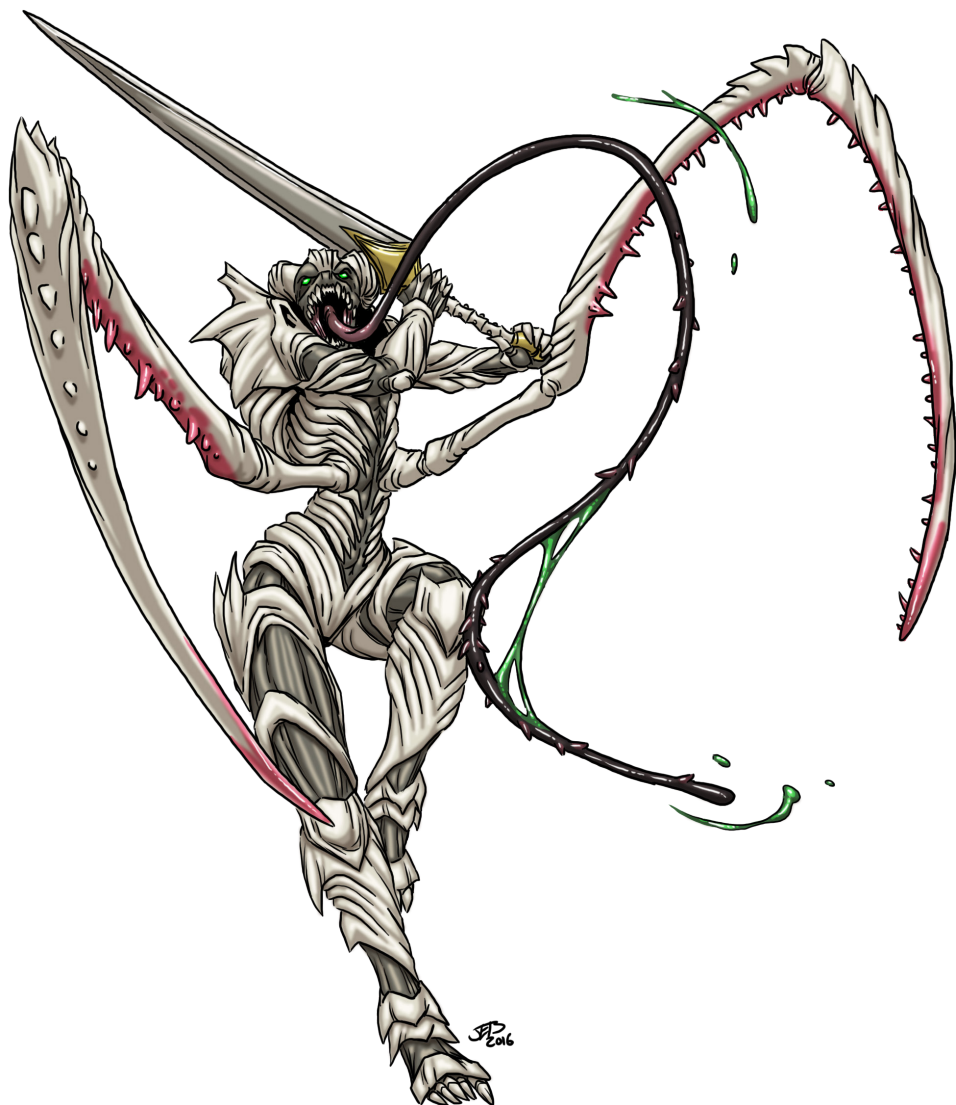


Porphyra



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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