



# THE HILL OF SHADOWS



A T&T SOLO ADVENTURE  
BY ANDREA CANOBBIO





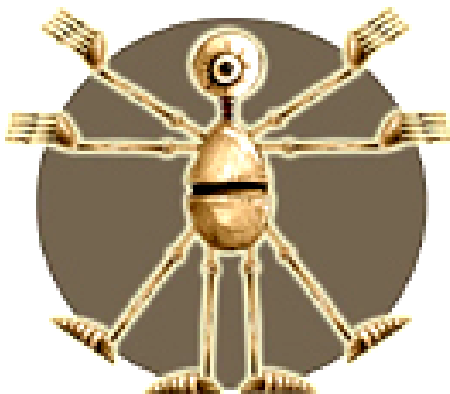
# The Hill of Shadows

A solo adventure for



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# The Hill of Shadows

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# Introduction

*This solo adventure allows you to play the role of a hero who lives in mysterious and magical times - a hero who goes in search of wealth, reputation and glory in ancient cities full of monsters and treasure. In order to play, you need the rules of Tunnels & Trolls and to equip yourself with paper, a pen or pencil, some 6-sided dice and a good supply of fantasy and imagination.*

This T&T solo adventure can be played by a character who is a warrior or rogue of level 1 or 2. Wizards and characters of higher level may not enter.

If you do not already have one prepared, create and equip a character according to the rules. Alternatively, you can take a generic character, with a score of 10 for all Attributes, lacking any Combat Adds and equipped with leather armour (absorbs 6 damage) and a scimitar (deals 4 dice in combat).

In this adventure, I have usually assigned monsters the same range of attributes as a character, rather than using a Monster Rating (MR).

When you are asked “to roll for a wandering monster”, roll a 6-sided dice. If the result is from 1 to 5, nothing happens. If the result is 6, a wandering monster appears and must consult the Wandering Monster Table at the end of this document (but remember to mark the number of the paragraph that you are reading before consulting the table!). If you kill the wandering monster, you can return to what you were doing previously. In some places, it is possible to rest in order to restore your strength. Every time that you want to rest, you must roll for a wandering monster. You must make a roll for every turn of rest. A turn of rest restores 1 point of CON and 2 points of ST.

Remember, each character can enter many adventures, but can only play through each adventure once. Therefore, if you want to replay the adventure because you were unsatisfied with the ending, create another character and start again from the beginning.

When you are ready, read the paragraph that follows and prepare to explore the Hill of Shadows. Twilight is falling as you set forth on the road that goes from Khosht to Valdermarton, which passes close to the Hill of Shadows. The tranquillity of the hill belies its deceit. In its depths, indeed, is the dungeon of Zarth Arn, the shadowjack. Even if he has not the abilities of the greatest wizards, Zarth Arn is a legendary figure; he lives gleefully in his dungeon, like a rat in a cheese, giving himself over to luxuries and debaucheries of all types, served by his slaves on bended knee, adored like a God, decapitating those servants who do not please him. Rumour has it that the bodies of those killed are thrown into certain wells and devoured instantly. As you are swearing that you will never set foot on the hill, you notice that someone is blocking the road ahead of you. It is a mysterious woman, who barely notices you because she is crying so hard. “Please, save my daughter! She is a captive of the shadowjack, under the Hill of Shadows. I will reward you with gold.” “Gold? How much?” “1000 coins!” “I’m not going to turn down 1000 gold coins,” you think and, reassuring the woman, you make your way towards the hill, as black as sin. You climb to the summit, where there is a well. You climb down into the well and enter the dungeon (go to 11).

## The Hill of Shadows

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## The Hill of Shadows

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### 1

The bartender serves you a glass overflowing with scarlet flame. Smile weakly and gulp down the heated liquid. Make a L3SR on Constitution (30-CON). Success (go to 77) or failure (go to 33)?

### 2

The bartender pours water into a glass and hands it to you. "Careful, friend, try not to kill yourself with all that water." You raise the glass and sip the water. You finish the glass and dry your mouth with your hand. "How much?" "5000 gold pieces." You take a moment to check your finances. Do you have 5000 gold pieces? Yes (go to 90) or no (go to 40)?

### 3

With the death of the elemental, you can search the forge without danger. Inside you find a garnet (Value 400, Weight 0.5). The room is much more peaceful. If you want to rest, roll a 6-sided dice for every turn of rest. If the result is 1-5, nothing happens; rest for a turn and recover 1 point of CON and 2 points of ST. If the result is 6, your rest is disturbed; you must fight a monster from the Wandering Monster Table. Otherwise, you can explore the well (go to 74) or the table (go to 95), or exit the room and continue on your way (go to 24).

### 4

The door seems blocked from the inside. A L1SR on Strength (20 - ST) is necessary in order to force it open. Success (go to 15) or failure (go to 56)?

### 5

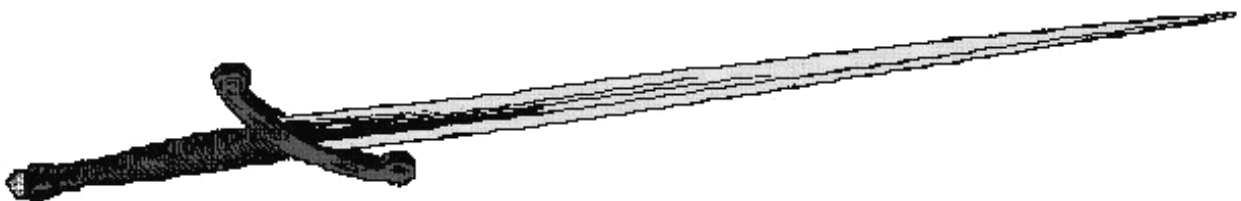
Make a L3SR on Strength (30 - ST). Success (go to 17) or failure (go to 57)?

### 6

You cautiously push the door open and peer at what is inside. It is the throne room of Zarth Arn, adorned with fabrics and valuables, occupied by a multitude of guards and slaves. Behind the throne of Zarth Arn a child is chained, probably the one who you must save. You are just behind the throne. You can close the door and continue along the corridor (go to 26), try to crawl up to the child and free it without being seen (go to 47), sneak up behind Zarth Arn in order to kill him (go to 99), or enter the room boldly and fight face to face with Zarth Arn and his followers (go to 8).

### 7

You listen closely. The voices seem to be those of dwarves. If you know the language, go to 53; otherwise, go to 59.



