

### **Hurgun's Maze – Entrance Chamber**

“Born of neighbors ever struggling and volatile, act as a good neighbor or no fence can mend their anger.” The inscription on the floor says in common, elvish, dwarven and giant-tongue.

Note: If destroyed, these paraelementals will begin to grow back at the doubling rate of 2 HD per 24 hours, up to a maximum of 8 HD. Regrown para-elementals have average hit points until it grows to large at which time it increases by 1 hp per die per 24 hours until reaching maximum hit points.

A translucent feminine figure of ice stand amid a frozen fountain:

#### **Large Ice Para-Elemental**

Initiative: +5 (dex); Speed: 30 ft (6 boxes)

HD: 8d8+24; hps: 88

AC: 22 (-1 size, +5 Dex, +5 natural, +3 BDB)

Atk: Icicle +10/+5 melee; Dmg: 2d6+2 (Icicle) and 2d6 (cold)

SA: Cold (DC 14), Chill Metal (45 ft (9 boxes) radius, 2nd rd 1d4 dmg, 3<sup>rd</sup>+ rd 2d4 dmg)

SQ: Elemental, Damage Reduction 5/-, Cold Sub-Type (50% extra damage from fire)

Saves: Fort +5 Ref+11 Will+2

Stats: Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11

Skills: Listen +13, Spot +13

Feats: *Combat Reflexes, Dodge, Weapon Finesse (Icicle)*

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A spout of gray, black and green ooze that freezes in geometric and abstract shapes and then quickly melts again.

#### **Large Ooze Para-Elemental**

Initiative: +2 (dex); Speed: 20 ft (4 boxes), swim 50 ft (10 boxes)

HD: 8d8+32; hps: 96

AC: 23 (-1 size, +2 Dex, +9 natural, +3 BDB) – Reach 5'x5'/10'

Atk: Slam +10/+5 melee; Dmg: 2d8+7 (Slam) and 2d6 (Acid)

SA: Acid (DC 16 (DC 20 if grappling))

SQ: Elemental, Damage Reduction 10/-

Saves: Fort +10 Ref+4 Will+2

Stats: Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11

Skills: Listen +13, Spot +13

Feats: *Power Attack, Sunder*

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A twirling bird of multi-hued reds, oranges and yellows that explodes and reforms.

### **Large Magma Para-Elemental**

Initiative: -1 (dex); Speed: 30 ft (6 boxes)

HD: 8d8+32; hps: 96

AC: 20 (-1 size, -1 Dex, +9 natural, +3 BDB) – Reach 5'x5'/10'

Atk: Slam +12/+7 melee; Dmg: 2d8+10 (Slam) and 1d6 (Fire)

SA: Burn (DC 13)

SQ: Elemental, Damage Reduction 10/-, Fire Sybtype

Saves: Fort +10 Ref+1 Will+2

Stats: Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11

Skills: Listen +13, Spot +13

Feats: *Power Attack, Cleave*

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A dark impenetrable cloud that wafts various scents.

### **Large Smoke Para-Elemental**

Initiative: +11 (dex + improved init); Speed: Fly 90 ft (18 boxes)

HD: 8d8+24; hps: 88

AC: 23 (-1 size, +7 Dex, +4 natural, +3 BDB) – Reach 5'x5'/10'

Atk: Claw +12/+7 melee; Dmg: 1d6+3 (claws)

SA: Smoke Claws (Fort (DC 17) of 2d6+6/rd)

SQ: Elemental, Damage Reduction 10/-, Incorporeal

Saves: Fort +5 Ref+13 Will+2

Stats: Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11

Skills: Listen +13, Spot +13

Feats: *Dodge*, Improved Initiative, **Mobility**, Weapon Finesse (claw)