

ANIMATING SPIRIT

Also Known As: Blesdar, Fabric Phantom

I did first encounter one of these spirits whilst in the company of a garrulous band of young men serving as a village constabulary. They sought my person to ascertain the veracity of a claimed haunting, for my expertise in such matters was known even amongst the motley-minded.

We entered the roynish cottage, abandoned by its owners who did put forth the tale of ghostly possession. In this they were credent for we were met with hurled furniture, flying utensils and slamming doors. My comrades did manifest cowage and ran like unto children, leaving me isolated.

I knew this spirit to be cautelous, for its manifestations bespoke the presence of an evil soul. The only course of action for to rid a place of such a spirit is to sever its connection through force of arms. I resolved to stand my ground behind my mail, shield and faith.

This particular spirit didest make its inhabitation in a wooden chair of stout manufacture. This it hurled at me in manifold attempts to ward me off. The Eternal Lantern be praised, I suffered but little from these endeavors. Knowing now that I had to destroy the chair to dispatch the spirit I did employ my mace. Twice more it flew at me. On its third pass I greeted wood with silvered steel and did shatter it in a paroxysm of blessed rage. Thence forward not an object did stir for the house had been cleansed.

One must always bear in mind, when facing darklings, that coragio is the most esteemed of weaponry. Stand thy ground for thine compatriots dependest upon the assemblage of durable men to overcome such lone fiends. Mental strength, in such a situation, is at least as important as corporeal brawn. —👁



Animating spirits are evil maligned spirits returned from beyond the grave. In life they were betrayed by friends and family members and now most often inhabit an item related to their betrayal and death. Driven solely by revenge, the animating spirit attacks anyone who betrayed it in life. Those standing in its way or inhibiting its vengeful desires will likewise find themselves a victim of its wrath.

A spirit, the creature is invisible and intangible. It may be harmed normally when dwelling inside an inanimate object, but when without, it can only be struck by true magic weapons or silvered ones blessed by a cleric. Persons nearing such a spirit may notice a slight dip in temperature and catch a whiff of the scent of lavender.

Combat/Tactics:

The spirit can propel an object that it adides within to hack, crush or pierce its foe in a manner appropriate to said object's form. Any physical injury this causes is based not on the object's material or statistics, but on the animating spirit's ability to attack with that object. The animating

spirit can only control objects weighing up to 50 pounds. *Note that since the spirit's essence is contained within this object, it is considered a melee attack not ranged.*

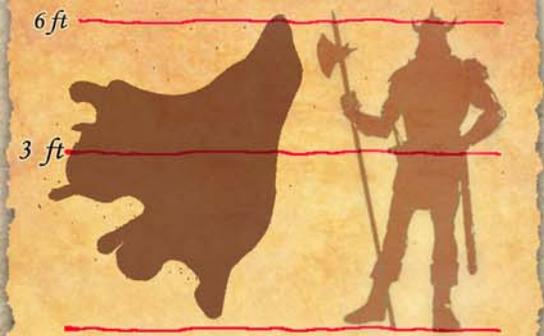
On some occasions, the spirit animates a sheet (typically the sheet of a violated marital bed) or garment of a decent size (e.g., a cloak or gown but not a shoe or hat) and waits for its victim to don or use it. If this tactic fails, the animated object flies forward and attempts to wrap itself around the target. If this attack is successful, the spirit has wrapped the fabric around its target, inflicting automatic constriction damage thereafter every 10 seconds. Constriction can be broken with a successful knock-back attack from an ally or a Feat of Strength (vs. d20p+18), which can be attempted every 10 seconds. While constricted, the target can attack only with a dagger or smaller weapon.

Note that physical attacks on a spirit enveloping a character also damage the character. The enveloped victim suffers 75% of puncturing damage, 50% of crushing damage or 25% of hacking damage, with the

SIGN/TRACKS

SIZE COMPARISON

If you are traveling after dusk near a crypt, cemetery, battlefield or ground where it is known blood has been spilled — be on guard. Keep holy icons at the ready. Mutter a prayer of protection. If the birds suddenly grow silent, you feel a chilled wind on the back of your neck or suddenly the hairs on your arm stand on end — these are all signs of an animated spirit gathering form nearby.



remainder damaging the spirit. Magical effects that cause physical damage divide the hit point loss equally between the animating spirit and its enveloped prey except in the case of area effect spells. In the latter case, both suffer full effects (if a saving throw is permitted for reduced damage, this is attempted by the spirit and, if successful, both it and the entrapped victim suffer the lesser damage amount).

