



“Vault Skirge Promo” © Wizards of the Coast, by Lars Grant-West. Accessed at the artist’s page [here](#)

[Commissioned by [@wannabedemonlord](#), loosely based on the [Falls City Flyer](#). This one has a lot of moving parts, with references to summoners, firearms, technology and my original daemons. I usually try to limit non-Core Rulebook material to one book, but I figure, it’s the post-edition era. If someone really wants to play PFRPG 1e, they probably are planning on looking some stuff up.]

Daemon, Eurekaedaemon

CR 11 NE Outsider

This blocky metallic giant resembles a humanoid insect standing half again the height of a man, with visible joints on its limbs and wings. Its maw opens vertically, revealing a jagged mass of whirling teeth. Its eyes shine like searchlights.

A eurekaedaemon represents death through technological failure, and they are among the most inventive and mechanically minded of the daemons. Although they are gifted artisans of their own right, they much prefer to ruin the devices of others, especially in dramatic and deadly fashion. They make for excellent saboteurs and sappers. Some more powerful daemons put them to work devising weapons of war and torture, but eurekaedaemons usually get bored with making the same thing over and over again, and make better innovators than engineers. A eurekaedaemon’s obsession with tinkering extends to its own body. No two eurekaedaemons look the same, although all blend a humanoid frame with powerful wings, claws and fangs, and all bear luminous eyes. A eurekaedaemon can even shift configurations on the fly, changing its body to meet its tactical needs or aesthetic preferences.

In combat, a eurekaedaemon seeks out enemies it thinks will pose an interesting challenge. Those armed with technological tools, from siege engines to firearms to nanotechnology, are favored foes, as the daemon’s glitching aura makes such weapons unreliable. Eurekaedaemons attack with powerful melee strikes, augmented by whatever modifications they have made to their own bodies. If a eurekaedaemon feels it is in a position of strength, it will often disarm a foe of some technological toy and experiment with it in combat, or simply smash it out of spite.

The average eurekaedaemon stands nine feet tall and has a wingspan of fifteen feet.

Eurekadaemon

CR 11

XP 12,800

NE Large outsider (daemon, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft., Perception +14

Aura glitching (30 ft.) **Defense**

AC 26, touch 13, flat-footed 22 (-1 size, +4 Dex, +13 natural)

hp 138 (12d10+72)

Fort +10, **Ref** +12, **Will** +9; +4 vs. necromancy effects, paralysis, sleep and stunning

DR 10/good; **Immune** acid, bleed, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 22

Defensive Abilities fortification (50%), mechanized

Offense

Speed 40 ft., fly 60 ft. (average)

Melee bite +19 (2d8+8 plus 1d6 electricity), 2 claws +19 (1d6+8 plus 1d6 electricity)

Space 10 ft.; **Reach** 10 ft.

Special Attacks breath weapon (1d4 rounds, 30 ft. cone, 12d6 fire, Reflex DC 22)

Spell-like Abilities CL 12th, concentration +16

At will—*dispel magic*, *greater teleport* (self plus 50 lbs. objects only), [technomancy](#)

3/day—quicken *heat metal* (DC 16), [magic circle vs. technology](#) (DC 17), *rusting grasp*, *unholy blight* (DC 18)

1/day—*major creation*, *summon* (1 [bagodaemon](#), 40%, level 6th), *transmute metal to wood* (DC 21)

Statistics

Str 26, **Dex** 18, **Con** 22, **Int** 17, **Wis** 13, **Cha** 19

Base Atk +12; **CMB** +21 (+23 disarm or sunder); **CMD** 35 (37 vs. disarm or sunder)

Feats Combat Expertise, Improved Disarm, Improved Initiative, Improved Sunder, Power Attack, Quicken SLA (*heat metal*), [Technologist \(B\)](#)

Skills Craft (any one) +22, Disable Device +22, Fly +17, Knowledge (arcana) +18, Knowledge (engineering) +18, Knowledge (planes) +18, Perception +14, Spellcraft +15, Stealth +15; **Racial**

Modifiers +4 Craft, +4 Disable Device

Languages Abyssal, Draconic, Infernal, telepathy 100 ft.

SQ illuminating gaze, reconfigure (breath weapon, energy attacks), trapfinding

Ecology

Environment any land or underground (Abaddon)

Organization solitary, pair or design (3-8)

Treasure standard

Special Abilities

Glitching Aura (Su) Technological devices behave erratically within 30 feet of a eurekadaemon. Firearms have their misfire chance increased by 2, and a firearm without a misfire chance misfires on a roll of 1. Technological items that are not timeworn are subject to [glitches](#) as if they were timeworn, and timeworn items have a flat 20% chance of glitching every time they are used. Devices held by a creature with the evil descriptor are not affected by the glitching aura of a eurekadaemon.

Illuminating Gaze (Su) A eurekadaemon emits a 60 foot cone of bright light from its eyes. All creatures in that area are affected as if by a *faerie fire* spell for as long as they remain in the area and for 1d4 rounds thereafter. A eurekadaemon can suppress or resume this effect as a move action.

Mechanized (Ex) A eurekadaemon has replaced much of its own anatomy with mechanical parts. It gains a +4 racial bonus on all saves against necromancy effects, paralysis, sleep and stunning

effects, and is immune to bleed damage.

Reconfigure (Su) Three times per day as a standard action, a eureka daemon can rebuild its body to suit its needs. It grants itself abilities as per the [*greater evolution surge*](#) spell, except that these changes have a duration of instantaneous and last until the eureka daemon reconfigures itself again. This eureka daemon has used its reconfigure to give itself a breath weapon and energy attacks, as reflected in its statistics above.

Trapfinding (Ex) A eureka daemon can detect and disable magical traps as a rogue.