

# Lost Lore:

# Ikiryo: The Living Spirits



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## Ikiryo: The Living Spirits

"Unexpressed emotions will never die. They are buried alive and will come forth later in uglier ways." — Sigmund Freud

## Background

Some people never show their emotions. Perhaps they consider them a weakness enemies can exploit, or they were taught that emotional displays are improper when in public. Sometimes situations arise where powerful emotions must be repressed. Displaying anger at a powerful lady can be dangerous; openly lusting after the lady's consort could prove deadly. With most people, repression of emotions can lead to stress or even illness - mental, physical, or both. With some, however, those emotions run deep and hold great power. How does the repressed emotion of a powerful sorcerer manifest itself? What of a young person with the undeveloped potential to be a summoner? Or what if a relatively normal person just dams up a reservoir of repressed emotion, only to have a triggering incident ignite it into life like a tindertwig tossed in a vat of lamp oil? In rare cases these powerful emotions manifest, arising from a person to take on a life of their own. These are the ikiryo, the living spirits. Guided by the subconscious desires of its progenitor, an ikiryo acts where the person does not, free of its creator's inhibitions, morals, and reservations. This powerful emotional force is a danger to all it encounters, especially the focus or cause of those emotions, and potentially deadly to those with which it interacts.

## What is an Ikiryo?

Ikiryo are living spirits, spawned from the souls of mortals with strong repressed emotions - such as envy, hatred, or obsession toward a specific individual, or sometimes a group. These emotions build until some traumatic or emotionally turbulent event acts as a catalyst to spawn the ikiryo. The ikiryo acts where its progenitor will not. Most times the person who spawns an ikiryo is unaware of the spirit's existence. During daylight, the ikiryo remains merged with its progenitor. When the progenitor sleeps, the ikiryo emerges to haunt its intended victim, the object of its progenitor's repressed emotions. The progenitor often has dreams associated with the ikiryo's activities. If separated from its target by great distances, the ikiryo will *teleport* to the victim's location (always treat the location as "very familiar" to the ikiryo). An ikiryo's actions hinge on the emotion it spawned from. One driven by hatred may stalk and torment its victim, using its abilities to frighten and discomfort. An ikiryo born of obsession may possess a victim's loved one in order to interact with the victim and claim his or her attentions.

However it operates, an ikiryo is incapable of sympathy or mercy, pursuing its prey until it or the victim is destroyed. Ikiryo are as varied as the circumstances which spawn them, and their appearance varies from manifestation to manifestation. Some appear as idealized versions of their progenitors. Others have forms suggestive of the emotions that spawned them. For example, a covetous ikiryo might appear thin and emaciated, with over-large, grasping hands and a long, slavering tongue.

## Real-World Mythology

The ikiry $\bar{o}$  is a myth from Japanese folklore, referring to a spirit that leaves a living person to travel — sometimes over great distances — to haunt another person. Translated literally, ikiry $\bar{o}$  means "living ghost," as contrasted by the shiry $\bar{o}$ , the "spirit of the deceased." In Japanese legend, if sufficient grudge is held, the repressed emotion takes on a life of its own and seeks out that which caused the strong emotion in the first place. The ikiry $\bar{o}$  seeks to do what the living body cannot, whether that is fulfilling lust, gaining revenge, sating anger, or expressing any other repressed strong emotion.

In some legends, not all ikiryō are mean-spirited. Tales of ikiryō seeking to fulfill forbidden love are common in Japanese lore.

The most common ikiryo are spawned from one of the following emotions: wrath, envy, fear, or guilt. While other ikiryo spawned from different emotions are possible, these four are the most common, and are described in full here.

## The Ikiryo Subtype

Ikiryo are monstrous humanoids that live in a symbiotic relationship with the humanoids it spawned from. They are not independent entities, and require the continued existence of their progenitors to live. Ikiryo possess the following traits unless otherwise noted.

• Ikiryo typically manifest in the same size category as the humanoid it spawned from. This means most ikiryo are Medium, but they can be larger or smaller depending on the race of its progenitor.

• Sense Intended Victim (Su): An ikiryo can always sense the direction and distance of its intended victim so long as it and the intended victim are on the same plane. If the ikiryo uses its *teleport* ability to reach the victim, the location is always considered "very familiar" for purposes of determining success.

· All ikiryo are incorporeal.

• An ikiryo always has a minimum of 4 Hit Dice, no matter the Hit Dice or level of the humanoid that spawned it. More powerful progenitors spawn more powerful ikiryo. An ikiryo may have a total number of Hit Dice equal to 3 + the total Hit Dice and levels of its progenitor.

 An ikiryo can *teleport* twice a day as a spell-like ability, and may gain additional spell-like abilities based upon its type and Hit Dice. An ikiryo's caster level is 9th, or equal to its total Hit Dice, whichever is greater.

• *Invisibility (Su)*: An ikiryo remains invisible even when it attacks. This ability is constant. The ikiryo can choose to be seen, suppressing and resuming its *invisibility* as a free action. If it chooses to be seen,

the ikiryo can choose to be seen by all present, or only its intended victim. If the ikiryo chooses the latter, then it remains invisible to all others unless magic is used to reveal it.