The spirit imbues the animated object with its own undead energies; with the result that otherwise weak or seemingly fragile objects can withstand blows they normally could not. Any damage to the object beyond the spirit's Hit Point total destroys both the object and the animating spirit.

An animating spirit may also be encountered in non-corporeal form. This may either be when it exits an object to avoid destruction or simply in its natural state. In this form it has no means of attack. Locating a non-corporeal spirit can be very difficult as it is not merely invisible but intangible. The *Sense Invisible Beings* spell may work but the spirit is entitled to a saving throw that, if successful, renders it immune to this sensory enchantment.

Physically attacking the incorporeal spirit presents a number of challenges. It first must be located (see above). Blindly swinging at it is always ineffective as it will simply avoid such individuals and can easily pass through any solid object effectively interposing another person or a wall or even the solid ground between it and danger. Secondly, even if its presence is known, only true magic weapons or silvered ones enchanted with a *Bless Weapon* spell may do it harm. If these preconditions are met by someone wishing to strike an incorporeal spirit, the creature's standard combat statistics apply (excepting any attack).

Note that it requires 10 seconds for an animating spirit to either take on or release itself from material form via an object. During this period it is vulnerable to attack as normal.

Ecology:

Animating spirits are undead entities without a corporeal form. By possessing an inanimate object, they gain the ability to wreak vengeance upon the living but also risk destruction if said object is destroyed while they are inhabiting it.

These creatures are immune to spells that mentally afflict living creatures, such as *Charm* and *Panic*.

On Tellene:

No one knows where the animating spirit originates, for the first documented case has been corrupted by urban legend. Coincidentally (or not), this 'fabric phantom' was the spirit of an expert Mendarn tailor, Blesdar Forband, a man with the reputation of making the most magnificent clothing in the kingdom. However, one customer (a noble by the name of Granden) refused payment until he saw perfection. Blesdar locked himself in his shop and worked his hardest, though Granden proved unsatisfied with the first five attempts. Finishing his sixth effort with an unexpected speed, Blesdar presented himself at the noble's home to show off his latest creation.

It was there, stumbling into Granden's bedroom, that he accidentally learned the truth – Granden had cruelly kept Blesdar working so he could seduce the tailor's wife. Collapsing from exhaustion and shock, Blesdar died.

The following week, Granden took the tailor's last creation from his wardrobe, intending to wear the exquisite ensemble at his next ball. There, he was the talk of the party. When asked where he had commissioned such wonderful clothing, Granden claimed that his consort (Blesdar's widow) had made them for him. Moments later, Granden fell dead to the floor. The noble's chest had been crushed inward.

Supposedly, since that event, animating spirits have appeared across the Sovereign Lands. Some say Blesdar's fabric had been resold and his vengeful spirit cursed any object that touched it. Others say that the story is no more than myth and that some type of unseen demon stalks the land. The Brandobians call this creature a 'blesdar,' with no other understanding of what it might be.

ANIMATING SPIRIT

HIT POINTS:	20+4d8
SIZE/WEIGHT:	Insubstantial
TENACITY:	Fearless
INTELLIGENCE:	Average
FATIGUE FACTOR:	n/a

SPEED	INIT
3	-4
ATTACK	DMG REDUCTION
+8	9
DEFENSE	DAMAGE
+6	2d4p
short REACH	TOP SAVE
	n/a

MOVEMENT

CRAWL:	1¼
WALK:	2½
JOG:	5
RUN:	7½
SPRINT:	10

SAVES

PHYSICAL:	+8
MENTAL:	immune
DODGE:	+8

ATTACK:

The animating spirit can propel small objects inflicting 2d4p damage upon successful impact; it may alternatively attempt to wrap itself around a foe and once affixed automatically inflict 3d4p constriction damage every 10 seconds (DR does not apply)

SPECIAL DEFENSES:

Enveloped victims may absorb damage

GENERAL INFO

ACTIVITY CYCLE:	Always Active
NO. APPEARING:	1
% CHANCE IN LAIR:	n/a
FREQUENCY:	Sporadic
ALIGNMENT:	Neutral Evil
VISION TYPE:	Undead Sight
AWARENESS/SENSES:	Standard
HABITAT:	Any
DIET:	n/a
ORGANIZATION:	Solitary
CLIMATE/TERRAIN:	Any

YIELD

MEDICINAL:	nil
SPELL COMPONENTS:	nil
HIDE/TROPHY:	nil
TREASURE:	possible; dependent upon status prior to death
EDIBLE:	no
OTHER:	nil
EXPERIENCE POINT VALUE:	492