**Madcrafter’s Monsters**

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**Bearded Devil (EL 5)**

**Demon Barbarian**

Demon / Path of Rage / Smiting / Path of Ancestors

Init\*+1

Reach\*10 ft

Speed\*30 ft

Size\*Medium

HP\*55

AC\*21

Fort\*+5;\*Ref\*+6;\*Will\*+10

Awareness\*15, Darkvision

**[Melee] Attack Action**

Atk\*+10;\*Damage\*1d8+10;\***Halberd**; [melee][Reach][Tripping];

**[Melee] Attack Action**

Atk\*+10;\*Damage\*1d8+10;\***Claws**; [melee];

Abilities:\*Str 14; Dex 12; Con 16; Int 10; Wis 10; Cha 20

Skills: Athletics +7; Stealth +6; Medicine +5; Diplomacy +10; Intimidate +10; Perception +8;

Feats:\*Shadow Blink, To Pierce the Heavens, Reckless Strike, You Will Falter

Key Offensive Modifier:\*Charisma

Key Defensive Modifier:\*Constitution

Base Attack Bonus:\*+5

**Activated Abilities**

Demon Magic [SLA]:\*1/Encounter, Darkness.

Rage [Ex]:\*As a swift action, the Bearded Devil can enter a rage, gaining a +4 bonus to Strength, and taking a -1 penalty to Armor class, and a +1 bonus to Fortitude and Will saves. It also gain 10 temporary hit points. These temporary hit points are lost when its rage ends. It can rage for a maximum 6 [Rounds] at any one time, and can always prematurely end the rage as a free action. When the rage ends, it are [Fatigued] for as many [Rounds] as were spent raging (minimum 1).

The Bearded Devil can enter rage whenever it wishes, as long as it is not [Fatigued] or [Exhausted].

To Pierce the Heavens [Ex]:\*

While the Bearded Devil is wielding its halberd, once per [Encounter], as a swift action, it may either:

Render the squares within its normal reach impassable. Anyone caught inside the aura may opt to be pushed outside of the effect. Its reach is then doubled.

Render foes within its reach unable to move out of its reach.

Both effects last two [Rounds], and are [Binding] effects. The auras are visible as a dulling of the air, and a metallic sheen.

Reckless Strike [Ex]: The Bearded Devil may choose to lower its AC in place of attack bonus while using the Power Attack combat maneuver.

Shadow Blink [Ex]: As a swift action, the Bearded Devil can add the [Teleport] descriptor to its movements until the beginning of its next turn. It do not provoke attacks of opportunity by moving, except from opponents who threaten its square at the beginning of movement. It cannot use the Acrobatics skill to avoid those attacks of opportunity.

**Passive Abilities**

Resistance to Electricity [Ex]

Powerful Rage [Ex]:\*While raging, -2 Dex and +5ft reach.

Skirmish [Ex]: When the Bearded Devil misses on an attack roll against an opponent, it adds a +1 bonus to its attack rolls for the duration of the [Encounter]. This is cumulative, but caps at 5.

Conflict [Ex]: The Bearded Devil adds its Charisma bonus to damage.

You Will Falter [Ex]: Effects that would cause an opponent within 60 ft to recover at least 2 HP instead cause that opponent to recover one less point. This affects [Fast healing]. This effect will stack with up to five other instances of You Will Falter, but the minimum healed by any reduced ability is one.

Lesser Resilience [Ex]: Any [Healing] effects that affect the Bearded Devil (but do not originate from it) heal 5 extra point of damage.

Hard to Break [Ex]: Once per [Encounter], if the Bearded Devil successfully makes a Fortitude Save against an effect that would normally have a lesser effect on a successful save (such as a spell with a save of “Fortitude half”), it instead ignore the effect entirely.

**Items**

Light Armor:\*+1 to AC

**Bone Devil (EL 9)**

**Demon Barbarian**

Path Destruction/ Demon/ Battle's Tempering / Assassin

Init\*+6

Reach\*10 ft

Speed\*45 ft

Size\*Medium

HP\*117

AC\*25

Fort\*+9;\*Ref\*+10;\*Will\*+10

Awareness\*19, Darkvision

**[Melee] Full Attack Action**

Atk\*+14/+9;\*Damage\*1d8+5 (SA +3d6);\***Claws**; [melee];

Abilities:\*Str 20; Dex 14; Con 20; Int 10; Wis 10; Cha 14

Skills: Athletics +14; Stealth +11; Bluff +11; Diplomacy +11; Intimidate +16; Perception +12;

Feats:\*Shadow Blink, Sinister Sinews, Baptized in Rage, Breakneck Pace

Key Offensive Modifier:\*Strength

Key Defensive Modifier:\*Constitution

Base Attack Bonus:\*+9

**Activated Abilities**

Demon Magic [SLA]:\*1/Encounter, Invisibility

Cleave [Ex]: As a swift action, if the Bone Devil hits an opponent with a melee attack, it can make a cleave attack by applying that attack roll to another opponent within [Melee] range. If the result hits that opponent, it do normal melee damage to the second opponent as well.

