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[Commissioned by [@arachcobra](#). Like with a number of the other pop culture adaptations I've made ([Venom](#) springs to mind), there are so many different versions of Yoshi with so many different ability sets that I couldn't possibly incorporate it all. I hope this version does right by what people think of when they think "Yoshi"]

Yoshi

CR 4 CG Dragon

This reptilian biped has green scaly skin with a short red crest along its neck and a small shell situated on its back like a saddle. Its head is oversized and bears an enlarged nose. It opens its mouth, revealing a long, flexible tongue.

Yoshis are benevolent but shy draconic creatures that have features of dinosaurs and turtles. They are voracious omnivores, and their magical natures mostly manifest themselves in their extradimensional stomachs. This seems to be an adaptation to the tropical islands where they live—yoshis live lives of feast and famine, and may stock up on food in order to make lengthy migrations from island to island. A yoshi can leap a surprising vertical distance, useful for reaching food in tall trees or scaling sheer cliff faces.

In combat, yoshis use their speed and reach to stay away from threats, grab them with their projectile tongues and swallow them before they can cause them harm. A yoshi can consume a surprisingly large number of creatures at once, and can gobble up an entire party if they are not careful. Yoshis produce a large number of magical egg-like projectiles, which they can throw like grenades at foes that keep their distance or are too large to consume. If cornered, they slam foes with their oversized heads and feet—although they are ravenous, their small teeth are better suited for pulping fruit than tearing flesh.

Yoshis are communal and social among themselves, but have a history of being exploited by other creatures that seek to use them for labor. As such, they are distrustful of outsiders, and may run away rather than be communicated with. An overt show of friendship is required to gain the trust of

a yoshi; presenting it with rich and unusual foods is certainly a good start. Most yoshis will only allow themselves to be ridden by a creature they consider a friend.

Yoshi CR 4

XP 1,200

CG Medium dragon

Init +3; **Senses** darkvision 60 ft., low-light vision, Perception +9, scent

Defense

AC 18, touch 14, flat-footed 15 (+3 Dex, +1 dodge, +4 natural)

hp 34 (4d12+8)

Fort +6, **Ref** +7, **Will** +6

Offense

Speed 40 ft.

Melee slam +7 (1d8+4) or tongue +7 (grab and pull)

Ranged egg bomb +7 (2d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tongue)

Special Attacks extradimensional stomach, fast swallow, grab (Large), pull (5 ft), swallow whole (AC 12, 3 hp, 1d6+4 bludgeoning)

Statistics

Str 16, **Dex** 16, **Con** 14, **Int** 9, **Wis** 15, **Cha** 11

Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 21

Feats Dodge, Mobility

Skills Acrobatics +7 (+19 when jumping), Climb +8, Perception +9, Sense Motive +9, Survival +9, Swim +8; **Racial Modifiers** +8 Acrobatics when jumping

Languages Draconic

SQ flutter jump, strong back

Ecology

Environment warm islands

Organization solitary, pair or herd (3-12)

Treasure incidental

Special Abilities

Egg Bomb (Su) As a standard action, a yoshi can create and throw a volatile explosive in the form of an egg. Treat this as a ranged thrown weapon with a range increment of 20 feet. A creature struck by the egg takes 2d6 points of bludgeoning damage plus the yoshi's Constitution modifier. All creatures in a 5 foot radius of the creature struck take splash damage equal to the egg bomb's minimum damage (4 points for the average specimen) (Reflex DC 14 half). A yoshi can use this ability a number of times equal to its Hit Dice plus its Constitution modifier (6/day for the average yoshi). The save DC is Constitution based.

Extradimensional Stomach (Su) A yoshi's stomach is in fact an extradimensional space. It can swallow creatures of up to Large size, and its stomach can hold 1 Large, 4 Medium or 16 Small or smaller creatures. A creature swallowed can still cut its way out, but doing so does no damage to a yoshi or prevent it from swallowing other creatures. Swallowing a *bag of holding* or other extradimensional space is dangerous for a yoshi—if it does so, it takes 2d6 points of damage a round until it regurgitates the bag, as do all creatures in its stomach.

Flutter Jump (Ex) A yoshi covers twice times the normal vertical distance when making an Acrobatics check to jump.

Strong Back (Ex) A yoshi can carry three times the normal load for a creature of its Strength score. In addition, it can carry a Medium rider without imposing a penalty to Ride checks.