**Castle Korvoas Features:**

**Walls:**  Black Marble

**Wood Doors:** 2 in thick, hardness 5, hp 20, Break DC 25, Open Lock 40,

**Ceiling Height:** 20 ft

**Dungeon**: Ceiling 15 ft in corridors, 30 ft in large rooms

**Illumination:** Ground Floor: Everyburning Torches

**Patrols:**

**Erinyes:** 6

**Gray Maidens:** 24 – a patrol is 2 – 10% every 5 minutes – active on 1st 2nd, & 3rd floors

**Red Mantis:** 9

**Green Slime (CR 4):** This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a remove disease spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal’s hardness but not that of wood. It does not harm stone.

**Erinyes**

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**Red Mantis**

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**Gray Maidens**

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