

EXCLUSIVE ADVENTURE SITE PREVIEW

Cragtop Halls FROM THE ANGELS & DEVILS TRILOGY

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

The Angels & Devils Trilogy is an adventure book for the world's greatest role-playing game, 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, where the dwarven king supervised the mining for precious stones and metals. Today, these halls are occupied by infernal creatures and only lit by hellfires.

A rift to Hell itself has been opened. From here, a nefarious influence is spreading through the complex, twisting reality to something much darker...

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 first level of the dungeon, where the party arrives. The adventure site is featured in full detail in *Wrath of the Pit Fiend*, the third and final part of *The Angels & Devils Trilogy*.



A cutter devil, one of the new devils included in the adventure trilogy

Illustration by Aleksey Iromonik



Cragtop Halls Level -I

D1. ARMOURY

The characters enter this quiet chamber through a secret door. The room is filled with weapons and shields - all of dwarven make. An occasion to stack up...?

D2. HALLWAY

Two **bearded devils** stand guard at the door to protect the armoury and check anyone wishing to enter or exit.

D3. MINES

The party can arrive down in one of the mining shafts if they take a longer way into the dungeon. The mine shaft is shown on the take-out sketch. Orcs and an exhausted troll are toiling for the devils here.

D4. ETTIN'S ABODE

The two-headed creature living here will get into a violent argument with itself over who gets to eat whom when the characters arrive.

D5. WINDING TUNNEL

This narrow and winding natural tunnel leads between the mining area and area D6.

D6. SUSPENDED ARMY

The whole cave is filled with dense row after dense row of orcs, standing silent and unmoving like statues. They seem frozen in time. Among them tower the occasional ogre and even two trolls.

The orcs have all willingly been placed in suspended animation by the devil-serving wizard Raoul, using his magic

wand. Basically, every 5 ft. square of floor is occupied by an orc! There are over 140 in the cave. If they were to awaken...

D7. SUSPENDED ARMY

This vast hall contains another army of orcs and larger creatures. They all seem frozen in time. But the clock is ticking...

D8. FOYER

The corridor here expands to form a foyer with a pair of locked metal doors to both the left and the right.

D9. RANSACKED TREASURE DISPLAY GALLERY

This chamber used to be a marvel to behold. But devils, orcs and fleeing dwarves have carried many of the treasures away. Investigative adventurers will find the means to experiment with those remaining, however.

D10. VESTIBULE

This is a small vestibule with a red silk carpet leading up to an arched doorframe. Beyond, a chamber lit with a yellow lamp-light can be glimpsed. Someone is reciting magic incantations in there.

D11. RAOUL'S CHAMBER

This is a tidy chamber with a desk in its middle. On each side of it stands a particularly muscular orc bodyguard in suspended animation. Their master, the wizard Raoul, sits at the desk.

The social encounter when the characters arrive will test any adventuring party. Hopefully, the characters don't end up suspended like the orcs!

DI2. HALLWAY

The walls and the floor of this corridor are blackened by soot, like fires have raged here. They have.

DI3. HALL OF MIGHTY PILLARS

Two **barbed devils** with a *hellfire brazier* (new magic item included in the adventure) stand at the end of this mighty hall.

Hellfire lions (new monster included in the adventure) will erupt out of the magic brazier's flames. They have the ability to catch people in their claws and literally drag them to Hell! Two such monsters are already present, hiding behind the pillars. And the characters must pass...

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. 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 on *The Night Owl's* website:

www.andersthenightowl.com

