

Hurgun's Maze - The Outer Fortress

Outer Moat

Water Elemental (Huge Elemental (Water, Extraplanar))

Initiative: +4; Speed: 30 ft (8 boxes), swim 120 ft.

HD: 16d8+80; hps: 152; Reach 15'/15'

AC: 26 (-2 size, +4 Dex, +9 natural, +5 BDB), touch 17, flat-footed 17

Atk: BAB: +12 Grapple:+27; 2 slams +17; Dmg: 2d10+7 (slam)

SA: Water mastery, drench, vortex (DC25/2d8)

SQ: Damage reduction 5/-, Darkvision 60 ft., Elemental

Saves: Fort +15, Ref +9, Will +7

Stats: Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11

Skills: Listen +13, Spot +12

Feats: Alertness, *Cleave*, *Great Cleave*, *Power Attack*, *Improved Bull Rush*, Iron Will

Walls & Towers

2 Large Air Elementals (Air, Extraplanar)

Initiative: +11 (dex + improved initiative); Speed: Fly 100 ft. (perfect) (20 squares)

HD: 8d8+24; hps: 61; Reach: 10 ft./10 ft.

AC: 22 (-1 size, +7 Dex, +4 natural, +2 BDB), touch 18, flat-footed 13

Atk: BAB:+6; Grapple: +12; +19 (slam); Dmg: 2d6+2 (2 slams)

SA: Air mastery, Whirlwind (40' high, DC 16, Dmg: 2d6)

SQ: Damage reduction 5/-, Darkvision 60 ft., Elemental

Saves: Fort +5, Ref +13, Will +2

Stats: Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11

Skills: Listen +7, Spot +6

Feats: *Combat Reflexes*, *Dodge*, Flyby Attack, Improved Initiative, Weapon Finesse

Court Yard

Huge Shadow Earth Elemental

Initiative: -1 (dex) Speed: 45 ft. (9 squares)

HD: 16d8+80; hps: 152; Reach: 15 ft./15 ft.

AC: 23 (-2 size, -1 Dex, +11 natural, +5 BDB), touch 12, flat-footed 18

Atk: BAB:+12; Grapple: +29; +19 (or +20) (slam); Dmg: 2d10+9 (or +10) (2 slams)

SA: Earth mastery, push

SQ: Damage reduction 5/-, Darkvision 60 ft., Elemental, Cold Resistance (20), *Shadow Blend* (9/10ths concealment in all but direct sunlight), Fast Healing (2), *Plane-Shift* (1/day)

Saves: Fort +15, Ref +4, Will +7

Stats: Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11

Skills: Listen +12, Spot +9, Move Silently +5

Feats: *Awesome Blow*, *Cleave*, *Great Cleave*, *Improved Bull Rush*, Iron Will, *Power Attack*

Inner Courtyard

Huge Shadow Fire Elemental

Initiative: +11 (dex + improved initiative) Speed: 90 ft. (18 squares)

HD: 16d8+64; hps: 136; Reach: 15 ft./15 ft.

AC: 24 (-2 size, +7 Dex, +4 natural, +5 BDB), touch 20, flat-footed 12

Atk: BAB:+12; Grapple: +24; +17 (2 slams); Dmg: 2d8+4 (slam) + 2d8 (fire)

SA: *Burn* (DC 22 (reflex), 1d4 rounds; Dmg: 1d6 / round)

SQ: Damage reduction 5/-, Darkvision 60 ft., Elemental, Immunity to Fire, Cold Resistance (20), *Shadow Blend* (9/10ths concealment in all but direct sunlight), Fast Healing (2), *Mirror Image* (7 images)

Saves: Fort +9, Ref +17, Will +7

Stats: Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11

Skills: Listen +11, Spot +14, Move Silently +13

Feats: Alertness, *Combat Reflexes*, *Dodge*, Improved Initiative, Iron Will, *Mobility*, *Spring Attack*, Weapon Finesse

Pentadrone (2) (Base Modron [Law Enforcement]) - Medium-Size Outsider

Initiative: +3 (dex); Speed: 50 ft. (10 boxes)

Hit Dice: 5d8+10; hps: 42; Reach: 5 ft./5 ft.

AC: 19 (+3 Dex, +4 natural, +2 BDB)

Atk: +9 melee (5 slams); Dmg: 1d4+4

SA: Breath weapon (30 feet, cone, Fort save (14) or paralyzed 2d4 rds, 1/hr, 5/day.)

SQ: All-around vision (cannot be flanked), damage reduction 10/magic, levitation (spd 20 ft – uses up a breath use), modron traits (Immune to mind-influencing effects; subdual damage, ability damage, ability drain, or energy drain; immune most critical hits), outsider traits (darkvision 60'), Acid, cold, and fire resistance (20).

Saves: Fort +6, Ref +7, Will +5

Stats: Str 18, Dex 16, Con 14, Int 12, Wis 12, Cha 12

Skills: Climb +5, Diplomacy +10, Gather Information +6, Knowledge (planes) +7, Listen +9, Search +10, Sense Motive +8, Speak Language (common) + 2, Speak Language (dwarven) +2, Spot +13

Feats: Alertness, Track