

EXCLUSIVE ADVENTURE SITE PREVIEW

Cragtop Citadel
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 epic adventures you get to fight alongside the angels against a devil incursion!

The devils, under the leadership of the feared pit fiend Baaldemor, have occupied an old dwarven stronghold. Cragtop Citadel was considered almost impossible to invade, but the devils were called from within the fortress. Their take-over is yet a secret. A party of adventurers will soon make a terrible discovery.

THE GATE OF BAUTANOR

To reach the citadel, one must first pass through the impressive Gate of Bautanor.

This narrow passage through a natural mountain-ridge was constructed by the dwarves many generations ago, as an outer protection for the citadel. The gateway could be closed off and opened using a set of spells or magic items. Since the devils took over the citadel, the gateway stands ever dark and open.

Cragtop Citadel

The citadel is built into and out of a steep mountain top. High and massive ramparts, built from squared boulders, protect its outer parts. A lone road leads up the steep and partly snow-covered

The Gate of Bautanor, protecting Cragtop Citadel

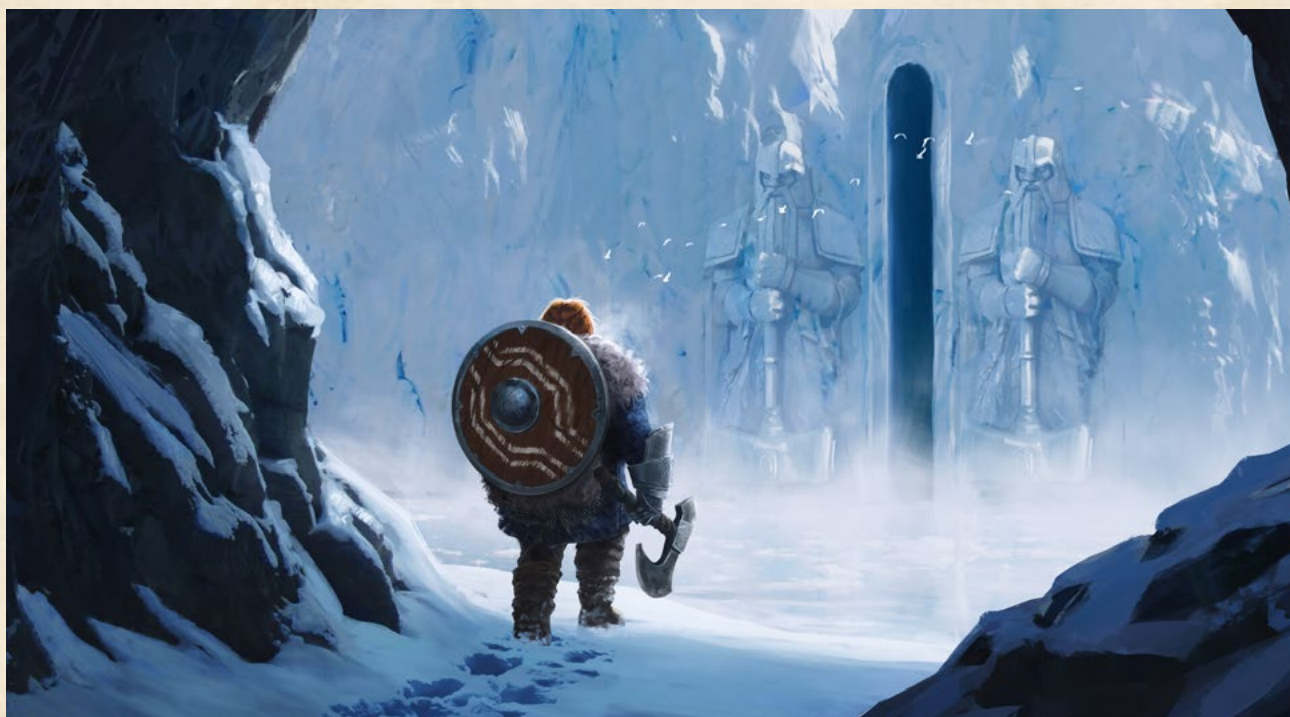


Illustration by Amanda Westergren



slope to an entrance in the wall. Higher up, beyond the wall, colossal double doors are set directly into the mountainside. They are shut, and no lights are visible in the citadel from a distance.

OVERVIEW OF MAP REFERENCES

1. MAIN ENTRANCE

A pair of massive, iron doors is set into the wall. Each door has the hard face of a dwarf skilfully beaten into it. Their eyes seem to watch visitors.

The doors stand slightly ajar. It's a trap, like a famous admiral would have said.

2. OUTER WALL WALK

The massive ramparts are about 50 feet high and at places seamlessly integrated with the mountain.

3. ENTRANCE COURTYARD

This is a vast courtyard laid with smooth cobblestones. Two wagons stand haphazardly placed inside the entrance.

4. LANDING

A rivulet of clear water coming down the steep cliffside fills a round fount of stone. On the other side of the landing is the chapel entrance. Dwarven runes are engraved onto the door. They present a puzzle to solve.

5. CHAPEL

This chapel holds a useful map of the Vermilion Highlands. The chapel also contains a dangerous mystery.

6. SECRET SIDE ENTRANCE

A narrow, natural passage leads up the steep slope between some cliffs on this side of the crag. The passage ends with a secret door through the wall. The door is seldom used and is frozen stuck. It takes a successful DC 10 Strength check to force it open.

7. VISITOR'S HALL AND DORMITORY

This vast hall is built in grey stone and lacks windows. The dwarves don't mind such a room – too bad for visitors with other sensibilities.

8. VISITOR'S HALL AND DORMITORY

This hall is similar to area 7. One of its pillars contains a hidden mechanism that can start a funny encounter, as a gnome-constructed cleaning apparatus appears and tries to tidy up the place. Don't get in its way!

9. CENTRAL COURTYARD

The courtyard looks empty and deserted. At its far end towers an enormous marble statue of a dwarf holding a no less enormous ruby (also in marble, damn). On both sides of the courtyard, apparently empty merchant wagons have been left out on the cobblestones. But in the square's middle, an impressive pile of goods and treasure is stacked.

The devils have here amassed riches and wares from slain merchants, thinking that human visitors are greedy and won't be able to resist the temptation to try to get it.

The devils have prepared an ambush...



10. INNER COURTYARD

The truth of what has transpired here becomes all too evident for those who enter. It's a place of horror, with humans and dwarves impaled on wooden and metal spikes sticking out of the ground, the skeletons picked mostly clean – and not only by birds...

11. STAIRWAY WITH PORTCULLISES

This wide and majestic stairway leads up the mountainside. It ends with a balcony in front of the inner citadel's main entrance. Two separate portcullises block the stairway. They are controlled by two levers up on the balcony (area 12). When the devils send reinforcements down to the courtyard, they open only one portcullis at a time, making it impossible for enemies to rush up the stairs.

12. BALCONY AND ENTRANCE TO THE INNER CITADEL

A wide balcony with stone railing soars above the rest of the outer citadel. A pair of monumental, iron double doors are set into the mountainside. They are always closed, unless devils are pouring out. To their side, two levers control the portcullises protecting the stairway up here (see area 11).

THE ANGELS & DEVILS TRILOGY

This epic DnD adventure trilogy from *The Night Owl* is designed for a party of levels 6-8. The book, of more than 110 pages, 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, 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 also planned.

The trilogy, with its high-quality maps and illustrations, is available at:

www.andersthenightowl.com

