

SLIME IN A BOTTLE – A ONE PAGE DUNGEON

Created By [Christian Hollnbuchner](#)

Licensing: Creative Common Attribution-Share Alike 3.0 license (<http://creativecommons.org/licenses/by-sa/3.0/>)

Background: The Rivercrossing toll station and the bridges crossing the two small rivers merging here has been built not too long ago by the father of Baron Ybswin, the current lord of these lands, to encourage trade while filling his purse with every wagon of trade goods passing through.

Some traders, usually the wealthy ones, pay their tolls in coin while all others pay with a small share of their goods. Goods either used to supply the small inn of the station or sold every once in a while in bulk by the baron's men.

A few days ago a wine merchant passing through paid his debt with a few bottles of his fine wines. Unbeknown to him one of these bottles, only recently recovered from an ancient ruin, contained a terrible menace that would soon wreak havoc on the toll house and its inn as well as their inhabitants and guests.

Hook: The heroes arrive late in the day, just as the gates to the bridges are closed and the guards retire. They are the last ones let across the rivers to spend the night together with the guard on night shift and a pelt trader heading in the opposite direction at the inn.

Some time during the night young Elbrecht, the stations stable boy who also serves in the inn does not return from the cellars down below after being sent to fetch a new barrel of beer. He has been ambushed by a slime that made its way here through some cracks in the wall from one of the bottles kept in the adjacent storeroom of the toll station.

This sets in motion some or all of the events described as follows:

Event I: The heroes clamber down the ladder leading to the inn's large cellar, to find out what takes Elbrecht so long. Instead of the young man they find an almost translucent human sized slime, containing Elbrecht's remains, which will promptly attack them.

Event II: The heroes after defeating the slime in the cellar decide to empty a bottle or two in memory of the young stable hand and to celebrate their victory. Unbeknown to them these bottles contain small slime seeds waiting in ambush instead of fine wine.

Event III: If the heroes did not think of checking the toll house's store room and purging it with fire, they will wake to terrified screams from the horses kept in the stables across from the inn. By the time they are ready for combat a slime of gigantic proportions will have devoured the mounts, oozing out of the stables doors towards the inn in search of more sustenance.