• Undead Vulnerabilities: While not undead, an ikiryo is susceptible to certain effects that affect undead. Any spell, spell-like, or supernatural effect that causes an effect other than damage to undead (*halt undead*, for example,) will affect an ikiryo as well. The Turn Undead feat also works against an ikiryo. Channeled positive energy inflicts non-lethal damage equal to half the damage rolled. If an ikiryo's hit points are reduced to 0 by channeling, it *teleports* back to its progenitor, who is jarred awake and dazed for 1 round as the two merge back into one being again. The ikiryo will take 24 hours to rejuvenate before it is free to roam again.

• *Possession (Su)*: An ikiryo can take possession of a living creature by merging its body with the target. This ability is similar to a *magic jar* spell (CL 10th or equal to the HD of the ikiryo, whichever is greater), except it does not require a receptacle. To use this ability, the ikiryo must be adjacent to its target. The target can resist the attack by making a successful Will save (DC 19). While possessed, the target is unaware of its actions and surroundings. This possession may last a maximum of 10 hours, until dawn (when the ikiryo must return to merge with its progenitor,) or until the ikiryo ends the effect. When the possession ends, it remembers nothing. A creature that successfully saves is immune to that same ikiryo's possession for 24 hours. This ability is Constitution-based.

• *Psychomanifest Touch (Ex)*: All ikiryo gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body, the ikiryo inflicts 2d6 damage, plus an additional 1d6 for every 2 points of CR above 3. This damage is the focused energy of the powerful emotions that spawned the ikiryo. It manifests as mental trauma, pain and internal injury. Creatures taking damage from this attack must succeed at a Fortitude save (DC 10 + 1/2 the ikiryo's Hit Dice + the ikiryo's Cha modifier) or be dazed for a round. The touch attack can deliver additional effects depending on the specific type of ikiryo and its number of Hit Dice (see the table below for specifics). Mindless creatures and creatures immune to emotion effects are immune to this damage and any additional effects.

• *Withering Presence (Su)*: An ikiryo's essence is comprised of unhealthy emotions, and has a deleterious effect on those it haunts. Anyone possessed by an ikiryo for any length of time suffers 1 point of drain to every ability score. Multiple possessions do not cause further ability drain; this effect can only happen once per target in a 24 hour period. If its progenitor wishes the intended victim harm, then as long as the ikiryo remains within 60 feet of the intended target for at least one hour each day, whether in its own form or within a possessed victim, the intended target suffers 1 point of drain to every ability score.

• An ikiryo gains ikiryo special attacks from the list below, one for every 3 points of CR. The save DC for an ikiryo's special attack is equal to 10 + 1/2 the ikiryo's HD + ikiryo's Charisma modifier unless otherwise noted. Additional ikiryo abilities beyond these can be designed at the GM's discretion.

#### Special Attacks

Ikiryo of the appropriate type can choose powers from the following list, one for every 3 points of CR (minimum 1).

Aura of Antagonism (Su): A wrathful ikiryo's anger can radiate from it in a 30-foot radius, affecting those nearby. Living creatures within the aura must succeed on a Will save or have their starting attitudes be unfriendly, and receive a -2 penalty to Will saves on all mind-affecting effects, except fear effects, against which they gain a +2 circumstance bonus. Any failed Diplomacy attempts against a creature under the effects of the aura lower the creature's attitude to hostile and it may attack. The effects last for as long as the affected creatures are within the radius of the aura, and for 1 minute after leaving the aura. The save DC is Charisma-based. This is a mind-affecting compulsion effect.

Aura of Need (Su): A covetous ikiryo's envy and sense of longing can radiate from it in a 30-foot radius. Living creatures within the aura

must succeed on a Will save or become attached to another creature or object, typically one the creature already holds a fondness for (e.g. a wizard develops a compulsion for an ancient tome or library, or a character desires to be in the company of a person they already have affection towards). This acts as the *sympathy* spell, except any attempt to remove the person or object of a creature's compulsion from its presence, or to remove the creature from its presence, causes the creature's attitude to shift to hostile, and it must make another Will save at the same DC or attack the person or thing attempting to separate it from the object of its desire (including attacking the person they desire, if they're attempting to leave, seeing this as an act of betrayal). The effects last for as long as the affected creatures are within the radius of the aura, and for 1 minute after leaving the aura. The save DC is Charisma-based. This is a mind-affecting compulsion effect.

Aura of Shame (Su): A guilt ikiryo radiates an aura in a 30-foot radius that burdens those in the area with guilt. Living creatures within the aura must succeed on a Will save or suffer a -2 penalty to all Will saves and a -2 penalty to all Charisma-based checks for as long as they remain in the aura, and for 1 round after leaving the area of effect. The save DC is Charisma-based. This is a mind-affecting effect.

*Aura of Unease (Su)*: A fearful ikiryo's dread manifests as a 30foot radius aura. Living creatures within the aura must succeed on a Will save or become shaken while within the aura's effect, and for 1 round after leaving the area of effect. The save DC is Charisma-based. This is a mind-affecting fear effect.