## The Hill of Shadows

### 8

A bloody-thirsty battle begins between you and the followers of Zarth Arn. The shadowjack decides not to take part, and watches to gauge your strength. The followers of Zarth Arn are in two lines. In front are 5 eunuchs. Each has the following statistics:

#### *Eunuch*

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
14	8	12	10	12	-14	15	2	2	1

Each eunuch wields a scythe (4 dice + 1 add, ST 11, DX 7, Value 110, Weight 130) and wears a suit of chainmail (absorbs 11 hits, ST 12, Value 300, Weight 1200).

The second line, which will enter melee if you kill all of the eunuchs, is comprised of 10 dancers. Each has the following statistics:

#### *Dancer*

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
9	14	10	7	13	-7	9	1	2	1

Each dancer carries a kukri (2 dice + 5 adds, ST 6, DX 6, Value 30, Weight 20) and wears scale armour (absorbs 8 hits, ST 7, Value 80, Weight 750).

You must defeat them (go to 101) or die (go to 52).

### 9

Your character has survived the Hill of Shadows. Ensure that you have made all of the changes to its attributes, its equipment and its character card, making sure that you add an account of this adventure. Congratulations, you are ready for new adventures in the fantastic world of T&T. **The End.**

### 10

The curtain bursts into flame and burns instantly, emitting cruel screams. Perhaps it was not a normal curtain! You may enter in the room (go to 16).

### 11

You reach the bottom of the well, where it is much more humid and the walls are glistening. The room under the well is circular, and the only exit out is blocked by a normal wooden door. A lizard man is wandering around the room. You can fight with the lizard man (go to 19) or try to escape (go to 43).

### 12

Before you have a chance to look around the room, a ghost attacks you. You can try to defend yourself (go to 29) or to escape (go to 28).



## The Hill of Shadows

### 13

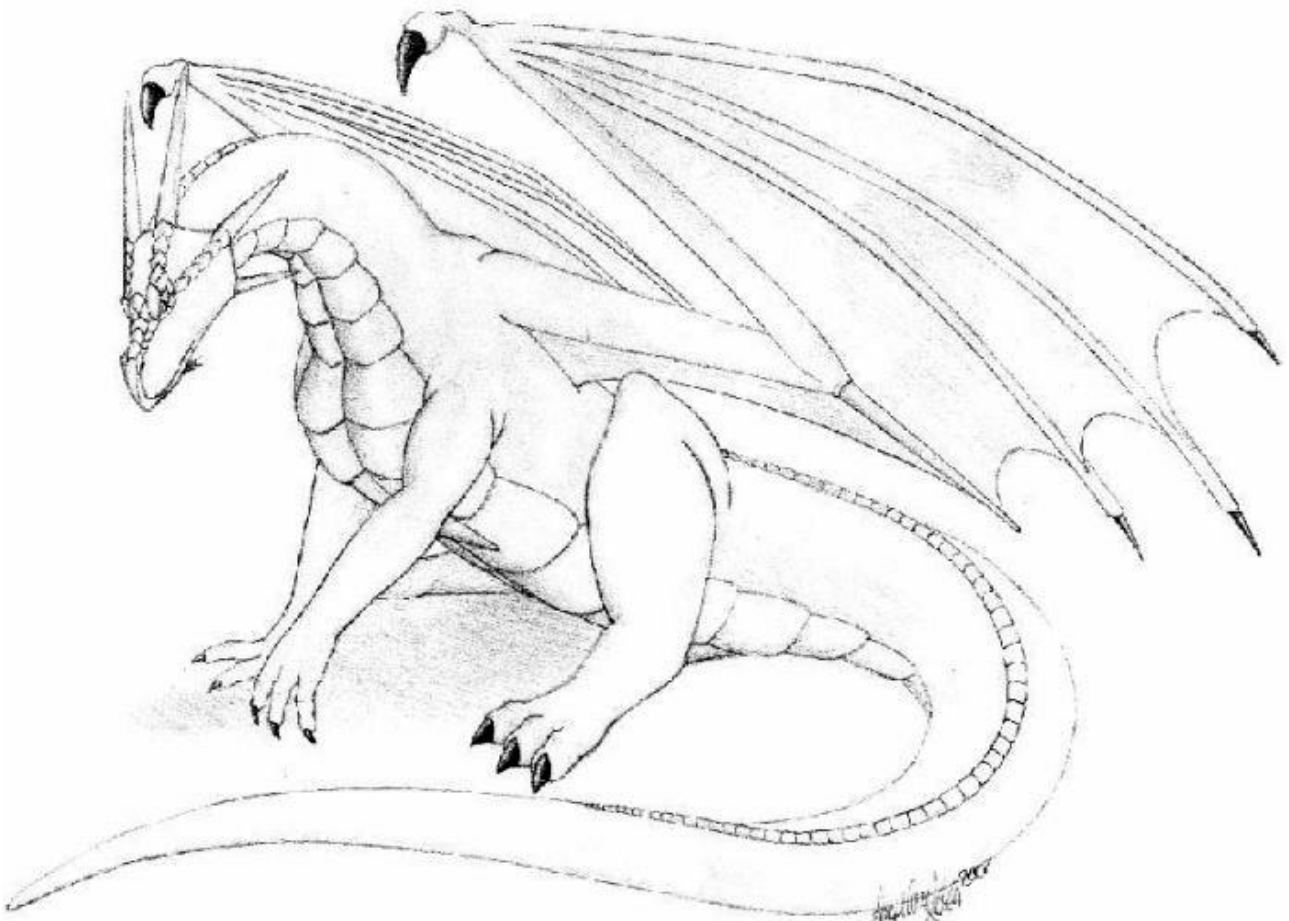
You walk straight in the lair of a small green dragon; its shrewd eyes fix to you with greed. The dragon blinks its eyelids, and the passage behind you is sealed. You have no choice but to fight. The dragon has following statistics:

#### *Green Dragon*

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
275	30	4	650	18	-75	7	264	270	1

It does not use weapons, but its bite and claws inflict 25 dice of damage, to which its combat adds must be added; its armoured hide absorbs 20 hits.

You must defeat it (go to 103) or die (go to 52).





## The Hill of Shadows

### 14

You open the wooden door easily and examine the room beyond. Between chains, wheels, beds of nails, and other instruments of torture are two dark elves, male and female. It seems that you have interrupted a loving encounter, and the two do not seem inclined to pardon the intrusion. At the command of the elves, the door behind you closes. You are forced to fight. The elves have the following statistics:

#### *Rutger*

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
13	13	16	9	15	-34	15	8	11	2

Rutger fights with a gladius (3 dice + 2 adds, ST 10, DX 7, Value 50, Weight 70), plus his combat adds, and wears a suit of chainmail (absorbs 11 hits, ST 12, Value 300, Weight 1200).

