Air sentinel

Medium-Size Outsider (Air, Chaotic, Good)

Hit Dice: 5d8+10 (32 hp)
Initiative: +5 (Dex)
Speed: Fly 90 ft (perfect)
AC: 19 (+5 Dex, +4 natural)
Attacks: Slam +10 melee, 2 lightning bolts +10 ranged
Damage: Slam 1d6+5, Lightning bolt 1d6 (shock)
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Shock, improved grab, shocking hug
Special Qualities: Air shield
Saves: Fort +6, Ref +9, Will +6
Abilities: Str 20, Dex 21, Con 14, Int 14, Wis 15, Cha 15
Skills: Escape Artist +14, Knowledge (the planes) +10, Listen +10, Move Silently +14, Sense Motive +10, Spot +10
Feats: Combat Reflexes, Dodge

Climate/Terrain: Any land
Organization: Solitary or family (2-8)
Challenge Rating: 4
Treasure: Standard; double gems
Alignment: Always chaotic good
Advancement: 6-10 HD (Medium-Size); 11-15 HD (Large)

Air sentinels are benevolent spirits that reside on the plane of Bytopia. They resemble djinn from the elemental plane of Air. They appear as strong, bald humans from the waist up. Dominant males usually wear a moustache and goatee, and all are fond of all sorts of jewelry. Below the waist, the body of the air sentinel looks much like a small twisting tornado or cone of wind.

Air sentinels are jovial and have a friendly demeanor to all they encounter. They live primarily on Bytopia’s layer of Shurrock, where they perform a vital function. They assume the role of protectors for weaker beings that find their way to the wilder of the Twin Paradises of Bytopia. Sentinels police the layer for beings in danger from either the dangerous weather or terrain. Their duty is to rescue these lost travelers and spirit them away to one of Shurrock’s large sheltered caves. This appears to be the main function of air sentinels, and no one seems to know why they do it, other than the fact that these beings seem to love helping others.

Combat

Air sentinels are fiercely nonviolent and loathe combat. They will usually escape from battle with incredible speed, unless something important is at stake. If forced into combat, however, they will release two small electrical charges from their hands, which look like miniature lightning bolts. They can use their slam to cause damage, but usually only use it to hug opponents. If the need is sufficiently pressing, they will use their hug attack to try to knock their opponent out. Air sentinels consider killing an unconscious opponent barbaric.

Shock (Su): The air sentinel’s main lightning bolt attack is a minor electrical attack. The electrical charge ignores all non-magical bonuses from metal armor.

Improved Grab (Ex): To use this ability, the air sentinel must hit an opponent of Large size or smaller with its slam attack. If it gets a hold, it
hugs.

**Shocking Hug (Su):** An air sentinel wraps its strong arms around an opponent and releases a strong electrical charge. This attack does 3d6 damage (Fortitude save DC 18 for half damage). Any being damaged by this attack must succeed at another Fortitude save (DC 14) or fall unconscious for 1d8 melee rounds.

**Air Shield (Su):** Air sentinels have a limited missile deflection ability that they can use three times per day. The sentinel can forfeit its attack in any round to create a strong vortex of air around it. This air shield imposes a −5 penalty to all missile attacks directed against the air sentinel for that round.

The Air Sentinel first appeared in MC8.