

**Encounter Level: 3****Fiendish, Violet Fungus**

CR: 3; Medium Plant (Extraplanar); 2d8+6; 15 hp; Init -1; Spd 10 ft. (2 squares); AC 13 (-1 Dex; +4 natural); touch 9; flat-footed 13; Base +1/+3; Atk Tentacle +3 melee (1d6+2 plus poison); Full Atk Tentacle (4) +3 melee (1d6+2 plus poison); SA Poison (Ex); Smite Good (Su) +3; SQ Low-light vision (Ex); Plant traits; Immunities: all mind-affecting effects, poison, sleep effects, paralysis, polymorph, stunning, not subject to critical hits; Darkvision 60'; Cold/Fire Resistance: 5; Spell Resistance: 8; SV Fort +6, Ref -1, Will +0; AL Always E; Str 14, Con 16, Dex 8, Int -, Wis 11, Cha 9.

**Encounter Level: 2****Fiendish, Gnoll (×2)**

CR: 1; Medium Humanoid (Extraplanar, Gnoll); 2d8+2; 9, 16 hp; Init +0; Spd 30 ft. (6 squares); AC 15 (+1 natural; +2 leather armor; +2 shield, heavy steel); touch 10; flat-footed 15; Base +1/+3; Atk Battleaxe +3 melee (1d8+2/x3) or shortbow +1 ranged (1d6/x3); Full Atk Battleaxe +3 melee (1d8+2/x3) or shortbow +1 ranged (1d6/x3); SA Smite Good (Su) +2; SQ Darkvision (Ex): 60 ft.; Cold/Fire Resistance: 5; SR: 7; SV Fort +4, Ref +0, Will +0; AL Usually CE; Str 15, Con 13, Dex 10, Int 8, Wis 11, Cha 8.

**Skills:** Listen +2; Spot +3.

**Feats:** Power Attack.

**Equipment:** Leather Armor, Heavy steel shield, Battleaxe, Shortbow, 20 arrows.

**Encounter Level: 2****Fiendish, Hyena (×2)**

CR: 1; Medium Magical Beast; 2d8+4; 19, 18 hp; Init +2; Spd 50 ft. (10 squares); AC 14 (+2 Dex; +2 natural); touch 12; flat-footed 12; Base +1/+3; Atk Bite +3 melee (1d6+3); Full Atk Bite +3 melee (1d6+3); SA Smite Good (Su) +2; Trip (Ex); SQ Darkvision (Ex): 60 ft.; Cold/Fire Resistance: 5; SR: 7; Scent (Ex); SV Fort +5, Ref +5, Will +1; AL ; Str 14, Con 15, Dex 15, Int 2, Wis 13, Cha 6.

**Skills:** Hide +3 (+7 in tall grass or undergrowth); Listen +6; Spot +4.

**Feats:** Alertness.

**Encounter Level: 1****Fiendish, Monstrous Scorpion, Medium**

CR: 1; Medium Magical Beast; 2d8+4; 15 hp; Init +0; Spd 40 ft. (8 squares); AC 14 (+4 natural); touch 10; flat-footed 14; Base +1/+2; Atk Claw +2 melee (1d4+1); Full Atk Claw (2) +2 melee (1d4+1) and sting -3 melee (1d4 plus poison); SA Constrict (Ex): 1d4+1; Improved grab (Ex); Poison (Ex); Smite Good (Su) +2; SQ Tremorsense (Ex); 60 ft.; Vermin traits; Darkvision (Ex): 60 ft.; Immunities: all mind-affecting effects; Cold/Fire Resistance: 5; SR: 7; SV Fort +5, Ref +0, Will +0; AL Always N; Str 13, Con 14, Dex 10, Int -, Wis 10, Cha 2.

