



**KEY**

- A** PRISON CELLS. Locked with crude/simple locks.
- B** PRISON GUARD ON DUTY. The bloody body hangs over the table, hiding a *journal*: contains names of prisoners. Last entries are the player's names.
- C** SLEEPING QUARTERS. 1-2 guards fighting 1-3 hellspawns. *Loot*: a bloodstained copy of the book "The Dove".
- D** GUARD CAPTAIN'S ROOM. The captain's locked himself in. He's mad and will attack on sight. *Loot*: a half-empty vial of demon blood, still warm. Hastily writing note from a Father Roberts: "DISTURB THE SALT"
- E** CANTEEN. *Father Roberts* blocks the door. He's fat, strong and armed. Keeps repeating "CLOSE THE GATES!". There are dead bodies all over the floor. If defeated or distracted, the players may slip out the door and exit the complex (door's locked with same simple lock as in **A**.)
- F** KITCHEN. Chef's been drinking the demon blood and morphed into a strange beast. *Weapon*: cleaver. 2-4 hellspawns serves him. *Loot*: empty vials.
- G** STORAGE ROOM. Barrels with carrots, potatoes and skinned rabbits.
- H** TRASH PIT. Chef's been dumping leftovers here. There's a rift in space at the bottom of the pit, teleporting anything falling into it to a far away place.
- I** ALTAR. Bloodstained. Several empty vials. Dead guard tucked away in the corner. *Loot*: dull, ceremonial dagger in a material not from this world. Carving on handle: "Tëkhöfäj!".
- J** GATE. 5 thick candles connected by lines of salt. 1-2 hellspawns materialises here every time one is slain (or, if no one dies, every 10 minutes). *Closing the gate*: disturb the salt in any way.
- K** RATS. There's a rift in space here, letting creatures from the city of Ratstopia coming and going as they please. Friendly but carries diseases.

# Close THE GATES

By Jens Thuresson

**BACKGROUND**

New prison set in a mountain side. Run by a band of self-proclaimed "authorities". Roams the countryside looking for "suspects" to put in their prison. Somehow they've managed to open the two hellgates in the lowest part of the complex (**J**), and now demons and devils have overrun the place.

**HOOK**

Always start the adventure with the players locked up in the cells (**A**).  
**New characters**: just start the adventure there, placing them there from the start.  
**Existing characters**: have them "arrested" and drugged/dragged down to their cells.

**START OF THE ADVENTURE**

Locked away behind bars (**A**), the players can try and pick the locks to get out. If they *wait*, a hellspawn will soon break down the door and bend the bars open, attacking any player on sight.

**CONSEQUENCES OF NOT CLOSING THE GATES**

There's a big possibility that the players just leaves the complex without closing the gates (**J**). That's OK. Just remember that they will continue to materialise hellspawns until closed. It won't be long before there's a legion of red monsters terrorising the countryside...