MAGNESIUM SPIRIT

Medium-Size Outsider (Evil, Lawful) (Incorporeal)

Hit Dice: 6d8+6 (33 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 50 ft
AC: 14 (+2 Dex, +2 deflection)
Attacks: Incorporeal tail slap +8 melee
Damage: Incorporeal tail slap 1d6 and 1d6 temporary Strength damage
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Blinding flash, strength drain, possess body
Special Qualities: Incorporeal, vulnerability
 Saves: Fort +6, Ref +7, Will +6
Abilities: Str –, Dex 15, Con 13, Int 12, Wis 13, Cha 15
Skills: Hide +11, Listen +10, Search +10, Spot +10
Feats: Improved Initiative

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always lawful evil
Advancement: 7-13 HD (Medium-size); 14-18 HD (Large)

The magnesium spirit is an outsider that has been summoned and trapped on the Material Plane. Its desires nothing more than to return home, requiring a material body to complete the ritual that will send it back to its home plane.

A magnesium spirit appears as a man-sized column of white fire, 5 feet wide, with a wispy 5-foot tail.

COMBAT

A magnesium spirit attacks using its blinding flash ability. It then attacks with its tail slap, seeking to drain its opponent’s Strength low enough so the magnesium spirit can take over the creature’s body and return to its home plane.

Blinding Flash (Su): Three times per day, the magnesium spirit can flare up its body in a blinding flash. All those within a 20-foot radius that view this are blinded (as the spell) for 1d3 hours (Fortitude save at DC 14 negates).

Strength Drain (Su): Tail slap, 1d6 temporary Strength damage.

Possess Body (Su): Once per round, after a foe has suffered temporary Strength damage equal to at least half its Strength score, the magnesium spirit can merge its body with that of the victim. This is similar to magic jar as cast by a 10th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, the spirit’s body vanishes into the opponent’s body. The target can resist the attack with a successful Will save (DC 17).

On its next turn, the magnesium spirit and the victim’s body vanish in a flash of light, returning to the spirit’s home plane, never to be seen again.

If hit with holy water while possessing a creature’s body, and before it can return to its home plane, the magnesium spirit is ejected from the host’s body. The victim’s body collapses in a husk, and can only be returned to life by the casting of a miracle, true resurrection, or
*wish.*

**Incorporeal:** Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

**Vulnerability (Ex):** The magnesium spirit takes 2d4 points of damage from a vial of holy water.