#### *Hela*

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
8	22	18	9	24	-28	10	17	29	2

Hela fights with a haladie (2 dice + 4 adds, ST 2, DX 4, Value 25, Weight 15), plus her combat adds, and wears lamellar armour (absorbs 10 hits, ST 5, Value 400, Weight 900).

You can defeat them (go to 104) or die (go to 52).

### 15

To your great surprise, you discover a large grotto, richly furnished and full of wonders. It is divided in half by a small stream, where goldfish swim. A bridge allows you to cross from one bank to the other. Beside the door is a fully equipped backpack, from rope to rations, ready for adventure. Above the backpack, hung from the ceiling, is a sharpened scythe, ready to fall on whoever steals the backpack. Beyond the little stream, the grotto is furnished: there are a bed, a garderobe, a frame, a hearth, and finally a solid seat. There sits a beautiful girl with black eyes, wearing a blue silk garment. She does not seem to be aware of your presence. You may avoid disturbing her (go to 25), or approach over the bridge (go to 64).



## The Hill of Shadows

### 16

The room is filled almost entirely by a large beast, similar to a panther, and a dead woman with an axe embedded in her skull. It seems that there has been a ferocious combat here. If you want, you can take the axe (4 dice + 0 adds, ST 17, DX 8, Value 100, Weight 150). There is a raised platform in the centre of the room. You can climb up on the platform (go to 41) or go back (go to 22). If you decide to rest before making a choice, roll a 6-sided dice for every turn of rest. If the result is 1-5, nothing happens; rest for a turn and recover 1 point of CON and 2 points of ST. If the result is 6, your rest is disturbed; you must fight a monster from the Wandering Monster Table.

### 17

Your muscles swell mightily, until the door yields! You step into the room, but it seems to be empty! The iron door closes behind you. From some mouths placed on the ceiling, water begins to pour. The room begins to flood. You try to open the new door, but it seems infinitely heavier! These combined effects soon cause your death by drowning (go to 52).

### 18

The room is completely empty. On the floor is a mysterious black spot. Near it is a small wooden pole. "It is a real puzzle", you mutter. You can touch the spot (go to 50) or pick up the small pole (go to 63). Or you can exit and explore the rest of the dungeon (go to 25).

### 19

You face the lizard man. These are its statistics:

#### *Lizard man*

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
18	5	11	9	16	-8	17	10	14	-1

It fights with an ankus (2 dice + 1 add, ST 2, DX 11, Value 27, Weight 50), plus its combat adds, and its leathery skin allows it to absorb 4 hits.

If you defeat it, you can search the corpse (go to 97). Otherwise, the Valkyries attend you (go to 52).

### 20

Here are the statistics of the dwarves:

#### *Hagar*

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
28	7	10	23	14	-11	9	18	20	3

The older Hagar fights with a magical sax (9 dice + 5 adds, ST 7, DX 10, Value 2340, Weight 25), plus his combat adds. The owner of the sax can spend points of Strength in order to increase the number of dice in combat. For every 3 points of Strength expended, the sax gains another dice. The effect lasts for two combat rounds. Hagar wants you eliminated permanently, and will therefore spend 12 points of Strength in the

## The Hill of Shadows

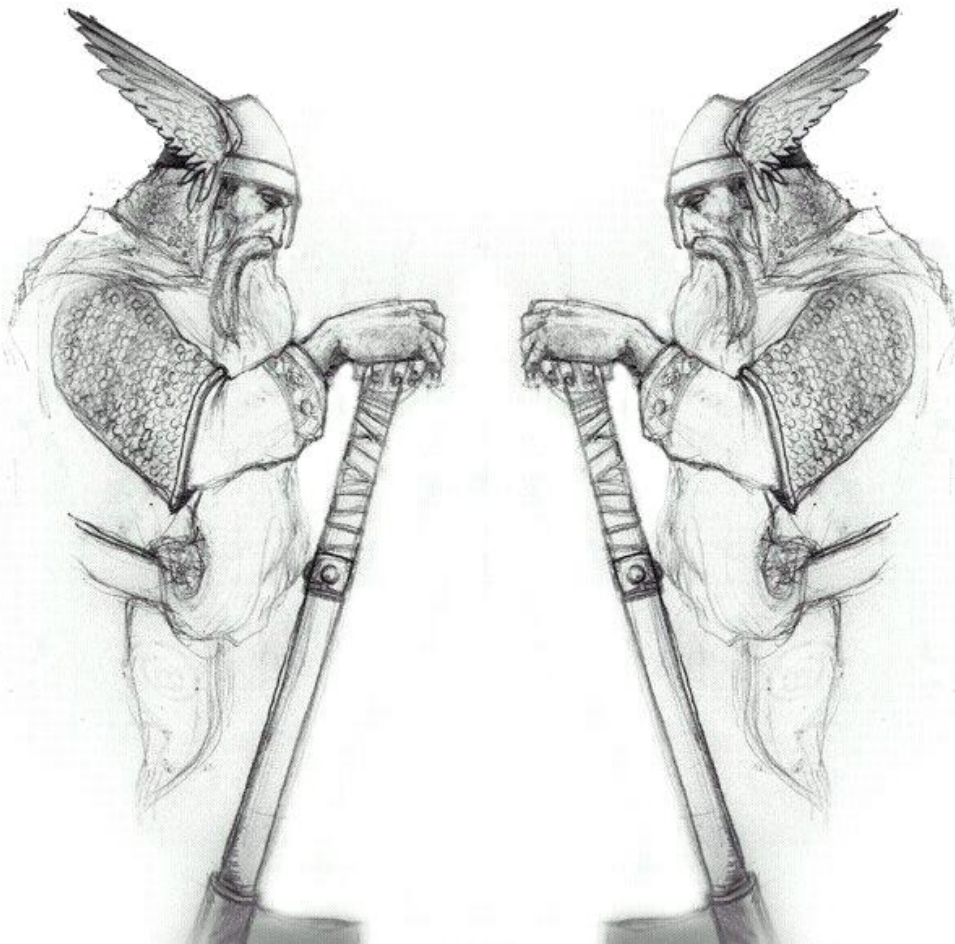
first turn, giving the sax a total of 13 dice. He wears chainmail (absorbs 11 hits, ST 12, Value 300, Weight 1200) and carries a small shield (absorbs 3 hits, ST 1, Value 10, Weight 75).

