

Blade Archon**CR 8****XP 4,800**

LG Medium outsider (archon, extraplanar, good, lawful)

Init +5; **Senses** darkvision 60 ft.; low-light vision; *true seeing*; Perception +19**Aura** aura of menace (DC 20), *magic circle against evil***DEFENSE****AC** 22, touch 22, flat-footed 16 (+5 Dex, +1 dodge, +6 insight; +2 deflect vs. evil)**hp** 85 (10d10+30)**Fort** +6, **Ref** +12, **Will** +13; +4 vs. poison, +2 resistance vs. evil**DR** 10/evil or gold; **Immune** electricity, petrification**OFFENSE****Speed** 30 ft.**Melee** two-bladed sword +12/+7 (1d8+6 plus 2d6 vs. evil creatures) and +12/+7 (1d8+6 plus 2d6 vs. chaotic creatures)**Spell-Like Abilities** (CL 12th)Constant—*magic circle against evil*, *true seeing*At will—*aid*, *continual flame*, *detect evil*, *detect thoughts* (DC 17), *greater teleport* (self plus 50 lbs. of objects only), *message*, *suggestion* (DC 15)**STATISTICS****Str** 20, **Dex** 20, **Con** 16, **Int** 10, **Wis** 22, **Cha** 12**Base Atk** +10; **CMB** +15; **CMD** 20**Feats** Ability Focus (aura of menace), Double Slice, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting**Skills** Disguise +14, Knowledge (nobility) +13, Knowledge (the planes) +13, Perception +19, Sense Motive +19, Stealth +18**Languages** Celestial, Common, Draconic, Infernal; truespeech**SQ** celestial bodyguard, divine weapon, saintly insight