

# PERYTON

## FANTASY ROLEPLAYING GAME

### UPGRADE 2

JANUARY 13, 2007

#### FIRE SPIRIT

Medium Outsider (Spirit)

HD: 4d8+8

Initiative: +1

Speed: fly 30 (perfect)

Armor Class: 21 (+1 dex, +8 natural, +2 spirit)

Attack Bonus: +6 melee, +4 ranged

Damage: Slam 1d6+1 plus 1d6 fire

Special Qualities: Spirit (Malevolence, Manifestation, Rejuvenation)

Saves: F +3, R +7, W +1

Abilities: Str 12, Dex 17, Con -, Int 7, Wis 11, Cha 15

Knacks: Hide, Listen, Search, Spot

Environment: fire

Alignment: Chaotic

Fire spirits appear as ephemeral humanoid shapes made up of wildly gyrating multicolored flames. They are most often released on the material plane as the result of botched evocations such as *fireball*.

Unlike that of most other spirits, the malevolence ability of the fire spirit has an immediate and obvious effect on the host. As the fire spirit takes over, the flames that make up its body quickly engulf the host, who is only partially protected against them. Every hour of occupation by a fire spirit inflicts 1d6 points of damage upon the host. If the spirit remains long enough to kill the host, it can continue to animate the charred skeletal remains as an otherwise typical skeleton of the host's species. When the fire spirit leaves a dead host, the skeleton collapses into a pile of white powder. A salt can be derived from this powder which is useful in making any number of resistance-oriented potions.

**Burn (Ex):** A fire spirit's slam attack deals bludgeoning damage plus fire damage from the spirit's flaming body. Those hit by a fire spirit's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can sacrifice an action to put out the flame. The save DC is Constitution-based.

Creatures hitting a fire spirit with natural weapons or unarmed attacks take fire damage as though hit by the spirit's slam attack, and also catch on fire unless they succeed on a Reflex save.

**Fireball (Su):** Fire spirits can throw a *fireball*, as the wizard spell, once every five rounds, as a fifth level spellcaster.

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