



“Sesame Street Martians” © Jerry Fleming, accessed at his deviantArt gallery [here](#)

[Commissioned by [@menaceomysterio](#). I wanted this to be a pretty straight adaptation rather than a “gritty re-imagining” of the Sesame Street characters. Although I did find [art for that](#), too. These characters first appeared in 1972: I wonder if they had any influence on the development of the [flumph](#)]

Yipyip

CR ½ CG Aberration

This brightly colored creature looks something like an octopus, with multiple thin tentacles dragging beneath a large head. Its maw opens and shuts reflexively, the lower lip larger than the upper. It has bulbous eyes and a pair of small antennae.

Strange alien explorers, the creatures known as yipyips are so called for their constant babbling speech. They are insatiably curious, exploring the world around them with child-like wonder and a naïveté about the most common objects. They themselves are friendly and rarely dangerous, but their appearance is odd and disturbing, occasionally causing conflict with other peoples. They also have little understanding of property law, and may take or manipulate things that are not theirs in an attempt to figure out how they work. Yipyips are collectors, and all manner of odd debris may find its way into a yipyip trove. Flumphs view them as something of “country cousins”, fondly but with a little embarrassment.

A yipyip can briefly become out of phase with ordinary matter, allowing them to pass through walls, doors or other obstacles to their curiosity. If they are attacked, most yipyips will first use this ability in an attempt to flee. If they are pressed, they can lash out with their tentacles, which do little

damage but establish a brief neural link. Creatures struck by a yipyip find themselves babbling uncontrollably in mimicry of their assailant.

A yipyip stands about two feet tall, but their tentacles can reach twice that length. They are usually garishly colored—bright pinks and blues are the most common.

Yipyip CR ½

XP 200

CG Small aberration

Init +2; **Senses** blindsense 30 ft., darkvision 60 ft., Perception +3

Defense

AC 14, touch 13, flat-footed 12 (+1 size, +2 Dex, +1 natural)

hp 9 (2d8)

Fort +0; **Ref** +2, **Will** +2

Defensive Abilities phase out (3 rounds/day)

Offense

Speed 20 ft., fly 20 ft. (perfect)

Melee tentacles +2 (1d4 plus babble)

Statistics

Str 10, **Dex** 15, **Con** 10, **Int** 7, **Wis** 9, **Cha** 12

Base Atk +1; **CMB** +0; **CMD** 12 (cannot be tripped)

Feats Blind-fight **Skills** Fly +16, Linguistics -1, Perception +3, Stealth +10

Languages Yipyip, any one

Ecology

Environment any land or underground

Organization solitary, pair or expedition (3-6)

Treasure standard

Special Abilities

Babble (Su) A creature struck by a yipyip's tentacles must succeed a DC 12 Will save or begin to babble incoherently. While babbling, the creature is nauseated, cannot speak coherently, and takes a -10 penalty to Stealth checks. Each round at the end of its turn, a babbling creature may make a DC 12 Will save. If it succeeds, it stops babbling. This lasts for three rounds or until a save is passed. This is a mind-influencing compulsion effect, and the save DC is Charisma based.

Phase Out (Su) As a swift action, a yipyip may become incorporeal for 1 round. When it does so, it loses its natural armor bonus, but gains a deflection bonus equal to its Charisma modifier. Unlike other incorporeal creatures, a yipyip cannot attack corporeal creatures—it can only use its natural weapons against other incorporeal creatures. A yipyip may use this ability a number of times per day equal to its Hit Dice plus its Charisma modifier (3 rounds/day for a normal yipyip)

Tentacles (Ex) A yipyip's tentacles are treated as a single primary natural weapon.