades of gray in between. They are the fiercest of the anaseidos and usually employed to assure security in an area or establishment, which puts them in contact with people from all different regions and backgrounds.

Ability Score Increase. Your Strength score increases by 1.

Fierce as a Goose. Due to your boldness and fierceness you gain proficiency in the Intimidate skill.

Sounds Affinity Due to your affinity to sounds, you can speak, read and write one additional language of your choice.



TREASURES

Most anaseidos' treasures were lost when they were enslaved, however some of them actually achieved the position of treasure exactly by their importance during this period.

MAGIC ITEMS

BOOTS OF SLIDING

Wondrous item, common

While you wear this pair of boots, you can use your bonus action to say the command word and activate it. Doing so make a pair blades sprung from below the boots, allowing you to skate across any icy or slippery surface, increasing your walking speed by 10 feet. You also treat slippery ice as if it was normal terrain but no slippery surfaces as difficult terrain. If you say the command word again, you end the effect.

CANARDIAN STICK

Weapon (halberd), uncommon

This stick is approximately around 5-6 feet long, with of a long, slender shaft with a flat extension at one at about 135°, making it have an approximate L-shape. When you grasp it and use a bonus action tu use the command word, it transforms in a halberd that grant +1 bonus to attacks and damage rolls made with it. By using another bonus action to speak the command word again, you return the stick back to its normal form.

Canardian sticks' rarity

Canardian sticks are not that rare, whoever they cannot be considered a common item. They were plentiful before the slavery, however currently many of them are lost. But nothing is forbidding you to make your group to find a whole stash of them. Some anaseidos carry a stick with the same appearance of a canardian stick as a symbol of status or pride. However these sticks do not possess any magical capacity, for example the one of turning into an halberd.

DISK OF POKING

Wondrous item, common

It is a 1 inch thick, 3 inches wide in diameter disk made of a rubbery material. When holding the disk in your hand, you can use an action to make one creature that you can see within 30 to feel a poking or nudge (which does not

cause any damage). The poked creature knows that it was you who poked them if they can see or hear you.

DUKAHN'S MASK

Wondrous item, legendary (requires attunement by an anaseido)

While wearing this golden mask you have truesight for 120 feet. The wearer also has advantage on Charisma ability checks.

SWORD OF L'ORANGE

Weapon (shortsword), rare

This item appears to be a shortsword hilt with a triangular cross-guard. While grasping it, you can use a bonus action to cause a blade to spring into existence. While the blade exists you can use it as a shortsword, you gain a +1 bonus to attack and damage rolls made with this weapon.

RACIAL FEATS

Some anaseidos have either a deeper connection to their culture or a physical transformation that brings them closer to their true biological nature, that are translated on these racial feats.

DUCK FACE

Prerequisite: Anaseido

You have the blood of anaseido liberators flowing through your veins. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- When an ally you can see within 60 feet of you fails a saving throw, you can use your reaction to let the ally reroll the die. The ally must use the new roll. A creature can't benefit from this feat again until it finishes a short or long rest.

DODGE STEP

Prerequisite: Anaseido

Due to your uncommon moves, you duck and weave away from incoming blows. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- In each of your turns you can take a the Dodge action as a bonus action. You can use this feature a number of times equal your Dexterity modifier (a minimum of once). You regain all expended uses once you finish a short or long rest.

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