

Fiendish, Gnoll

CR: 1; Medium Humanoid (Extraplanar, Gnoll); 2d8+2; 9 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.

Fiendish, Hyena

CR: 1; Medium Magical Beast; 2d8+4; 8 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.

Fiendish, Orc

CR: 1/2; Medium Extraplanar (Humanoid, Orc); 1d8+1; 6 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 6.

Skills: Listen +1; Spot +1.

Feats: Alertness.

Fiendish, Medium Monstrous Scorpion

CR: 1; Medium Magical Beast; 2d8+4; 19 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.