Whirlwind [Ex]: At will, as a standard action, the Bone Devil can attack every opponent within [Melee] range. It rolls one attack and use the result for all opponents. These attacks do not result in critical hits. These attacks may not generate bonus attacks (ex. Cleave).

Shadow Blink [Ex]: As a swift action, the Bearded Devil can add the [Teleport] descriptor to its movements until the beginning of its next turn. It do not provoke attacks of opportunity by moving, except from opponents who threaten its square at the beginning of movement. It cannot use the Acrobatics skill to avoid those attacks of opportunity.

Abyssal Travel [SLA]: Once per [Encounter], as a standard action, the Bone Devil can cast dimension door, as the spell.

Baptized in Rage [Su]: Three times per [Scene], as an immediate action, all creatures within a 100 foot radius who fail a DC 16 Strength check are [Entangled] for one [Round] by chains of ice. This is a [Binding] effect.

**Passive Abilities**

Resistance to Electricity [Ex]

Disrupting Presence [Ex]: The Bone Devil is a living force of entropy and destruction, and creatures who attempt mental focus close to it suffer the consequences. Any opponent who activates a spell, spell-like, or supernatural ability within its [Melee] range takes 9 damage.

Terrifying Presence [Ex]: Opponents within the Bone Devil's [Melee] range must make a Will save (DC 19) every [Round] on the devil's turn or become [Shaken]. This application of the [Shaken] condition doesn’t stack with itself, but stacks normally with other [Fear] effects. This is a [Mind-affecting] [Fear] effect.

Dive for Cover [Ex]: Once per [Encounter], if the Bone Devil make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead take no damage.

For Ire [Ex]: [Fast healing] 5.

Sneak Attack: Any time that the Bone Devil attacks a [Flat-footed], [Shaken], [Frightened], or [Panicked] target, it deals 3d6 [Precision] damage. Only one source of [Precision] damage may be applied to any attack.

Slayer’s Sense: The Bone Devil can ignore [Concealed] and [Fully concealed] when attacking an enemy it has previously damaged with Sneak Attack in the [Encounter]. This does not bypass an enemy’s use of the Stealth skill.

Blood Calls to Blade: Any time the Bone Devil makes an attack roll against an enemy subject to its Sneak Attack ability, it gains a +4 bonus on the attack roll.

**Items**

Light Armor:\*+1 to AC

**Riding Dog (EL 1)**

**Grunt Mook**

Init\*-1

Reach\*5 ft

Speed\*30 ft

Size\*Medium

HP\*27

AC\*13

Fort\*+2;\*Ref\*+2;\*Will\*+2

Awareness\*11

**[Melee] Attack Action**

Atk\*+3;\*Damage\*1d6+2;\***Bite**; [melee].

Abilities:\*Str 16; Dex 8; Con 16; Int 8; Wis 10; Cha 8

Skills:\*Acrobatics +1; Athletics +5; Perception +2

**Hill Giant (EL 7)**

**Elite Mook**

Utter Brute

Init\*-1

Reach\*15 ft

Speed\*40 ft

Size\*Medium

HP\*120

AC\*25

Fort\*+5;\*Ref\*+5;\*Will\*+5

Awareness\*17

**[Melee] Attack Action**

Atk\*+10;\*Damage\*1d6+14;\***(Unarmed)**; [Melee][Reach];

**[Ranged] Attack Action**

Atk\*+10;\*Damage\*1d6+14;\***(Rocks)**; [Medium];

Abilities:\*Str 16; Dex 8; Con 16; Int 8; Wis 10; Cha 8

Skills: Athletics +12; Nature +8; Perception +9;

**Passive Abilities**

Uncivilized: The Hill Giant's unarmed attacks are affected by the Weaponized feat, and are treated as [Special]weapons with [Reach]. In addition, it has a +3 Item bonus to armor class.

Unforgiving: As the Hill Giant dies, it may take a standard action. Triggered abilities with no action cost may be used instead.

Unrelenting: At the beginning of the Hill Giant's turn, it moves 5 ft. At the end of its turn, it moves 5 ft. Effects that prevent movement other than death do not prevent this.

**Wyvern Zombie (EL 6)**

**Elite Mook**

Dragon

Init\*-1

Reach\*10 ft

Speed\*40 ft, Fly 40 ft

Size\*Medium

HP\*123

AC\*23

Fort\*+5;\*Ref\*+5;\*Will\*+5

Awareness\*16, Darkvision

**[Melee] Attack Action**

Atk\*+8;\*Damage\*2d6+12;\***Claws**; [Melee];

**[Ranged] Attack Action**

Atk\*+8;\*Damage\*1d6+12;\***(Dropped Stuff?/Flyby?)**; [Medium];

Abilities:\*Str 16; Dex 8; Con 16; Int 8; Wis 10; Cha 8

Skills: Athletics +11; Nature +7; Perception +8;

Feats: Wings of War (Bonus)

**Passive Abilities**

True Dragon [Ex]: In addition to any enchantments applied to them, the Zombie Wyvern's claws now heal it for half the damage dealt with them, up to your 6 HP per hit.