

EXCLUSIVE ADVENTURE SITE PREVIEW

Cragtop Halls, Lower Level FROM THE ANGELS & DEVILS TRILOGY

IT'S A TIME OF ANGELS...
and of devils!

The Angels & Devils Trilogy is an adventure book for DnD 5th edition. In these adventures you get to fight alongside the angels against a hidden devil incursion!

Cragtop Halls

The dwarven stronghold of Cragtop Citadel has been taken over by a group of devils. Under the citadel lies the dungeon Cragtop Halls.

The adventuring party must take the secret roads under the mountain to enter these halls unseen. The characters must

brave the dangers of the devil-infested dungeon and save what's still left to save.

At the nethermost level awaits the pit fiend Baaldemor himself. Only with the help of angelic blessings and the holy sword *Devil's Bane* do the characters stand any chance of defeating the general of the infernal armies. This showdown is going to be epic!

Here is the 2nd and lower level of the dungeon. The adventure site is featured in full detail in *Wrath of the Pit Fiend*, the third and final part of *The Angels & Devils Trilogy*.

The pit fiend Baaldemor,
main boss in *The Angels & Devils Trilogy*



Illustration by Aleksey Iromonik



Cragtop Halls Level -2

Warning: this level contains elements of horror. Hell is getting closer... You have been warned.

D14. ANTECHAMBER

The floor of this antechamber is covered with bones and skulls. The well-ordered devils deposited many of the remains of the fallen dwarves down here, after literally having stripped them bare to the bone.

D15. HALL OF THE ELVEN TREE

A ravaged angelic form hangs nailed to a skeletal tree. This is what remains of the angel champion Nathaniel, who was sacrificed in the ritual that opened the rift to Hell. There's still time to redeem what remains of the angel. But the former elven tree has been corrupted and is now a monster that won't let him go.

D16. AGONY OF THE KING

This is an indescribable torture chamber with racks, tools and implements. Black chains hang everywhere. The broken dwarven king, Dalon Jadeaxe, is imprisoned here. He could be saved, but then a **chain devil** materialises. A shocking combat scene awaits!

D17. HALLWAY OF THE MAGES

Two statues of dwarven wizards stand in this hallway. It also hides a secret door.

D18. SECRET STOREROOM

Pottery jugs with oil that can give a certain protection from fire are kept in this secret storage.

D19. AZRON'S ABODE

The **erinyes** Azron lives here, in a chamber that transcends the dimensions. Be careful, for when its walls ripple they open the way to the Lower Planes. And before the party leaves, the *floor* ripples, and the characters must fight not to glide over and be lost in Hell itself!

D20. IRON DOOR

A metal door blocks passage. It's decorated with wrought-iron ornaments in the form of a bearded dwarf face.

Then, the face shifts and moves, its eyes looking straight at you.

D21. HALLWAY

A stairway of blue, polished marble leads down into this hallway. The party must find a way to open the wooden door into the chapel. It has no handle or keyhole.

D22. CHAPEL

This quiet chapel holds a number of statues of deities and angels. By lighting the candles and praying at the altar, the party can benefit not only from a well-needed rest, but also from angelic blessings. It's the last site untouched by the infernal influence down here. For the characters, this is the calm before the storm.

D23. STAIRS AND ENTRANCE HALL

Beyond the silver doors, a flight of stairs leads down. As the characters descend, the air gets hotter. For each step, the darkness seems to press in on them. Finally, a short hallway leads out into a vaster space beyond.



D24. THRONE ROOM

The final showdown will take place in this vast and splendid hall. Can you face and defeat the **pit fiend** Baaldemor? Yes, that's a monster with Challenge Rating 20 - may the angels be with you!

D25. TREASURE CHAMBER AND RIFT TO HELL

Each smaller chamber is filled with treasure. The dwarves were rich. But a rift to Hell is flaming in mid-air, and you'd better close it. A sacrifice will be needed. A real one, without revealing too much...

THE ANGELS & DEVILS TRILOGY

This epic DnD adventure trilogy from *The Night Owl* is designed for a party of levels 6-8. The 140 page book contains the adventures:

- *The Secret of Cragtop Citadel*
- *Devil's Bane*
- *Wrath of the Pit Fiend*

+ *The Heaven & Hell Codex*, with angelic boons, infernal feats, magic items, NPCs, legend & lore, a diabolical cult, and new creatures straight outta heaven - and hell.

The book will be available in hardcover, softcover and digital format. It comes with beautiful building and battle maps, plus a splendid hand-drawn regional map. The maps also come separately in digital formats, including in gridless versions for VTT, so you can easily play online. As a bonus, digital handouts, such as letters, menus, exterior views of buildings, and NPC portraits, are included.

The trilogy is available to order through a late pledge on *The Night Owl's* website:

www.andersthenightowl.com

