



“Natural Gryphon Print” © deviantArt user Bailiwick, accessed at their gallery [here](#)

[Commissioned by [@wannabedemonlord](#). Not a lot of information is available about the original Wak omo. It is a Muscogee Creek creature, said to be a bird like a cowbird that is piebald and very dangerous. I went in a griffon direction because tiny griffons are a common internet art meme that doesn’t have much if any RPG representation.]

### **Wakomo**

*At first glance this creature appears to be a black-and-white songbird, but upon further inspection, its cat-like rear paws and furry tail become apparent.*

Wakomo are small relatives of griffons, but make up for their lack of size with boldness and belligerence. Although a wakomo is little more than a foot long and has a wingspan of three feet or so, they will eagerly tackle prey the size of a horse when hunting in groups. In fact, wakomo share

their larger relatives' taste for horse-flesh, which brings them into conflict with local humanoids. Wakomo are known for their cunning while hunting, traveling single-file to hide their numbers against any that might observe them. A wakomo mob will fight fiercely to defend their kills from rivals or scavengers, and wakomo has been known to fight and kill wolves and other predators many times their size.

Wakomo are brood parasites that lay their eggs in the nests of ordinary birds. Wakomo chicks are born large and early, and their first meal is usually the eggs laid by their adoptive parents. A wakomo chick will be fed by mundane birds for several weeks until it is strong enough to fly, whereupon it leaves the nest to hunt rodents, other birds, and miscellaneous small game. Lone wakomo typically subsist on such fare, but they usually gather into associations in order to hunt larger animals. When not hunting, wakomo are quite vocal, although their low bellowing voices are not considered mellifluous by most. Wakomo nest communally, and their messy nests may contain shiny objects that catch the creature's attention.

A wakomo can be taken as a familiar by a spell-caster of 5<sup>th</sup> level or higher with the Improved Familiar feat. A spell-caster with a wakomo familiar must have a neutral component to their alignment.

## **Wakomo**                      **CR 1**

### **XP 400**

N Tiny magical beast

**Init** +1; **Senses** darkvision 60 ft., low-light vision, Perception +9, scent

**Defense**

**AC** 14, touch 13, flat-footed 13 (+2 size, +1 Dex, +1 natural)

**hp** 11 (2d10)

**Fort** +3, **Ref** +4, **Will** +1

**Defensive Abilities** sloop

**Offense**

**Speed** 15 ft., fly 40 ft. (average), climb 15 ft.

**Melee** bite +5 (1d3-1), 2 talons +5 (1d3-1)

**Space** 2.5 ft.; **Reach** 0 ft.

**Special Attacks** pounce

**Statistics**

**Str** 8, **Dex** 13, **Con** 10, **Int** 5, **Wis** 12, **Cha** 9

**Base Atk** +2; **CMB** +1; **CMD** 10 (14 vs. trip)

**Feats** Weapon Finesse

**Skills** Acrobatics +5, Climb +7, Fly +5, Perception +9, Stealth +13; **Racial Modifiers** +4

Acrobatics, +4 Perception

**Languages** Common (cannot speak)

**Ecology**

**Environment** temperate forest

**Organization** solitary, pair or mob (3-10)

**Treasure** incidental

**Special Abilities**

**Sloop (Ex)** A wakomo does not take a penalty to Armor Class for charging against any attacks of opportunity made due to it entering another creature's space. It still takes the penalty to AC against any other attacks made against it the round after it charges.