

If your <u>Duck</u> ever reaches 6, you immediately heed the call of the wild and take to the sky to migrate south for the winter.

The End

You can also voluntarily move one point from Duck to Sleuth by

putting together a murderboard, or from sleuth to Duck by

stealing and eating a slice of bread.

you're using your <u>Special Duck</u>

<u>Skill</u> or <u>Investigation Specialty</u>,

roll twice and take the lowest.

If your <u>Sleuth</u> ever reaches 6, you are promoted to a desk job and spend the rest of your life shuffling papers, thinking about what things were like when you were out on the streets, making a difference.

FOR THE GM Pick or use a d6

2

4

The Eggs are hidden in:

Why with the		
MM .		Hiding place clue
1	The Pantry	Handprint in flour
2	The Attic	Faded sundress
3	The Duck Pond	Duckweed
4	The Stables	Horsey smell
5	The Kitchen	Cruller
6	The Basement	Bones

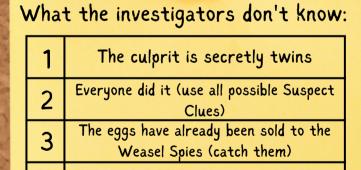
The real treasure hidden in the eggs:

1	Microfiche with a secret Soviet omelette recipe	
2	DNA code for the UBERDUCK	
3	The First Feather	
4	The key to the hidden vault of Ducksy Malone	
5	A chemical formula for turning ducks back into dinosaurs	
6	An irresistible duck call	



Generate three suspects: the third is the criminal. 1 - Fancy 2 - Deranged 3 - Dissolute 4 - Nosy 5 - Elderly 6 - Murderous Criminal Clue

		Criminal Clue
1	Maid/Butler	Feather Duster
2	Count/Countess	Jeweled Brooch
3	Black Sheep	Torrid Journal
4	Scion	Pressed Flower
5	Reporter	Notebook
6	Spy	Secret Codes



- 4 The culprit used a key made of ice
- The hedge maze was rearranged after the crime
 The culprit got in and out of the Egg Room using a secret passage

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