### Ragnar

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
36	10	14	24	10	-6	7	26	26	1

The younger Ragnar wields a fauchard two-handed (5 dice + 0 adds, ST 13, DX 10, Value 160, Weight 180). The fauchard is magical. Every creature who dies from wounds inflicted by this weapon becomes a zombie, under the control of the owner of the weapon. Naturally, the attributes of the creature are affected by becoming a zombie. ST is multiplied by 2, IQ is reduced to 3, LK becomes 4, CON is multiplied for 3, DX is reduced to 3, and CHR becomes negative. The zombies cannot use weapons and must fight with their claws, which inflict 2 dice of damage plus their combat adds. The magic of the weapon has no effect on the undead or on creatures already suffering from a curse (vampires, ghosts, lycanthropes). Creatures native to other dimensions, such as demons or elementals, are also immune to the effect. Initially, Ragnar will fight with a light crossbow (4 dice + 0 adds, FO ST, DX 10, Value 170, Weight 120), until out of bolts; he has 9 (total value 4.5, total weight 9). Ragnar wears scale armour (absorbs 8 hits, ST 7, Value 80, Weight 750).

You can defeat them (go to **105**) or die (go to **52**).





## The Hill of Shadows

### 21

You emerge in a low corridor full of stalactites; the floor is of red clay that coats your boots. Roll a dice. What is the result? Even (go to 71) or odd (go to 22)?

### 22

Here the corridor is much lower. You creep and crawl forward under an infinity of stalactites of eccentric shapes, and between stalagmites and crystals on the ground. Roll a dice. What is the result? Even (go to 23) or odd (go to 24)?

### 23

You are in a maze of corridors. They are predominantly featureless, with bas-reliefs carved on some of the walls. Make a L3SR on Luck (30-LK). Success (go to 60) or failure (go to 34).

### 24

At the far end of a very cramped passage, you find yourself at a crossroad. You must choose your path. Roll a dice. Even (go to 73) or odd (go to 25)?

### 25

Another corridor, filled with a forest of stalactites and stalagmites. You must choose a direction. Roll a dice. Even (go to 70) or odd (go to 65)?

### 26

You find yourself in a wide, dimly lit corridor; here and there grow edible giant fungi. You must choose which direction to continue. Roll a dice. Even (go to 67) or odd (go to 27)?

### 27

Advancing down the corridor, you think that you notice something odd. Make a L2SR on Luck (25-LK). Success (go to 68) or failure (go to 37)?

### 28

Here the ground is gritty, similar to sand. There are many crossroads and many choices of direction. Roll a dice. Even (go to 72) or odd (go to 69)?

### 29

You circle around to make a frontal attack on the ghost. The ghost has the following statistics:

#### ***Ghost***

								Missile	
ST	IQ	LK	CON	DX	CHR	SPD	Adds	Adds	Level
-	10	29	19	-	-29	17	17	17	2

Ghosts are immaterial and invulnerable to normal weapons. However, they are susceptible to magic, and usually they are also wizards. If you are human, you must make a SR in order to avoid the fear caused by the ghost, or halves your Intelligence for the rest of the encounter. This ghost does not know any spells, and hits with its icy

## The Hill of Shadows

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touch, inflicting 1 dice, plus its combat adds. You must fight it for at least one turn. At the end of the first turn, if you become account not to be able to defeat it, you can try a L1SR on Dexterity (20-DX). If you succeed, you can escape (go to **28**). Otherwise, you must fight for another round. At the end of each turn, you can try the SR on Dexterity again. The other options are victory (go to **102**) or defeat (go to **52**).



## The Hill of Shadows

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### 30

The voice speaks to you: “Hey, no! What are you doing? I told you to choose one of the weapons”. You discover that you cannot move away from the table. At this point, you must choose from the sword (go to **92**), the spear (go to **46**) and the shield (go to **85**).

### 31

You stop for a moment to catch your breath. If you want, you can rest. Roll a 6-sided dice for every turn of rest. If the result is 1-5, it nothing happens; rest for a turn and recover 1 point of CON and 2 points of ST. If the result is 6, your rest is disturbed; you must fight a monster from the Wandering Monster Table. After you have rested, continue towards the double doors. They are half-open. You peer inside and see a large hall, supported by columns and containing numerous items and valuables. At the end of the columns is the throne of Zarth Arn. The shadowjack wears a black cape and has his face covered by a pointed hood. Behind the throne, in chains, is a child. This is probably the one who you must save. The hall is crowded with servitors and dancers. You can try to crawl to the throne and free the child (go to **93**), or crawling to the throne and kill Zarth Arn (go to **94**). Alternatively, enter the room boldly, and defy Zarth Arn and all of its followers (go to **8**). You can also change your mind and hurriedly leave the room (go to **28**).

### 32

The skeletons throw themselves at you, striking you from behind. You take 4 dice + 15 adds damage, and then you turn and face them (go to **83**).

### 33

The fire burns your stomach. You don’t feel very well. The demon, astonished by your reaction, watches as you fall to the ground, where you breathe your last (go to **52**).

### 34

Your head spins; these runes are too complicated for you. Turn around and retrace your steps (go to **24**).

### 35

You fall in the water. The teeming gold fish approach threateningly, opening wide their small mouths. They begin to tear you apart. You die (go to **52**).

### 36

The poison enters your body, and your life slips away (go to **52**).

### 37

You thought that you saw something on a wall, but probably these giant fungi are making you hallucinate. You continue to explore the dungeon (go to **66**).

### 38

You run for the light, with the howls of the wolves behind of you. You escape from the danger. Award yourself 100 A.P. You return to the road and continue towards Valdemarton (go to **9**).

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## The Hill of Shadows

### 39

For a moment, you thought you were trapped in the infernal depths, but now you seem to be going up. After a while, you exit to the open air, amongst the ruins of a temple located in a grove of trees not far from the road. The moon is bright above you. Award yourself 100 A.P. You return to the road and resume the travel towards Valdemarton, leaving behind you the Hill of Shadows (go to 9).

### 40

You turn very pale, and begin to stutter: "That... that is a little expensive. I don't have enough money." The barkeep smiles again. "Don't worry. I just need someone to wait on the tables." Thus begins your long, hellish slavery. Your next week of holidays will not occur for one hundred years. Perhaps then you will be able to try to escape, but I would not count on it... At least you're alive survive (go to 9).

### 41

Your body tingles as you are wrapped in a blue flare. You vanish from the room and re-appear in a glade, near the centre of a dark forest. It is night and there is a beautiful clear moon. You don't know where you ended up, if you are still close to the Hill of Shadows or not. For now you must only concern yourself with the lycanthrope in the centre of the glade. Its statistics:

#### *Lycanthrope*

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
42	4	14	12	4	-21	11	27	22	3

It has no weapons, but its bite and claws inflict 2 dice of damage, plus its combat adds. Its thick skin absorbs 6 hits. Non-magical weapons cannot hurt it, but it is vulnerable to silver weapons, even if not magical. Lycanthropes have a supernatural robustness. This lycanthrope regenerates 14 points of Constitution per turn. Naturally, it cannot exceed its original Constitution score.