Blistering Invective (Sp): A wrathful ikiryo gains blistering invective as a spell-like ability. It can use this ability once per day for every 3 points of CR it possesses. The blistering invective spell can be found in the Pathfinder Roleplaying Game Ultimate Combat.

*Envious Urge (Sp)*: A covetous ikiryo gains *envious urge* as a spell-like ability. It can use this ability once per day for every 3 points of CR it possesses. The *envious urge* spell can be found in the *Pathfinder Roleplaying Game Ultimate Magic*.

*Fearful Screech (Su):* The fearful ikiryo can emit a fearful screech as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become frightened for 2d4 rounds. The save DC is Charisma-based. Shaken creatures affected by this ability instead become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the screech cannot be affected by the same ikiryo's screech for 24 hours.

*Greater Telekinetic Slam (Su)*: A wrathful ikiryo with this attack can add one of the following enhancements to its improved telekinetic slam: 1d6 bleed, the strangle special ability, or the ability to use the telekinetic slam as a ranged attack with a range of 30 feet. This ability may be taken multiple times. Each time it is taken, the wrathful ikiryo chooses a different enhancement. The wrathful ikiryo must have improved telekinetic slam before selecting this special attack. Once an ability is chosen, the choice cannot be changed.

*Guilt-ridden Grasp (Su)*: The touch attack of a guilt ikiryo with this ability fills the target with overwhelming guilt over harming others. For the next 1d4 rounds, the affected target must succeed at a Will save each time it takes an offensive action against another creature. Failure means the target becomes nauseated until the beginning of its next round. The save DC is Charisma-based. This is a mind-affecting effect.

*Improved Telekinetic Slam (Su)*: A wrathful ikiryo with this attack gains the grab ability with its telekinetic slam attack. Grappled opponents cannot make combat maneuver checks to become the grappler while grappled by this ability, but can escape the grapple. The wrathful ikiryo must have telekinetic slam before selecting this special attack.

*Invidious Grasp (Su)*: The touch attack of a covetous ikiryo with this ability allows it to pull what it desires from others. In addition to its regular damage and effects, the ikiryo causes 1d4 damage to the ability of its choice.

*Paralyzing Gaze (Su)*: A fearful ikiryo with this ability gains a gaze attack that roots an opponent to the spot with fear. Targets who fail a Will save are paralyzed for 1d4 rounds. The gaze attack has a range of 30 feet. The save DC is Charisma-based. This is a mind-affecting fear effect.

*Retributive Gaze (Su)*: A guilt ikiryo with this ability gains a gaze attack that causes affected creatures to struggle with remorse for past actions, making them unable to act. Targets who fail a Will save are dazed for 1d4 rounds. The gaze attack has a range of 30 feet. The save DC is Charisma-based. This is a mind-affecting effect.

Shivering Touch (Su): The touch attack of a fearful ikiryo with this ability makes the target shake uncontrollably, imposing a -2 penalty to Dexterity for 1d4 rounds. A successful Will save negates the effect. The save DC is Charisma-based. This is a mind-affecting fear effect.

*Telekinetic Slam (Su)*: Wrathful ikiryo gain a slam attack, striking their opponents with a concentrated blow of telekinetic force. This is a melee attack, modified by the ikiryo's Charisma modifier, that does 1d6 + the ikiryo's Charisma modifier points of damage. Feats that affect melee attacks can be used in conjunction with this attack, and the ikiryo can substitute its Charisma score for any Strength prerequisites required by feats (such as Power Attack).

*Terrible Remorse (Sp)*: A guilt ikiryo gains *terrible remorse* as a spell-like ability. It can use this ability once per day for every 3 points of CR it possesses. The *terrible remorse* spell can be found in the *Pathfinder Roleplaying Game Ultimate Magic*.

Unnatural Lust (Sp): A covetous ikiryo gains unnatural lust as a spell-like ability. It can use this ability once per day for every 3 points of CR it possesses. The unnatural lust spell can be found in the Pathfinder Roleplaying Game Ultimate Magic.

## Ikiryo Touch Attack Effects

Table: Touch Attacks Damage and Effects

Hit Dice	Damage	Special
3–5	2d6	daze
6–8	3d6	sicken
9–11	4d6	stagger
12+	5d6 (+1d6 per 3 HD over 12)	stun

## Destroying an Ikiryo

An ikiryo cannot be destroyed during its nighttime manifestations, only temporarily sent back to merge with its progenitor. A successful *remove curse* cast upon the humanoid that spawned the ikiryo will disperse the ikiryo and end its rampages (DC = 10 + the ikiryo's Hit Dice). An *atonement* spell cast upon an ikiryo's progenitor, assuming said person is truly repentant and wishes the creature gone, will also permanently banish the ikiryo. The GM may come up with other specific conditions which will lay an ikiryo to rest.

## Wrathful Ikiryo

This spectral, humanoid form looms large in the shadows. Its seven foot frame is grotesquely muscled, though its face is almost comically boyish but for the hateful sneer it wears.

