

AERIAL SERVANT

Medium-Size Elemental (Air)

Hit Dice: 16d8+64 (136 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: Fly 60 ft (perfect)

AC: 19 (+5 Dex, +4 natural)

Attacks: Slam +21/+16/+11

Damage: Slam 2d8+12

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Improved grab, constrict, windblast

Special Qualities: Elemental, damage reduction 10/+1, natural invisibility, find target, empathic link

Saves: Fort +9, Ref +15, Will +5

Abilities: Str 26, Dex 21, Con 18, Int 4, Wis 10, Cha 11

Skills: Intuit Direction +7, Listen +7, Move Silently +13, Search +4, Spot +7

Feats: Improved Initiative, Weapon Focus (slam)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always neutral

Advancement: 17-33 HD (Medium-size); 34-48 HD (Large)

This creature is a form of air elemental native to the plane of Elemental Air, as well as the Ethereal and Astral planes, and can be summoned to the Material Plane by spellcasters foolish enough to do so.

Normally invisible, if seen on their home plane, they resemble legless humanoids of sparkling blue smoke, with empty eyes, a slash for a mouth, and long, four-fingered hands.

COMBAT

They rarely engage in combat, using a shearing blast of intensely focused wind to pummel their opponents when they do so and using their slam attack if pressed.

Improved Grab (Ex): To use this ability, the aerial servant must hit an opponent of up to Large size with its slam attack. If it gets a hold, it can constrict.

Constrict (Ex): An aerial servant deals 2d8+12 points of damage with a successful grapple check against Large or smaller creatures. Because it seizes victims by the neck, a creature in the aerial servant's grasp cannot speak or cast spells with verbal components.

Wind Blast (Su): Line 5 feet wide, 5 feet high, and 80 feet long, once every 1d4 rounds; 4d8 points of damage and creatures of Large or smaller size are knocked down and back 1d4x10 feet. A successful Reflex save (DC 26) halves the damage and negates the knockdown.

Natural Invisibility (Su): This ability is constant, allowing the aerial servant to remain invisible even when attacking. This ability is inherent and is not subject to the *invisibility purge* spell.

Find Target (Sp): When ordered to locate a creature or an object, an aerial servant does so unerringly, as though guided by *discern location*. The caster must know the designated creature.

Empathic Link (Ex): When summoned, the aerial servant creates a mental link between itself and the caster who summoned it. Should the

aerial servant fail the mission it has been assigned, it will return to the caster and attack. The aerial servant can find the caster as long as they are on the same plane of existence. Should the caster leave the plane, it will temporarily break the link, though it will be reestablished once the caster returns to the same plane as the aerial servant.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits. Aerial servants have darkvision with a range of 60 feet.

SUMMONING AN AERIAL SERVANT

An aerial servant is summoned using the clerical spell *planar ally* or the arcane spell *planar binding*.

An aerial servant obeys the commands of the one who conjured it with respect to finding and returning whatever object or creature is described. Of course, the object or creature must be such as to allow the aerial servant to physically bring it to its caster.

It will also disappear when its duty is fulfilled, it is dispelled, the caster releases it, or the caster is slain.

If an aerial servant is prevented from completing its mission, it will return to the caster and either attack or attempt to carry him back to the elemental plane of Air. The unfortunate spell caster will likely never be seen again.

The Aerial Servant first appeared in the 1e MM (Gary Gygax, 1977).