**Skills:** Climb +5; Hide +4; Spot +4.

**Encounter Level: 2****Fiendish, Orc (×4)**

CR: 1/2; Medium Extraplanar (Humanoid, Orc); 1d8+1; 9, 5, 6, 4 hp; Init +0; Spd 30 ft. (6 squares); AC 13 (+3 studded leather armor); touch 10; flat-footed 13; Base +1/+4; Atk Falchion +4 melee (2d4+4/18-20) or javelin +1 ranged (1d6+3); Full Atk Falchion +4 melee (2d4+4/18-20) or javelin +1 ranged (1d6+3); SA Smite Good (Su) +1; SQ Darkvision (Ex): 60 ft.; Light sensitivity (Ex); Cold/Fire Resistance: 5; SR: 6; SV Fort +3, Ref +0, Will -2; AL Often CE; Str 17, Con 12, Dex 11, Int 8, Wis 7, Cha 8.

**Skills:** Listen +1; Spot +1.

**Feats:** Alertness.

**Equipment:** Studded leather armor, Falchion, 2 Javelins

**Encounter Level: ½****Tiefling**

CR: 1/2; Medium Outsider (Native, Planetouched); 1d8+1; 6 hp; Init +1; Spd 30 ft. (6 squares); AC 15 (+1 Dex; +3 studded leather; +1 shield, light steel); touch 11; flat-footed 14; Base +1/+2; Atk Rapier +3 melee (1d6+1/18-20) or crossbow, light +2 ranged (1d8/19-20); Full Atk Rapier +3 melee (1d6+1/18-20) or crossbow, light +2 ranged (1d8/19-20); SA Darkness (Sp); SQ Darkvision (Ex): 60 ft.; Resistance: cold 5, electricity 5, fire 5; SV Fort +3, Ref +1, Will -1; AL Usually E (any); Str 13, Con 12, Dex 13, Int 12, Wis 9, Cha 6.

**Skills:** Bluff +4; Hide +5; Move Silently +1; Sleight of Hand +1.

**Feats:** Weapon Focus (rapier).

**Equipment:** Studded leather armor, light steel shield, rapier, light crossbow, 20 bolts

The corrupted template is from the Book of Vile Darkness and makes use of the vile damage type.

**Encounter Level: 4****Corrupted, Lizardfolk (×2)**

CR: 2; Medium Aberration; 2d8+6; 17, 16 hp; Init -1; Spd 30 ft. (6 squares); AC 21 (+9 natural; +2 shield, heavy wooden); touch 10; flat-footed 19; Base +3/+2; Atk Claw +4 melee (1d6+3) or club +4 melee (1d6+3) or javelin +0 ranged (1d6+3); Full Atk Claw (2) +4 melee (1d6+3) and bite +2 melee (1d6) or club +4 melee (1d6+3) and bite +2 melee (1d6) or javelin +0 ranged (1d6+3); SA Disruptive Touch (Su): The corrupted creature deals vile damage when it touches uncorrupted, living, corporeal nonoutsiders. Its touch deals 1 point of vile damage.; SQ Hold breath (Ex); Fast Healing (Ex): 1; Darkvision 60', Acid Immunity; SV Fort +2, Ref +2, Will -1; AL Always E; Str 17, Con 17, Dex 8, Int 9, Wis 8, Cha 8.

**Skills:** Balance +4; Jump +5; Swim +2.

**Feats:** Multiattack.

**Equipment:** Heavy wooden shield, club, 2 javelins

The Mane demon is from the Book of Vile Darkness.
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**Encounter Level: 1****Demon, Mane**

CR: 1; Small Chaotic (Demon, Evil, Outsider); 1d8; 5 hp; Init +0; Spd 20 ft. (4 squares); AC 14 (+1 size, +3 natural), touch 11, flat-footed 14; Base +2; Atk 2 claws +2 melee (1d3); Full Atk 2 claws +2 melee (1d3) and bite +0 melee (1d4); SQ Acidic Cloud (when it dies, anyone with 10' make a DC:20 Reflex save or take 1d6 acid damage), Damage reduction 5/cold iron or good; Darkvision (Ex): 60 ft.; Immunities: electricity, poison; Resistance: acid 10, cold 10, fire 10; Telepathy (Su):100 ft.; SV Fort +2, Ref +2, Will -2; AL Always CE; Str 10, Con 10, Dex 10, Int 3, Wis 3, Cha 3.

**Skills:** Climb +2, Jump +2.

**Feats:** Multiattack.