Fight until you win (go to 80) or die (go to 52).

### 42

You approach the forge. You pick up a stone from the ground and throw it in, to see if it does anything. The inside catches fire, and from the red and orange blaze a fire elemental materialises, irritated that you have disturbed it. Its statistics:

#### *Fire elemental*

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
32	10	11	38	12	-10	9	20	20	2

The fiery embrace of the elemental inflicts 2 dice of damage, plus its combat adds.

You can win (go to 3) or die (go to 52).

### 43

## The Hill of Shadows

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You make a L1SR on Luck (20-LK). If you succeed, you reach the door and exit from the room (go to 21). Otherwise, the lizard man deals you 2 dice + 11 adds of damage, which cannot be taken on armour, and you are forced to fight (go to 19).

### 44

“You have made your choice, now begone!” screams the voice imperiously. Your body refuses to obey you, and you flee from the terror room screaming. Once outside, you calm down and resume exploring the dungeon (go to 24).

### 45

When you exit from the cave, the girl heaves a sigh of relief. This quest has matured you; roll a dice and add the result to your Intelligence. You continue to explore the dungeon (go to 26).

### 46

You collect the spear, which is made of smooth ivory. It is similar to a common spear (3 dice + 1, ST 8, DX 8, Weight 50), but it allows the wielder to avoid death once only, after which it vanishes, taking in payment half of the owner’s CON score. This loss is permanent. If you are brought back to life during a combat, therefore, you can resume fighting from the turn in which you died, with half of your CON score. The voice speaks to you (go to 44).

## The Hill of Shadows

### 47

You creep up behind the child; she sees you, and you put a finger to your lips to make her understand that she must stay silent. Zarth Arn is distracted by the motions of a dancer; it is the perfect moment! The chains, though, seem resistant. Make a L3SR on Strength (30-ST). Success (go to **88**) or failure (go to **55**)?

### 48

The moon shines on the top of the hill; the night is calm. The mysterious woman waits patiently, until you emerge from the dungeon. The daughter runs to embrace her mother. Moved by the reunion, you do say nothing for a moment, then you raise your voice: "Hey, where is my reward?" The woman glares at you, then bursts into laughter: "Here is your reward!" The woman and her daughter, strengthened by the light of the moon, are transformed into lycanthropes. You can flee (go to **38**) or fight (go to **108**).

### 49

You explore the ruins. In the centre is a circle of monoliths, which seems to have religious meaning. You walk to the centre of the circle, giving the grass a kick. To your surprise, you hear growls around you. You are surrounded by lycanthropes! There are six of them. Each of them has the following statistics:

#### *Lycanthrope*

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
36	3	8	14	3	-30	9	17	11	1

No weapons, but its bite and claws inflict 2 dice of damage, plus its combat adds. Its thick skin absorbs 2 hits. Non-magical weapons cannot hurt it, but it is vulnerable to silver weapons, even if not magical. Lycanthropes have a supernatural robustness. This lycanthrope regenerates 8 points of Constitution per turn. Naturally, it cannot exceed its original Constitution score.

You can win (go to **96**) or die (go to **52**).

### 50

You bend over to examine the spot. Instantly, a vampire rises from it and, slashing with its terrible claws, it detaches your head from your neck. You die (go to **52**).

### 51

You approach the spot. Make a L2SR on Dexterity (25-DX). Success (go to **87**) or failure (go to **50**)?

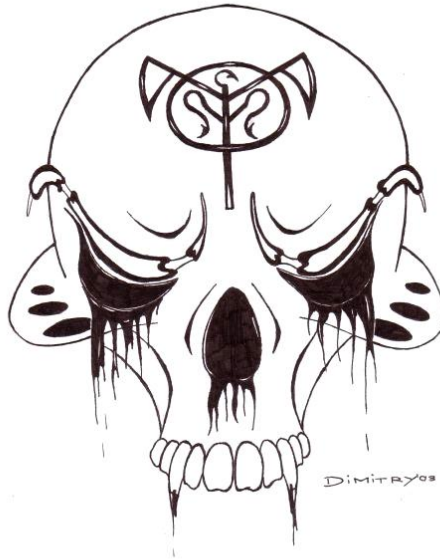
### 52

You died! You should be ashamed! If you think that your character is nonetheless worthy of being remembered, you can keep its card. Make sure that you have noted all of the changes to its attributes, its equipment and its skills. Complete the card, ensuring that you add a record of the atrocious end to this adventure. After which, put the card in the heroes section of your graveyard, because unfortunately it will not be able to partake of more adventures in the fantastic world of T&T. What you are waiting



## The Hill of Shadows

for? Create a new character, complete its card and try again to escape alive from the ominous Hill of Shadows! **The end.**



**53**

You say, in Dwarven: “Hey, open up!” The voices stop. You hear footsteps coming towards the door, which opens from the inside. A dwarf with a scraggly grey beard looks at you curiously. There is another, younger dwarf in the room. “What do you want?” the first dwarf asks. You begin to explain the reason for your presence. Make a L1SR on Charisma (20-CHR). Success (go to **86**) or failure (go to **54**)?

**54**

The two dwarves consider you an intruder and they throw themselves at you (go to **20**).

**55**

You do not succeed in breaking the chains; Zarth Arn notices you and orders his followers to kill you! You are forced to fight (go to **8**)!

**56**

The door is indeed heavily barred. You have no choice but to turn back (go to **25**).

**57**

The door seems much too heavy for you. You have no choice but to go back the way that you came (go to **28**).

**58**

You thought that there was something on a wall, but it was just an impression. You continue along the corridor (go to **26**).

**59**

You have never had the time to learn Dwarvish or similar useless knowledge. At this point, you can choose to open the door (go to **98**) or go back the way you came (go to **25**).

## The Hill of Shadows

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### 60

At a certain point, you discover that one of the bas-reliefs can be moved like a door. As soon as you open this secret door, an indecipherable odour assaults your nostrils. In the centre of the room is a well; the odour comes from there. The edges of the well are chipped, with signs of claw marks. On one side of the room is a forge. On the other side is a large table, on which weapons are laid out. You can examine the well (go to 74), the forge (go to 42) or the table (go to 95). You can also leave the room and continue on your way (go to 24).

### 61

The demon smiles at you, showing white teeth. "Hello friend! What will you drink?" You smile back and consider what you will order. You can order an alcoholic drink (go to 1) or non-alcoholic (go to 2).