#### WRATHFUL IKIRYO XP 800

CR 3

NE Medium monstrous humanoid (ikiryo, incorporeal) Init +6; Senses darkvision 60 ft., sense intended victim; Perception +16

AC 15, touch 15, flat-footed 13 (+3 deflection, +2 Dex) hp 30 (4d10+8) Fort +3; Ref +6; Will +5 Defensive Abilities incorporeal, invisibility Weaknesses undead vulnerabilities

#### Speed fly 60 ft. (perfect)

**Melee** incorporeal touch +6 (2d6 plus dazed for 1 round [Fort DC 15 negates dazed effect]) or telekinetic slam

+7 (1d6+3)

**Special Attacks** possession, telekinetic slam, withering presence

**Spell-Like Abilities** (CL 9th): 2/day—teleport

Str —, Dex 14, Con 15, Int 10, Wis 13, Cha 16 Base Atk +4; CMB +6; CMD 21 Feats Blind-Fight, Improved Initiative Skills Fly +17, Intimidate +10, Perception +16, Stealth +17; Racial Modifiers +8 Perception, +8 Stealth Languages all languages known by the ikiryo's progenitor

#### Environment any Organization solitary Treasure none

**Invisibility (Su)** An ikiryo remains invisible even when it attacks. This ability is constant. The ikiryo can choose to be seen by its intended victim, suppressing and resuming its invisibility as a free action. It remains invisible to all others unless magic is used to reveal it.

**Possession (Su)** An ikiryo can take possession of a living creature by merging its body with the target. This ability is similar to a *magic jar* spell (CL 10th or equal to the HD of the ikiryo, whichever is greater), except it does not require a receptacle. To use this ability, the ikiryo must be adjacent to its target. The target can resist the attack by making a successful Will save (DC 15). While possessed, the target is unaware of its actions and surroundings. This possession may last a maximum of 10 hours, until dawn (when the ikiryo must return to merge with its progenitor,) or until the ikiryo ends the effect. When the possession ends, it remembers nothing. A creature that successfully saves is immune to that same ikiryo's possession for 24 hours. This ability is Constitution-based.

**Sense Intended Victim (Su)** An ikiryo can always sense the direction and distance of its intended victim so long as it and the intended victim are on the same plane. If the ikiryo uses its *teleport* ability to reach the victim, the location is always considered "very familiar" for purposes of determining success.

Undead Vulnerabilities While not undead, an ikiryo is susceptible to certain effects that affect undead. Any spell, or spell-like or supernatural effect that causes an effect other than damage to undead (halt undead, for example,) will affect an ikiryo as well. The Turn Undead feat also works against an ikiryo. Channeled positive energy inflicts non-lethal damage equal to half the damage rolled. If an ikiryo's hit points are reduced to 0 by channeling, it teleports back to its progenitor, who is jarred awake and dazed for 1 round as the two merge back into one being again. The ikiryo will take 24 hours to rejuvenate before it is free to roam again. Withering Presence (Su) An ikiryo's essence is comprised of unhealthy emotions, and has a deleterious effect on those it haunts. Anyone possessed by an ikiryo for any length of time suffers 1 point of drain to every ability score. Multiple possessions do not cause further ability drain; this effect can only happen once per target in a 24 hour period. If its progenitor wishes the intended victim harm, then as long as the ikiryo remains within 60 feet of the intended target for at least one hour each day, whether in its own form or within a possessed victim, the intended target suffers 1 point of drain to every ability score.

Wrathful ikiryo are spawned from anger, hate, or a need for vengeance. They are the most violent and therefore the most easily discovered ikiryo, given their penchant for unsubtle and harmful action. They prefer to possess targets they can use to inflict bodily harm upon their intended victims.

## Covetous Ikiryo

This spectral, humanoid form floats through the gloom of evening. Its form is emaciated and its fingers are long and grasping. A long tongue glides over it ghostly lips, and its eyes have a hungry, desperate look.

#### COVETOUS IKIRYO XP 2.400

CR 6

NE Medium monstrous humanoid (ikiryo, incorporeal) Init +8; Senses darkvision 60 ft., sense intended victim; Perception +20

Aura need (30 ft., see text, Will DC 18 negates)

AC 19, touch 19, flat-footed 14 (+4 deflection, +4 Dex, +1 dodge) hp 68 (8d10+24) Fort +5; Ref +10; Will +7 Defensive Abilities incorporeal, invisibility Weaknesses undead vulnerabilities

**Speed** fly 60 ft. (perfect)

Melee incorporeal touch +12 (3d6 plus 1d4 ability damage, plus sickened for 1 round [Fort DC 18 negates]) Special Attacks invidious grasp, possession, withering presence Spell-Like Abilities (CL 9th): 2/day—teleport

Str —, Dex 18, Con 17, Int 10, Wis 13, Cha 18 Base Atk +8; CMB +12; CMD 31 Feats Blind-Fight, Dodge, Flyby Attack, Improved Initiative Skills Fly +23, Intimidate +15, Perception +20, Stealth +23; Racial Modifiers +8 Perception, +8 Stealth Languages all languages known by the ikiryo's progenitor

