



“Yokai: Yaotome” © [@nightmaresyrup](#), accessed at their tumblr [here](#)

[The yaotome is a very obscure yokai, with little information on it in English and seemingly originated as an artistic trope instead of a folktale (she’s on my blog header). So I don’t feel terribly bad about making up about 90% of the flavor text and abilities.]

Yaotome

This woman has the curved neck and long beak of a water bird. She wears white robes and carries a rod set with bells.

The yaotome is a fey creature that is the embodiment of the sacred and ecstatic aspects of dance. They are nomadic creatures, traveling the world in search of festivals, holy rites and other places in which dance attains a powerful fervor. A yaotome is a vain and narcissistic creature, and typically attempts to hijack these performances into exultations of her own glory and power. She may collect dancers and supplicants, transforming them into loyal thralls and taking them with her on her voyages, sometimes whisking them away forever.

A yaotome prefers not to engage in direct combat, rather turning enemies into friends or causing them to bow down in awe. If expecting trouble, she will interpose her subjects and slaves between her and her opponents, hoping to wear enemies down. Despite this cowardice, a yaotome is skilled with using her belled rod as a crushing mace, and she can drain the life from enemies at a distance and transfer it to herself.

Yaotome Boons and Banes (CL 20th, 9th level, DC 27)

Being fickle and vain creatures, a yaotome is most likely to bestow its boon on a creature that flatters and serves it, but just as likely to curse the same creature for a minor offense.

Boon: A yaotome's boon protects the affected creature from mind-altering magic. A creature so affected gains a +4 morale bonus on all saves against charm and compulsion effects, except those generated by that yaotome. This boon lasts for 1 month.

Bane: A creature afflicted by a yaotome's bane becomes obsessed with them, wasting away when not in their presence. Any day in which a cursed creature does not see the yaotome that cursed it, they take 2 points of Constitution drain. This drain cannot be removed while the curse is still active. A creature reduced to 0 Constitution by this effect is slain and is animated as a ghost within 24 hours. This bane is permanent.

Yaotome CR 16

XP 76,600

CN Medium fey

Init +16; **Senses** low-light vision, Perception +40, *see invisibility*

Defense

AC 30, touch 23, flat-footed 17 (+12 Dex, +1 dodge, +3 natural, +4 armor)

hp 225 (30d6+120); fast healing 10

Fort +14, **Ref** +29, **Will** +26

DR 15/cold iron and magic; **SR** 27

Defensive Abilities dancing dodge

Offense

Speed 40 ft.

Melee +3 *impact heavy mace* +23/+18/+13 (2d6+8), bite +15 (1d6+2)

Special Attacks drain life

Spell-like Abilities CL 16th, concentration +25 (+29 casting defensively)

Constant—*freedom of movement*, *magic vestment*, *see invisibility*

3/day—*quicken cure critical wounds* (DC 23), *dimension door*

1/day—*dance of dominion* (DC 28), *dominate monster* (DC 28), *irresistible dance* (DC 27), [*waves of ecstasy*](#) (DC 26)

Spells CL 16th, concentration +25 (+29 casting defensively)

6th (2/day)—[*dance of a thousand cuts*](#), [*overwhelming presence*](#) (DC 25)

5th (5/day)—*greater dispel magic*, *mass suggestion* (DC 24), *mind fog* (DC 24), *shadow walk*

4th (6/day)—*greater invisibility*, *hold monster* (DC 23), *legend lore*, *locate creature*, *neutralize poison*

3rd (7/day)—*blink*, *confusion* (DC 22), *fear* (DC 22), *glibness*, *good hope*

2nd (7/day)—*blur*, *eagle's splendor*, *glitterdust* (DC 21), *mirror image*, *misdirection*, *tongues*

1st (7/day)—*cure light wounds* (DC 20), *expeditious retreat*, *grease* (DC 20), *hideous laughter* (DC 20), *remove fear*, *unseen servant*

0th—*detect magic*, *light*, *mage hand*, *message*, *prestidigitation*, *resistance*

Statistics

Str 21, **Dex** 35, **Con** 20, **Int** 25, **Wis** 24, **Cha** 28

Base Atk +15; **CMB** +21; **CMD** 44

Feats Acrobatic Steps, Blind-fight, Combat Casting, Combat Expertise, Dodge, Extend Spell,

Improved Initiative, Improved Iron Will, Iron Will, Mobility, Nimble Moves, Quicken SLA (*cure critical wounds*), Spring Attack, Step Up, Whirlwind Attack

Skills Acrobatics +45 (+49 jumping), Bluff +42, Diplomacy +42, Escape Artist +45, Knowledge (nature) +40, Knowledge (religion) +37, Perception +40, Perform (dance, percussion) +42, Sense Motive +40, Spellcraft +37, Stealth +45, Use Magic Device +42

Languages Celestial, Common, Protean, Sylvan

SQ kagura suzu

Ecology

Environment any land

Organization solitary

Treasure standard

Special Abilities

Dancing Dodge (Ex) Once per round, as an immediate action, a yaotome can make a Perform (dance) check and use the result as her Armor Class against a single attack. She must be aware of the attack in order to use this ability.

Dance of Dominion (Sp) Once per day as a standard action, a yaotome can dance in order to control the minds of her opponents. This functions as a *dominate person* spell, except that it affects a number of creatures equal to her caster level within 30 feet of each other. This is the equivalent of a 9th level spell.

Drain Life (Su) Three times per day as a standard action, a yaotome can attempt to drain the life of a single creature within 60 feet. The creature is entitled to a DC 29 Fortitude save. On a failed save, the creature takes 150 points of negative energy damage, and the yaotome is healed for 150 points of damage. On a successful save, the creature takes 75 points of negative energy damage and the yaotome is not healed. This is a negative energy effect. The save DC is Constitution based.

Kagura Suzu (Su) A yaotome's belled instrument acts as a +3 *impact heavy mace* in her hands.

Spells A yaotome casts spells as a 16th level bard. She does not gain access to other class abilities of a bard, such as bardic performance.