### 62

You find yourself in a wine cellar crowded with demons. The roof is so low that it nearly touches your forehead. The environment is illuminated by the fantastic glare of a great fire, burning in a sort of hearth or forge, near which the bartender, a bizarre demon with dark skin and a savage air, stands, preparing drinks on demand. You can order a drink (go to 61) or cut the rope (go to 100).

### 63

You pick up the small pole, thoughtful. You can examine the spot (go to 51) or continue to explore the dungeon (go to 25).

### 64

The bridge seems very unstable. Make a L2SR on Dexterity (25-DX). Success (go to 78) or failure (go to 35)?

### 65

After you have walked in this direction for a while, you think that you see something. Make a L3SR on Luck (30-LK). Success (go to 89) or failure (go to 58)?

### 66

You continue down the tunnel and arrive in front of a huge double door, adorned by bas-reliefs. Two living skeletons stand guard. They notice you and begin to move in your direction. You can attack them (go to 83) or make a fighting withdrawal (go to 75).

### 67

After a while, you find a wooden door. You can open the door (go to 12) or to continue along the corridor (go to 28).

### 68

Pressing lightly on the wall of the tunnel, you discover a secret passage. You can enter the secret passage (go to 13) or to continue to cover the tunnel (go to 66).

## The Hill of Shadows

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**69**

The corridor ends in front of an ordinary wooden door. You can open it (go to **14**) or retrace your steps (go to **28**).

**70**

Once again you find yourself in front of a wooden door. You go back the way that you came (go to **25**) or try to open it (go to **4**).

**71**

Walking down the corridor, you arrive at a scarlet curtain that blocks your way. You can pull the curtain aside (go to **91**), set it afire with a torch (go to **10**), or go back (go to **21**).

**72**

You reach a heavy iron door, which is closed. You can try to open it (go to **5**), or to return from whence you came (go to **28**).

**73**

The corridor ends in front of a solid wooden door. You hear voices. You can open the door (go to **98**) or listen more carefully (go to **7**).

**74**

You approach the well and look down into it. Two muscular arms, covered with black scales, seize you and pull you down. The demon that lives in the well has decided that your body and spirit are appetising. You die (go to **52**).

**75**

You start to run; make a L3SR on Speed (30-SP). Success (go to **76**) or failure (go to **32**)?

**76**

You manage to escape the living skeletons, but you get lost in the dungeon. You wait until you have calmed down, and then circle around to find the lost path (go to **28**).

**77**

You endure the fire that burns in your stomach. Roll a dice and add the result to your Constitution. "Good for the stomach!" says the bartender. "This glass is on the house!" You thank him and, before someone offers you another drink, you leave (go to **39**).

**78**

You cross the bridge and walk over to the girl, who finally takes notice of you. She looks terrified, though. "Whoever you are, flee now! If Zarth Arn discovers us together, he will chop off our heads!" Although shaken, you tell the girl not to worry. You can await the arrival of Zarth Arn (go to **107**) or try to escape (go to **45**).



## The Hill of Shadows

### 79

Your vigorous constitution fights off the poison, expelling it from your body. Your screams, however, have alarmed the occupants of the room, two dwarves, who consider you an intruder and fling themselves at you (go to 20).

### 80

Once killed, the lycanthrope returns to human form. Its appearance matches that of the mysterious woman who asked you to rescue her daughter from the hands of Zarth Arn! Whoever she was, she is dead. You search her clothing for the 1000 gold coins, but find nothing. It was a beautiful deception. Against the night sky, you glimpse the shape of the Hill of Shadows. You do not intend to return there! You walk in the opposite direction and reach the ruins. They do not seem a safe place to you. You can explore them (go to 49) or race across them (go to 38).

### 81

You climb down the ladder. The darkness wraps you like a shroud. Your surroundings, including the ladder, begin to vanish gradually, until you are encircled by nothing but the dark. You try to backtrack, but you have lost all points of reference. You decide set out in one direction at random, feeling the walls. Roll a dice. Is the result even (go to 82) or odd (go to 39)?

### 82

You try to go up, but you seem to go down lower and lower. You hear, not far away, strange murmurings, guttural laughter, incomprehensible words, singing in unheard-of tones; black figures, crouching in the gloom, watch you with pale eyes. Every so often you tread on greyish heaps, which move away sighing. You walk as though in a dream, not sure if you are wide-awake or asleep. At some point, you notice a low door that burns with light, like a red throat in the darkness. You can pass through the door (go to 62) or continue to wander in the dark (go to 100).

### 83

Each living skeleton has the following statistics:

#### *Living skeleton*

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
22	8	12	12	8	-17	9	9	8	3

They fight with a short sword (3 dice + 0 adds, ST 7, DX 3, Value 35, Weight 30), plus combat adds, and each carries a knight's shield (takes 5 hits, ST 5, Value 65, Weight 450).

They will fight to the death. You have no option but to win (go to 31) or to die (go to 52).

### 84

One of the servitors lets fall a golden tray and puts his hands to his head: "An intruder!" You are discovered! Now combat is unavoidable (go to 8)!

## The Hill of Shadows

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### 85

You take the shield. It is a small shield (absorbs 3 hits, ST 1, Weight 75), with one peculiarity. It allows the owner two extra tries to make a SR of his choice, for a total of three tries. The power works once per day. The voice speaks to you (go to 44).

### 86

The two dwarves show that they are friendly. They are extremely impressed by the competence and courage that have allowed you to come this far. Use the T&T rules to create and equip two dwarf Warriors of level 1. From now on, the two dwarves will be your followers and will help you in combats. If you exit alive from the Hill of Shadows, you can decide whether to dismiss them or keep them with you. The older of the two says: "We were just trying to resolve a mystery, when you appeared." Made curious by the words of the dwarf, you look around the room (go to 18).

### 87

A vampire rises from the spot and leaps at you. Fortunately, your reflexes are fast enough for you to protect yourself with the small wooden pole. The small pole impales the heart of the vampire, killing it. The vampire, along with the small pole, is withdrawn into the spot. You consider that the mystery is resolved and that you have had enough of this room, so you leave to explore the rest of the dungeon (go to 25).



### 88

You succeed in breaking the chains and escaping with the child. With the forces of Zarth Arn at your heels, you manage to escape from the dungeon (go to 48).

### 89

On a wall, you glimpse the outline of a door. You can ignore it and go ahead (go to 26), or try to open it (go to 6).

## The Hill of Shadows

### 90

You pay and head towards the door. One of the demons seated in front of the hearth says to the bartender: "I've never seen an adventurer come into this wine cellar before." You turn, slightly annoyed: "I'm not surprised, at these prices!" You exit (go to 39).