Environment any Organization solitary Treasure none

Aura of Need (Su) A

covetous ikiryo's envy and sense of longing can radiate from it in a 30-foot radius. Living creatures within the aura must succeed on a Will save or become attached to another creature or object, typically one the creature already holds a fondness for (e.g. a wizard develops a compulsion for an ancient tome or library, or a character desires to be in the company of a person they already have affection towards). This acts as the sympathy spell, except any attempt to remove the person or object of a creature's compulsion from its presence, or to remove the creature from its presence, causes the creature's attitude to shift to hostile, and it must make another Will save at the same DC or attack

the person or thing attempting to separate it from the object of its desire (including attacking the person they desire, if they're attempting to leave, seeing this as an act of betrayal). The effects last for as long as the affected creatures are within the radius of the aura, and for 1 minute after leaving the aura. The save DC is Charisma-based. This is a mind-affecting compulsion effect. **Invidious Grasp (Su)** The touch attack of a covetous

ikiryo with this ability allows it to pull what it desires from others. In addition to its regular damage and effects, the ikiryo causes 1d4 damage to the ability of its choice. **Invisibility (Su)** An ikiryo remains invisible even when it attacks. This ability is constant. The ikiryo can choose to be seen by its intended victim, suppressing and resuming its invisibility as a free action. It remains invisible to all others unless magic is used to reveal it.

Possession (Su) An ikiryo can take possession of a living creature by merging its body with the target. This ability is similar to a magic jar spell (CL 10th or equal to the HD of the ikiryo, whichever is greater), except it does not require a receptacle. To use this ability, the ikiryo must be adjacent to its target. The target can resist the attack by making a successful Will save (DC 15). While possessed, the target is unaware of its actions and surroundings. This possession may last a maximum of 10 hours, until dawn (when the ikiryo must return to merge with its progenitor.) or until the ikiryo ends the effect. When the pos-

session ends, it remembers nothing. A creature that successfully saves is immune to that same ikiryo's possession for 24 hours. This ability is Constitution-based.

Sense Intended Victim (Su) An ikiryo can always sense the direction and distance of its intended victim so long as it and the intended victim are on the same plane. If the ikiryo uses its teleport ability to reach the victim, the location is always considered "very familiar" for purposes of determining success.

**Undead Vulnerabilities** While not undead, an ikiryo is susceptible to certain effects that affect undead. Any spell, or spell-like or supernatural effect that causes an effect other than damage to undead (halt undead, for example,) will affect an ikiryo as well. The Turn Undead feat also works against an ikiryo. Channeled positive energy inflicts non-lethal damage equal to

half the damage rolled. If

an ikiryo's hit points are reduced to 0 by channeling, it teleports back to its progenitor, who is jarred awake and dazed for 1 round as the two merge back into one being again. The ikiryo will take 24 hours to rejuvenate before it is free to roam again.

Withering Presence (Su) An ikiryo's essence is comprised of unhealthy emotions, and has a deleterious effect on those it haunts. Anyone possessed by an ikiryo for any length of time suffers 1 point of drain to every ability score. Multiple

possessions do not cause further ability drain; this effect can only happen once per target in a 24 hour period. If its progenitor wishes the intended victim harm, then as long as the ikiryo remains within 60 feet of the intended target for at least one hour each day, whether in its own form or within a possessed victim, the intended target suffers 1 point of drain to every ability score.

Covetous ikiryo are spawned from a sense of longing, envy, or lust. The progenitor's desires are acted out vicariously through the ikiryo, which stays near to the intended victim — who may be the object of desire, or simply in possession of it — and may play out fantasies by possessing those nearby to be in physical contact with the desired person or thing. The progenitor often has pleasant dreams based on these actions.

## Fearful Ikiryo

A spectral humanoid floats in the dark, its translucent form appearing to blur from shivering, and its wide, panicked eyes threaten to pop from its head.

#### FEARFUL IKIRYO

CR 9

XP 6,400 NE Medium monstrous humanoid (ikiryo, incorporeal) Init +10; Senses darkvision 60 ft., sense intended victim; Perception +24

AC 21, touch 21, flat-footed 14 (+4 deflection, +6 Dex, +1 dodge) hp 114 (12d10+48) Fort +8; Ref +8; Will +8 Defensive Abilities incorporeal, invisibility Weaknesses undead vulnerabilities Aura unease (30 ft., see text, Will DC 20 negates)

Speed fly 60 ft. (perfect)

**Melee** incorporeal touch +18 (5d6 plus stunned for 1 round [Fort save DC 20 negates] and -2 Dex [Fort DC 20 negates])

Special Attacks fearful screech, paralyzing gaze, possession, shivering touch, withering presence Spell-Like Abilities (CL 12th): 2/day—teleport

Str —, Dex 22, Con 18, Int 10, Wis 13, Cha 19 Base Atk +12; CMB +18; CMD 32 Feats Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility Skills Fly +29, Intimidate +19, Perception +24, Stealth +29; Racial Modifiers +8 Perception, +8 Stealth Languages all languages known by the ikiryo's progenitor

Environment any Organization solitary Treasure none

**Aura of Unease (Su)** A fearful ikiryo's dread manifests as a 30-foot radius aura. Living creatures within the aura must succeed on a Will save or become shaken while within the aura's effect, and for 1 round after leaving the area of effect. The save DC is Charisma-based. This is a mind-affecting fear effect.

