



Kakobear - the beast from the south!

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Hello, this is a chance to say a little about Green Bird RPGs and introduce ourselves to the world. We are three people with a great love for games and in particular RPGs. With thirty years of RPG experience between us, we felt it was time to give something back to the community and have some fun doing so. We are writing supplements for DnD Fifth Edition, which will be published through Dungeon Masters Guild, plus other OGL / OSR material. The material is designed to be dropped into your pre-existing campaign setting with but a few tweaks, adding colour, character and adventure to the world you are playing in. We aim to provide high quality content in settings and play-tested adventures, with brand new monsters and magic items. These will come with hand-drawn illustrations and maps. In this, we hope to assist you in offering your players the experience they deserve.

You can follow us on Twitter, Facebook or sign up to our Patreon account:
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Cheers, Richard, Davis and Katrina



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KAKOBEAR

Large monstrosity, non aligned

In the dark and mysterious woodlands of the South, hidden from human eye, roam the Kakobears. Despite being a monstrous amalgamation of giant, ground-stalking parrot and tree climbing brown bear, they retain much of the charisma of parrots, plus their intelligence.

These diurnal creatures spend their days preening and engaging in communal behavior with their flocks, which can number up to ten individuals during a successful mating season.

Kakobears do not nest; during the hours of darkness they will find the highest point they can safely perch on to roost.

They are omnivores, feeding on green leaves, berries, fruit, small mammals and tubers. Fortunately for the ecological system, they breed rarely, only when the Pukpuk fruit crop is large enough to support a brood - roughly once every three to four years.

Due to their intelligence, once tamed, a Kakobear can be taught up to sixty simple words and commands, they will also treat their companion as if they are flock. It is known that the wild elves ride naked into battle on these beasts, while wielding lances.

Jungle Druids are also rumoured to train flocks of Kakobears to protect holy sites.

Kakobear

Armor Class: 13 (Natural Armor)

Hit Points: 76 (8d10+32)

Speed: 40 ft, climb 5ft, glide 10 ft.

STR: 22 (+6) **DEX:** 10 (+0) **CON:** 18 (+4) **INT:** 4 (-3) **WIS:** 11 (+0) **CHA:** 10 (-0)

Senses: passive Perception 10

Languages: None

Challenge: 3 (700 XP)

Actions

Multi attack: The Kakobear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 14 (1d12+8) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 17 (2d8+8) slashing damage.

Deafening Skrem. Once per combat a Kakobear can let out a Deafening Skrem. All hearing creatures, which are not Kakobears, within a 60 feet radius must make a Constitution check (DC14) or be Stunned for 1d3 turns.

Mock the enemy. One in ten tamed Kakobears have learned enough words to mock an intelligent creature, these words are passed down to their chicks even before they hatch. Instead of a Beak attack the Kakobear can mock its foe.

The Kakobear squawks a three word insult at a target creature it can see within a 30ft range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw (DC10) or take 2d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.



Quest Hooks

An Eggxacting Quest

Gorhan Ramside, the most famous chef in the capital city, wants to make a very specific and very expensive omelette for some visiting dignitaries. This requires several Kakobear eggs as the main ingredient. He will pay handsomely for each egg he receives.

Adventurers trying to steal eggs from the Kakobears will need to run the gamut of angry parents, suspicious wood elves and the chance of the eggs hatching on the way back to the kitchen.

Fair Feather Friends

A local dwarven innkeeper, Grunk Stonejaw, has passed away of old age. He ran an unusual tavern, with one of the main attractions being a female Kakobear named Swingy, who has an impressive vocabulary of some 60 words - most of them dwarven swearwords. Despite this, Swingy is good-natured and playful, although her endless appetite can become burdensome.

Grunk's will states the desire for Swingy to end up in a good, appropriate home. However, there are no obvious candidates and Grunk's niece, Hilda, would be very grateful to anyone, even outsiders, who can find a suitable home for this overgrown, fowl-mouthed bird-beast.

Kakobo Rides

A renegade wood elf, called Lauren Thistlet, is offering rides on tamed Kakobears and even the chance to purchase one of these splendid beasts. She is pursued by a gang of thieves who wish to steal her mounts and use them in a robbery. Lauren is looking for flock guards, who can also feed the hungry Kakobears their favourite pukpuk fruit.

A Mating Ritual

Senji, a painfully shy member of a local elven tribe, is looking for some help to woo Dorah, her intended partner. Senji wishes to surprise Dorah with a magnificent Kakobear feather, as a demonstration of prowess and wit. She will reward a helpful party with a handful of precious stones.

Parrot Hunter

Lord Wrothchild the Younger wishes to hunt the feared Kakobear, but requires some stalwart companions to accompany and protect him on the way to the vast southern forest where they dwell. He will be most forthcoming with gold for those he deems strong and brave enough to be his companions.

However, one of the savage wood elves will approach any accompanying adventurers and offer them countless diamonds to subvert Lord Wrothchild's misguided and ecologically unfriendly quest.

Pukpuk Noir

Cassandra Bellmont, a purveyor of eccentric wines, has heard of the exotic pukpuk fruit, and wishes to use it in her newest wine selection. She will hire some adventurers to obtain pukpuk seeds (or fruit, if they can make sure it stays fresh) and warn them of the Kakobears, who sometimes get ornery when someone intrudes on their feeding grounds. If they are unlucky, adventurers might meet particularly aggressive Kakobears, inebriated by a patch of spoiled, naturally fermented pukpuk fruit.