### 91

You jerk away from the curtain, but it wraps itself around your hand and arm, inexorably. It begins to drink the blood of your arm, which becomes cold and numb. The curtain has the following statistics:

#### *Cape of Blood*

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
28	19	13	45	15	-10	17	20	-	1

Its bite inflicts 4 dice of damage, plus its adds. In this combat you only get half of your personal adds, due to the numbness of your arm.

You can win (go to 16) or die (go to 52).

### 92

You take the sword. It is dirty and rusted, and it deals just 1 dice of damage. Once taken, it cannot be lost, sold or given away, only stolen. It is also indestructible, and it constantly speaks to you telepathically in a depressive manner, saying phrases like: "Oh, you will never get out of here alive", or: "It's better to surrender and hope that they are merciful!" Its weight is 40. The voice speaks to you (go to 44).

### 93

Make a L3SR on Dexterity (30-DX). Success (go to 47) or failure (go to 84)?

### 94

Make a L3SR on Dexterity (30-DX). Success (go to 99) or failure (go to 84)?

### 95

On the table, a sword, a spear and a shield are beautifully displayed. Each of them radiates magic. A persuasive male voice, that seems to come from nowhere, says to you: "Choose one of the weapons!" You can take the sword (go to 92), the spear (go to 46) or the shield (go to 85). Otherwise, you can take nothing and examine the well (go to 30) or the forge (go to 30). Or you can leave the room (go to 30).

### 96

Your breathing slowly returns to normal. You search the circle more carefully and find a trap door hidden in the grass. You descend into a small cave where the lycanthropes hid their treasure, which comes to 2120 gold coins, a fire opal (Value 100, Weight 0.2), an opal (Value 900, Weight 0.5), an aquamarine (Value 55, Weight 0.1), a ruby (Value 300, Weight 0.3), a piece of jade (Value 60, Weight 0.1) and an amethyst (Value 60, Weight 0.2). You take what you can carry and quickly leave the ruins behind you (go to 38).

## The Hill of Shadows

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97

Besides its weapons, which you can claim, the lizard man had with him a silk rope (Value 60, Weight 60), sandals (Value 2, Weight 2), and a small precious stone (Value 40, Weight 0.1). Do you want to rest? Roll a 6-sided dice for every turn of rest. If the result is 1-5, nothing happens; rest for a turn and you recover 1 point of CON and 2 points of ST. If the result is 6, your rest is disturbed; you must fight a monster from the Wandering Monster Table. When you are finished resting, leave the room (go to 21).





## The Hill of Shadows

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### 98

As soon as it touches the door, a rain of poison darts strikes you. Ouch. Make a L2SR on Constitution (25-CON). Success (go to **79**) or failure (go to **36**)?

### 99

You creep behind the throne, then leap on Zarth Arn and try to hit him, but he, without even turning around, blocks your strike. Continuing to stare at something in front of him, he says: "However he appears, I have seized a fly that annoyed me." You feel your body begin to melt, like snow in the sun. In a few moments, nothing remains of you but a pool of dark water (go to **52**).

### 100

You remove it; in a short while, it goes back to being hidden in the gloom. You tread on another greyish heap; in contrast to the others, this greyish heap does not want to let go. You feel strong jaws lock themselves around your foot. You feel yourself pulled down towards death (go to **52**).

### 101

Stepping over the corpses, you approach the throne. Zarth Arn seems impressed. "Your strength is remarkable. Why have you come into my realm? That is what I want to know." You explain to the shadowjack that the only thing that you want is the child. With a snap of his fingers, Zarth Arn breaks the chains that bind the prisoner: "Here she is!" The child hides herself between your legs. Before Zarth Arn changes his mind, you decide that it is better to depart (go to **48**).

### 102

You defeat the ghost. Do you want to rest? Roll a 6-sided dice for every turn of rest. If the result is 1-5, nothing happens; rest for a turn and you recover 1 point of CON and 2 points of ST. If the result is 6, your rest is disturbed; you must fight a monster from the Wandering Monster Table. Now you can look around the room. You conclude that it is a small cove, rather bare. Scattered on the ground are 200 gold coins, an empty adventurer's pack, and a broken bottle. There are also stairs that go downwards. You can go down the stairs (go to **81**) or continue to explore this level further (go to **28**).

### 103

The passage behind you is unblocked. The treasure of the dragon amounts to 800 gold coins, plus some gems: a garnet (Value 80, Weight 0.3), a pearl (Value 280, Weight 0.3) and another garnet (Value 80, Weight 0.2). You take what you can carry and continue to explore the dungeon (go to **66**).

### 104

You succeed in defeating the dark elves. In their saddlebags, you find a fire opal (Value 100, Weight 0.2), a silver bracelet with jewels set into it (Value 545, Weight 1.8), a pearl (Value 70, Weight 0.1) and a sapphire (Value 320, Weight 0.3). Do you want to rest? Roll a 6-sided dice for every turn of rest. If the result is 1-5, nothing happens; rest for a turn and you recover 1 point of CON and 2 points of ST. If the result is 6, your rest is disturbed; you must fight a monster from the Wandering Monster Table. After you are rested, you can safely investigate the room. The door is still blocked. You

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## The Hill of Shadows

feverishly look for a way to escape. Moving a torture wheel, you find a slightly raised platform, which gives off magic. It seems that the only way of escape is the platform. You decide to jump onto it (go to 41).

### 105

Besides the weapons and armour that you can collect, Hagar had on his person 50 gold coins and some beautiful jewels: an emerald (Value 900, Weight 0.4), an amethyst (Value 300, Weight 0.4), a silver necklace (Value 50, Weight 1.0) and an aquamarine (Value 1100, Weight 0.5). Ragnar had on him an ivory snuffbox (Value 70, Weight 0.2) and a garnet (Value 200, Weight 0.4). If you want, you can rest. Roll a 6-sided dice for every turn of rest. If the result is 1-5, nothing happens; rest for a turn and you recover 1 point of CON and 2 points of ST. If the result is 6, your rest is disturbed; you must fight a monster from the Wandering Monster Table. Now you can look around the room (go to 18).

### 106

In death, the lycanthropes revert to the form of a woman and a child. You search the mother's clothing for your reward, but you find nothing. Cursed deceiver! You hear other howls and you decide to get away from there (go to 38).