**Fearful Screech (Su)** The fearful ikiryo can emit a fearful screech as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become frightened for 2d4 rounds. The save DC is Charisma-based. Shaken creatures affected by this ability instead become panicked for 2d4 rounds. This is a sonic

mind-affecting fear effect. A creature that successfully saves against the screech cannot be affected by the same ikiryo's screech for 24 hours.

**Invisibility (Su)** An ikiryo remains invisible even when it attacks. This ability is constant. The ikiryo can choose to be seen by its intended victim, suppressing and resuming its *invisibility* as a free action. It remains invisible to all others unless magic is used to reveal it.

Paralyzing Gaze (Su) A fearful ikiryo with this ability gains a gaze attack that roots an opponent to the spot with fear. Targets who fail a Will save are paralyzed for 1d4 rounds. The gaze attack has a range of 30 feet. The save DC is Charisma-based. This is a mind-affecting fear effect. **Possession (Su)** An ikiryo can take possession of a living creature by merging its body with the target. This ability is similar to a magic jar spell (CL 10th or equal to the HD of the ikiryo, whichever is greater), except it does not require a receptacle. To use this ability, the ikiryo must be adjacent to its target. The target can resist the attack by making a successful Will save (DC 15). While possessed, the target is unaware of its actions and surroundings. This possession may last a maximum of 10 hours, until dawn (when the ikiryo must return to merge with its progenitor,) or until the ikiryo ends the effect. When the

possession ends, it remembers nothing. A creature that successfully saves is immune to that same ikiryo's possession for 24 hours. This ability is Constitution-based.

Sense Intended Victim (Su) An ikiryo can always sense the direction and distance of its intended victim so long as it and the intended victim are on the same plane. If the ikiryo uses its *teleport* ability to reach the victim, the location is always considered "very familiar" for purposes of determining success.

**Shivering Touch (Su)** The touch attack of a fearful ikiryo with this ability makes the target shake uncontrollably, imposing a -2 penalty to Dexterity for 1d4 rounds. A successful Will save negates the effect. The save DC is Charisma-based. This is a mind-affecting fear effect.

**Undead Vulnerabilities** While not undead, an ikiryo is susceptible to certain effects that affect undead. Any spell, or spell-like or supernatural effect that causes an effect other than damage to undead (*halt undead*, for example,) will affect an ikiryo as well. The Turn Undead feat also works against an ikiryo. Channeled positive energy inflicts non-lethal damage equal to half the damage rolled. If an ikiryo's hit points are reduced to 0 by channeling, it *teleports* back to its progenitor, who is jarred awake and dazed for 1 round as the two merge back into one being again. The ikiryo will take 24 hours to rejuvenate before it is free to roam again.

Withering Presence (Su) An ikiryo's essence is comprised of unhealthy emotions, and has a deleterious effect on those it haunts. Anyone possessed by an ikiryo for any length of time suffers 1 point of drain to every ability score. Multiple possessions do not cause further ability drain; this effect can only happen once per target in a 24 hour period. If its progenitor wishes the intended victim harm, then as long as the ikiryo remains within 60 feet of the intended target for at least one hour each day, whether in its own form or within a possessed victim, the intended target suffers 1 point of drain to every ability score.

Fearful ikiryo are spawned from a constant, abiding dread on the part of its progenitor, usually after a pronounced scare or shock after a long period of living in fear. Unlike the wrathful ikiryo, where attacks on the intended victim are often a form of vengeance, the fearful ikiryo may be making a preemptive strike. The source of the progenitor's fear may have done nothing overt. Whatever the case, the fearful ikiryo attempts to eradicate the source of the progenitor's fear, often terrifying the intended victim to death, or to rash action that results in death.

## Guilt Ikiryo

This spectral form is covered in heavy armor and bears a long blade. The face plate of its helm is fashioned to resemble a scowling devil's face.

