

MAGNESIUM SPIRIT

Source: 1e *Fiend Folio*.

A magnesium spirit is a creature summoned from an unknown astral realm by means of a powerful ritual. The spirit's only goal is to return from whence it came, but to do so, it must burn out the airy shell containing it; this requires the life energy of mortal creatures.

A magnesium spirit manifests as a whirlwind of brilliant white flames that is so bright that it hurts to look directly at it.

Magnesium Spirit

Medium immortal animate (fire)

Level 21 Elite Soldier

XP 6,400

HP 388; **Bloodied** 194

AC 37; **Fortitude** 32; **Reflex** 32; **Will** 35

Speed 8, fly 5 (hover)

Immune fire, radiant; **Vulnerable** 15 cold

Saving Throws +2; **Action Points** 1

Initiative +18 (see also *blazing speed*)

Perception +13

Blindsight 10

TRAITS

Blinding Radiance (radiant) * **Aura** 1

Nonblind creatures in the aura take a -2 penalty to attack rolls.

STANDARD ACTIONS

(mbasic) Blazing Blow (fire, radiant) * **At Will**

Attack: Melee 2 (one creature); +24 vs. Reflex.

Hit: 3d12+10 fire and radiant damage.

(melee) Magnesium Grasp (fire, radiant) * **At Will**

Attack: Melee 1 (one creature); +24 vs. Reflex.

Hit: 4d10+7 fire and radiant damage, and the magnesium spirit grabs the target (escape DC 26).

While grabbed, the target takes ongoing 15 fire and radiant damage; when the grab ends, the target instead takes ongoing 10 fire and radiant damage (save ends).

(melee) Siphon Energy (necrotic, radiant) * **At Will**

Attack: Melee 1 (one grabbed creature); +26 vs. Fortitude.

Hit: 4d10+14 necrotic and radiant damage plus the target loses a healing surge and is weakened (save ends), and the magnesium spirit gains one soul point.

Miss: Half damage.

(close) Magnesium Flare (radiant) * **Encounter**

Attack: Close burst 3 (each creature in burst); +22 vs. Reflex.

Hit: 3d10+6 radiant damage and the target is blinded (save ends).

MOVE ACTIONS

Magnesium Exit (teleportation) * **Encounter**

Requirement: The magnesium spirit must have at least 3 soul points.

Effect: The magnesium spirit uses *magnesium flare* as a free action, then is removed from play, returning to its home plane.

TRIGGERED ACTIONS

Blazing Speed * **Encounter**

Trigger: The magnesium spirit becomes bloodied.

Effect (No Action): The magnesium spirit gains a +2 bonus to Reflex until the end of the encounter. It rolls a second initiative and gains a full complement of actions on each of its turns. Its ability to take an immediate action refreshes at the start of each of its turns.

Str 23 **Dex** 23 **Wis** 17

Con 18 **Int** 13 **Cha** 26

Alignment evil

Languages Supernal