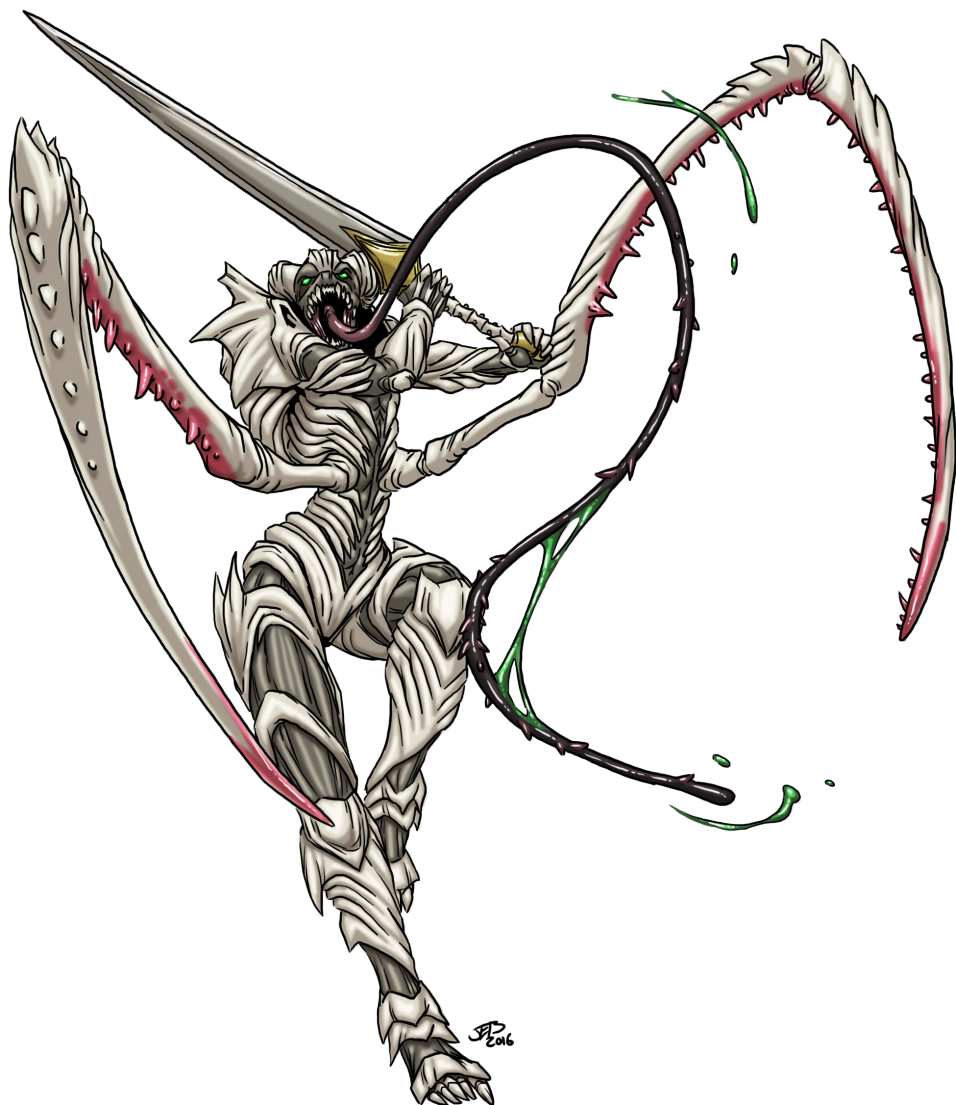


# Porphyra



**Rancor Daemon**  
by Perry Fehr

# Daemon, Rancor

*This large daemonic creature leads a malevolent host of fiends toward you...*

## Rancor (CR 14; 38,400)

NE Large outsider (daemon, evil, extraplanar)

**Init** +1; **Senses** darkvision 60 ft.; Perception +2

### Defense

**AC** 28, touch 10, flat-footed 27

(+10 armor, +8 natural, +1 Dex, -1 size)

**hp** 218 (19d10+114)

**Fort** +16, **Ref** +12, **Will** +8

**DR** 10/good and silver; **Defensive Abilities** unshakable; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10

### Offense

**Speed** 40 ft. (50 ft. without armor)

**Melee** +1 *unholy greatsword* +27/+22/+17/+12 (3d6+13/17-20 plus 2d6 vs. good), tongue +21 (1d8+4 plus grab plus poison)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tongue)

**Special Attacks** rend (tongue and grab, 2d8+12), strength in numbers

**Spell-Like Abilities** (CL 14th; concentration +18)

At will—*rage* (daemons only)

1/day—*summon* (level 9; 5d4 daemons of CR 3 or less 100%)

1/week—*gate*

### Statistics

**Str** 27, **Dex** 13, **Con** 21, **Int** 14, **Wis** 14, **Cha** 18

**Base Atk** +19; **CMB** +28 (+32 grapple); **CMD** 39 (43 vs. bull rush, trip)

**Feats** Critical Focus, Diehard, Endurance, Greater Vital Strike, Improved Critical (greatsword), Improved Vital Strike, Power Attack, Toughness, Vital Strike, Weapon Focus (greatsword)

**Skills** Acrobatics +23, Climb +27, Diplomacy +26, Intimidate +26, Knowledge (history) +21, Knowledge (planes) +24, Perception +24, Survival +24

**Languages** Abyssal, Celestial, Common, Draconic, Infernal

**SQ** stability

### Ecology

**Environment** planes (Realms Beyond)

**Organization** solitary, force (1 + 2d4 other daemons)

**Treasure** (+1 *unholy greatsword*, +2 *bone full plate*; other treasure)

### Special Abilities

**Poison (Ex)** Tongue—injury; *save* DC 24; *frequency* 1/round for 6 rounds;

*effect* 1d4 Strength damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

**Strength in Numbers (Ex)** For every two daemons within 50-feet of the rancor, it gains a +1 insight bonus to attack rolls, saving throws and checks to a maximum of a +5 bonus.

**Unshakable (Ex)** While under the obligation of a contract, rancor daemons gain a +1 profane bonus for every daemon in the company to all saving throws against any spells or effects that would force one or more daemons back to the Realms Beyond. In addition, while employed, all Companions in the company are immune to all spells with the charm or compulsion descriptors.

Rancors are the masters of the daemoniac mercenary companies. Unlike other daemoniac soldiers, they do not give over to pure hatred of their for-hire enemies. Rather, they plot the unraveling of their opponents' plans with an accomplished ease. When the mercenary company has taken a job, the rancors meet and discuss their new assignment, mulling over their foe's every weakness and taking the deepest pleasure in determining the path the company will take in fulfilling the bargain.

## On Porphyra

In the aftermath of the NewGod Wars, captured rancors became elite gladiators in the arenas of the Jheriak Continuance.

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