#### GUILT IKIRYO

CR 12

XP 19,200

NE Medium monstrous humanoid (ikiryo, incorporeal) Init +10; Senses darkvision 60 ft., sense intended victim; Perception +28

Aura shame (30 ft., -2 Will saves and Cha-based checks, Will DC 23 negates)

AC 22, touch 22, flat-footed 15 (+5 deflection, +6 Dex, +1 dodge) hp 152 (16d10+64) Fort +11; Ref +16; Will +11 Defensive Abilities incorporeal, invisibility Weaknesses undead vulnerabilities

Speed fly 60 ft. (perfect)

Melee incorporeal touch +22 (6d6 plus stunned for 1 round [Fort save DC 23 negates]) Special Attacks guilt-ridden grasp (DC 23), retributive gaze (DC 23) Spell-Like Abilities (CL 16th): 4/day—terrible remorse (DC 19)

2/day—teleport

Str —, Dex 22, Con 18, Int 10, Wis 13, Cha 21 Base Atk +16; CMB +22; CMD 44

**Feats** Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Mobility, Skill Focus (Intimidate)

Skills Fly +33, Intimidate +30, Perception +28, Stealth +33; Racial Modifiers +8 Perception, +8 Stealth Languages all languages known by the ikiryo's progenitor

Environment any Organization solitary Treasure none

Aura of Shame (Su) A guilt ikiryo radiates an aura in a 30-foot radius that burdens those in the area with guilt. Living creatures within the aura must succeed on a Will save or suffer a -2 penalty to all Will saves and a -2 penalty to all Charisma-based checks for as long as they remain in the aura, and for 1 round after leaving the area of effect. The save DC is Charisma-based. This is a mind-affecting effect.

Guilt-ridden Grasp (Su) The touch attack of a guilt ikiryo with this ability fills the target with overwhelming guilt over harming others. For the next 1d4 rounds, the affected target must succeed at a Will save each time it takes an offensive action against another creature. Failure means the target becomes nauseated until the beginning of its next round. The save DC is Charisma-based. This is a mind-affecting effect.

**Invisibility (Su)** An ikiryo remains invisible even when it attacks. This ability is constant. The ikiryo can choose to be seen by its intended victim, suppressing and resuming its invisibility as a free action. It remains invisible to all others unless magic is used to reveal it.

**Possession (Su)** An ikiryo can take possession of a living creature by merging its body with the target. This ability is similar to a *magic jar* spell (CL 10th or equal to the HD of the ikiryo, whichever is greater), except it does not re-

quire a receptacle. To use this ability, the ikiryo must be adjacent to its target. The target can resist the attack by making a successful Will save (DC 15). While possessed, the target is unaware of its actions and surroundings. This possession may last a maximum of 10 hours, until dawn (when the ikiryo must return to merge with its progenitor,) or until the ikiryo ends the effect. When the possession ends, it remembers nothing. A creature that successfully saves is immune to that same ikiryo's possession for 24 hours. This ability is Constitution-based. **Retributive Gaze (Su)** A guilt ikiryo with this ability gains a gaze attack that causes affected creatures to struggle with remorse for past actions, making them unable to act. Targets who fail a Will save are dazed for 1d4 rounds. The gaze attack has a range of 30 feet. The save DC is Charisma-based. This is a mind-affecting effect.

**Sense Intended Victim (Su)** An ikiryo can always sense the direction and distance of its intended victim so long as it and the intended victim are on the same plane. If the ikiryo uses its *teleport* ability to reach the victim, the location is always considered "very familiar" for purposes of determining success.

**Undead Vulnerabilities** While not undead, an ikiryo is susceptible to certain effects that affect undead. Any spell, or spell-like or supernatural effect that causes an effect other than damage to undead (*halt undead*, for example,) will affect an ikiryo as well. The Turn Undead feat also works against an ikiryo. Channeled positive energy inflicts non-lethal damage equal to half the damage rolled. If an ikiryo's hit points are reduced to 0 by channeling, it *teleports* back to its progenitor, who is jarred awake and dazed for 1 round as the two merge back into one being again. The ikiryo will take 24 hours to rejuvenate before it is free to roam again. **Withering Presence (Su)** An ikiryo's essence is comprised

Withering Presence (SU) An Ikiryo's essence is comprised of unhealthy emotions, and has a deleterious effect on those it haunts. Anyone possessed by an ikiryo for any length of time suffers 1 point of drain to every ability score. Multiple possessions do not cause further ability drain; this effect can only happen once per target in a 24 hour period. If its progenitor wishes the intended victim harm, then as long as the ikiryo remains within 60 feet of the intended target for at least one hour each day, whether in its own form or within a possessed victim, the intended target suffers 1 point of drain to every ability score.

Unlike the other ikiryo, the guilt ikiryo is formed from its progenitor's own shame and self-loathing, and thus self-destructively targets its creator as its victim. Since progenitors of ikiryo are unaware of their connection to the creatures, they commonly believe they are being haunted by some sort of vengeful undead creature. Since the ikiryo dies with its progenitor, fatal cases are considered just that, as the haunting spirit vanishes, presumably laid to rest, when its victim dies. This type of ikiryo can be both the easiest and most difficult spirit to banish, as all that is often needed is for the progenitor to confess her sins and seek to make restitution. However, if the guilt is buried deeply enough, getting the progenitor to admit her crimes can be a daunting task, and the time to do so will be short with the guilt ikiryo wearing away on the victim.

