

TRIDENT ARCHON**CR 6****XP 2,400**

LG Large outsider (archon, aquatic, extraplanar, good, lawful)

Init +4; **Senses** darkvision 60 ft.; Perception +12**Aura** aura of menace (DC 18), *magic circle against evil*

DEFENSE**AC** 19, touch 9, flat-footed 19 (+10 natural -1 Size)**hp** 68 (8d10+24)**Fort** +9, **Ref** +6, **Will** +7; +4 vs poison**DR** 10/evil; **Immune** electricity, petrification

OFFENSE**Speed** 30 ft., swim 60 ft.**Melee** masterwork trident +12/7 (2d6+6)**Spell-Like Abilities** (CL 8th)constant—*freedom of movement*, *magic circle against evil*at will—*aid*, *continual flame*, *detect evil*, *greater teleport* (self plus 50lbs of gear only), *message*

STATISTICS**Str** 18, **Dex** 10, **Con** 16, **Int** 10, **Wis** 16, **Cha** 14**Base Atk** +8; **CMB** +13; **CMD** 23**Feats** Cleave, Improved Initiative, Iron Will, Power Attack**Skills** Intimidate +11, Perception +12, Knowledge (planes) +9, Sense Motive +12, Survival +12, Swim +21**Languages** Celestial, Draconic, Infernal; truespeech**SQ** amphibious, trident mastery