



Image © [@nightmaresyrup](#), accessed at their tumblr [here](#)

[The yamabiko was a yokai I was never super into until I saw the above rendition. The muppetty look won me over. Now I want one as a pet.]

### **Yamabiko**

*This small, comical creature looks something like a dog and something like a monkey.*

If you ever hear a second echo while on a mountain pass, or if your echo doesn't sound quite right, you have likely crossed paths with a yamabiko. These small animals live in forested mountains and are clever and playful mimics. They use this skill at mimicry in their games, in scaring and deafening potential predators, and in their mating displays. Yamabiko are versatile omnivores, preferring softer foods such as fruits, berries, buds and shoots, insects, earthworms and eggs. They have a sweet tooth, and are sometimes caught rifling through the packs of travelers.

A yamabiko stands about 1 foot tall on its hind legs, and weighs five pounds. A yamabiko can be taken as a familiar by an arcane spellcaster. A yamabiko familiar does not grant a bonus to a skill or saving throw, but can speak one language of its master's choice.

### **Yamabiko**      **CR 1/3**

#### **XP 135**

N Tiny animal

**Init** +1; **Senses** low-light vision, Perception +5, scent

**Defense**

**AC** 13, touch 13, flat-footed 12 (+2 size, +1 Dex)

**hp** 4 (1d8)

**Fort** +2, **Ref** +3, **Will** +1; +4 vs. sonic effects

**Defensive Abilities** soundproof

**Offense**

**Speed** 20 ft., climb 10 ft.

**Melee** bite +0 (1d3-2)

**Space** 2 ½ ft.; **Reach** 0 ft.

**Special Attacks** scream

**Statistics**

**Str** 6, **Dex** 13, **Con** 11, **Int** 2, **Wis** 12, **Cha** 10

**Base Atk** +0; **CMB** -1; **CMD** 7 **Feats** Skill Focus (Perception)

**Skills** Bluff +4, Climb +9, Perception +5, Stealth +13; **Racial Modifiers** +4 Bluff, uses Dex for Climb

**SQ** sound mimicry (animal sounds, voices)

Ecology

**Environment** temperate mountains

**Organization** solitary or pair

**Treasure** none

Special Abilities

**Scream (Ex)** As a standard action, a yamabiko can scream at top volume. All creatures within 15 feet must succeed a DC 10 Fortitude save or be deafened for 1 minute. A creature that saves successfully is immune to the scream of that yamabiko for the next 24 hours. The save DC is Charisma based.

**Soundproof (Ex)** A yamabiko gains a +4 bonus on all saving throws against sonic effects.