## Adventure Hooks

In the Lost Lands campaign setting of Frog God Games, ikiryo are most frequently encountered in the far western lands of Xi'en, the Gtsang Prefecture, Quy Island, the remote Thousand Rocks, or the even more remote Utterends. They can also sometimes be found in the isolated villages and settlements of the Impossible Peaks, and the

Xaojing Mountains. They are by no means limited to those specific realms but are found there more frequently than elsewhere. Whether in the **Lost Lands** or your own setting, the following scenarios provide ways of introducing the ikiryo into a campaign, each one flavored to a specific type. GMs may use the provided stat blocks above as the antagonists in these scenarios.

## Slumbering Wrath (EL 3)

A bright, promising young man from an orphanage received special dispensation from a local daimyo to study at an exclusive school. The boy excelled in his studies, but caught the eye of jealous fellow students who considered themselves his betters. The young man never fought back, nor even raised his voice against them, afraid retaliation would result in losing his sponsorship and return to the orphanage. The bullies eventually took things too far, and the young man now lies in a coma after a fall down the stairs of the school's main hall. No witnesses came forward and the incident was labeled an accident.

Now, however, the boy's enemies are being singled out and attacked. One by one, they fall. The evidence supports them being attacked by a large, strong, and particularly vicious individual, but no sign of intruders or forced entry have investigators baffled. The PCs can be brought in as samural investigators or special agents of the daimyo to help solve this mystery before more students die. Strangely, the professor of natural sciences, who discovered the young man after his accident, has not been seen since the first student death. While the PCs might find this suspicious, there is another reason for his disappearance. The instructor actually witnessed the attack, and covered for the other students in deference to their powerful families. He witnessed the first attack, and understands what it is that stalks the students. Worse, he also realizes it may come for him as well. The PCs might be able to get the information from him in time to save the students — and the professor — from the wrathful ikiryo, perhaps finding a way to heal the boy and wake him from his dark dreams of vengeance.

### Envy the Heroes (EL 6)

A guard in the PCs' hometown is a great admirer of them and their heroic deeds. She too was once an aspiring adventurer, until a fateful outing left her the sole survivor of an ill-fated encounter with a monster. She survived her injuries, but without a healer present her injured leg left her with a permanent limp. She retired, putting what little she'd saved from her short career as an adventurer in savings and joined the town guard. With the rise of the PC's fortunes, her attention on them has grown, reliving memories of days gone by and envying the adventurers for their fame, fortune, and freedom. She would never say anything to them, however, aside from expressing her admiration for them, nor would she sully her good name by speaking of it to her fellow guards. The feelings bottle up inside and build until she unknowingly spawns a covetous ikiryo. The ikiryo goes abroad to find the PCs at night, attempting to live vicariously through them. Perhaps it possesses one of their followers or henchmen, using that person to lead them into danger. It could also possess a local villain to force a confrontation with the heroes. Taking possession of one of the heroes is also a possibility, leading the others on a wild venture into an extremely dangerous part of town, or down into the sewers to stir up some vile creature. Eventually, the PCs will need to discover who it is that spawned the ikiryo (properly roleplayed incidents between the guard and the PCs can go a long way to providing a clue) and find a way to calm the guard's emotions and ease her jealousy of their popularity and renown.

## A Palpable Dread (EL 9)

A merchant and bookkeeper, who laundered money for the master of the local yakuza for many years, managed to concoct a plan to slip away with a large portion of the gang's funds and pin the blame on another functionary. The plan worked exactly as he intended, and the merchant slipped away to an idyllic little town far from the city, rich enough to retire to a life of leisure. Deep down, the merchant never believed he'd get away with such a daring plan and dreads the eventual day when agents of the yakuza come to find him and bring him to task for his theft. The master of the yakuza for his part believed the scapegoat the merchant framed was indeed guilty, and had the person murdered. The money was never found, but she believed the guilty party had been dealt with; the merchant was all but forgotten. Still, despite the passing of years since the crime, the merchant has never truly believed he succeeded in his heist. He married and his wife has borne three children. Their family are pillars of their new community. Yet the merchant's fear is constant, and has developed into a high degree of paranoia. When the PCs come to town, whatever the actual reason for their arrival, the merchant becomes convinced they are here as agents for the yakuza. When the PCs are in need of information, and are directed to the merchant's house by well-meaning townsfolk, he believes they are trying to discern his identity (he changed his name after leaving the city and did what he could to change his appearance). The panic of a final reckoning spawns a fearful ikiryo, which does what it can to drive off or destroy the PCs before they can become a threat to the merchant.

## A Guilty Conscience (EL 12)

A great warlord is being plagued by a vengeful spirit, and the PCs are called upon to save this renowned hero of the city. People are convinced this is some plot by the vengeful people of a city nation, whose defeat was due in large part to the warlord's tactics and military savvy. However, the warlord has hidden a horrible atrocity that was committed under her command — the wholesale slaughter of an entire town — and she has been bearing such a terrible burden of guilt for so long it has manifested as a guilt ikiryo, which torments her at night while she sleeps. In essence, the warlord is slowly killing herself. If the PCs are to save the warlord, they must uncover her secret and find a way to get her to admit to her wrongdoing, to unburden herself before her own spirit kills her. However, will the warlord be willing to risk her position, the elevation of her family name, and all the accompanying riches and privilege for the sake of a clean conscience?

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