### 107

You warm your hands in front of the fireplace, in expectation of Zarth Arn. After a while, the shadowjack arrives. He wears a cape with a pointed hood and has eyes as black as night. He looks first at the girl, then at you. The girl bursts into tears. "I beg you, Zarth, do not do anything bad to me. I told him to leave, he refused to listen!" Zarth Arn says nothing, and listens to your version of the facts. You mutter something about your mission and the gold that you were promised, but notice that your words do not make much sense and you forget what your plan was. Why you have waited for Zarth Arn in the room of his woman, raising a thousand suspicions in him? Whatever idea you had does not seem very bright now. You die (go to 52).



## The Hill of Shadows

108

The lycanthropes have the following statistics:

### *Greater Lycanthrope*

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
42	4	14	12	4	-21	11	27	22	3

No weapons, but its bite and claws inflict 2 dice of damage, plus its combat adds. Its thick skin absorbs 6 hits. Non-magical weapons cannot hurt it, but it is vulnerable to silver weapons, even if not magical. Lycanthropes have a supernatural robustness. This lycanthrope regenerates 14 points of Constitution per turn. Naturally, it cannot exceed its original Constitution score.

### *Lesser Lycanthrope*

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
36	3	8	14	3	-30	9	17	11	1

No weapons, but its bite and claws inflict 2 dice of damage, plus its combat adds. Its thick skin absorbs 2 hits. Non-magical weapons cannot hurt it, but it is vulnerable to the silver weapons, even if not magical. Lycanthropes have a supernatural robustness. This lycanthrope regenerates 8 points of Constitution per turn. Naturally, it cannot exceed its original Constitution score.

You can win (go to 106) or die (go to 52).



## Wandering Monster Table

A wandering monster has appeared! Roll a dice in order to establish what type of monster. If you defeat it, return to what you were doing (that is, to the paragraph that sent you here). If it defeats to you, you are dead (go to 52)!

### 1. Evil Dwarf

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
36	10	14	24	10	-6	7	26	26	1

In order to make a dwarf evil, you only have to show him enough gold! This dwarf has a grim expression, wields a fauchard two-handed (5 dice + 0 adds, ST 13, DX 10, Value 160, Weight 180) and wears scale armour (absorbs 8 hits, ST 7, Value 80, Weight 750).

### 2. Living Skeleton

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
22	8	12	12	8	-17	9	9	8	3

A product of the imagination of Fritz Leiber, the living skeleton is human, but its flesh and internal organs are transparent, appearing to be nothing but bones. The anthropophagy is its less disgusting aspect. It fights with a short sword (3 dice + 0 adds, ST 7, DX 3, Value 35, Weight 30), plus its combat adds, and carries a knight's shield (absorbs 5 hits, ST 5, Value 65, Weight 450).

### 3. Lycanthrope

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
36	3	8	14	3	-30	9	17	11	1

No weapons, but its bite and claws inflict 2 dice of damage, plus its combat adds. Its thick skin absorbs 2 hits. Non-magical weapons cannot hurt it, but it is vulnerable to the silver weapons, even if not magical. Lycanthropes have a supernatural robustness. This lycanthrope regenerates 8 points of Constitution per turn. Naturally, it cannot exceed its original Constitution score.

### 4. Eunuch

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
14	8	12	10	12	-14	15	2	2	1

Each eunuch wields a scythe (4 dice + 1 add, ST 11, DX 7, Value 110, Weight 130) and wears chainmail (absorbs 11 hits, ST 12, Value 300, Weight 1200).

### 5. Dancer

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
9	14	10	7	13	-7	9	1	2	1

Each dancer carries a kukri (2 dice + 5 adds, ST 6, DX 6, Value 30, Weight 20) and wears scale armour (absorbs 8 hits, ST 7, Value 80, Weight 750).

### 6. Ghost

ST	IQ	LK	CON	DX	CHR	SPD	Adds	Missile Adds	Level
-	10	29	19	-	-29	17	17	17	2



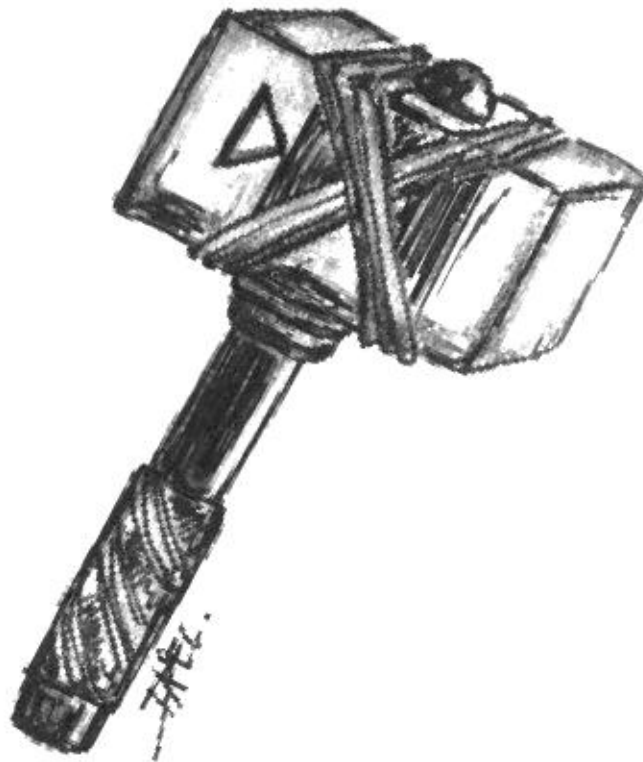
## List of Abbreviations Used

DX	.	.	.	.	.	.	.	.	Dexterity
CHR	.	.	.	.	.	.	.	.	Charisma
D	.	.	.	.	.	.	.	.	Dice / 6-sided dice
HPT	.	.	.	.	.	.	.	.	Hit Point Total (Combat)
Adds	.	.	.	.	.	.	.	.	Personal Adds
ST	.	.	.	.	.	.	.	.	Strength
LK	.	.	.	.	.	.	.	.	Luck
IQ	.	.	.	.	.	.	.	.	Intelligence
Lev	.	.	.	.	.	.	.	.	Level
Lx	.	.	.	.	.	.	.	.	Level x (Saving Roll)
GP	.	.	.	.	.	.	.	.	Gold Pieces
AP	.	.	.	.	.	.	.	.	Adventure Points
CON	.	.	.	.	.	.	.	.	Constitution
DM	.	.	.	.	.	.	.	.	Dungeon Master
GM	.	.	.	.	.	.	.	.	Game Master
T&T	.	.	.	.	.	.	.	.	Tunnels & Trolls
SR	.	.	.	.	.	.	.	.	Saving Roll
w.u.	.	.	.	.	.	.	.	.	Weight unit (equal to 50 grams)
SPD	.	.	.	.	.	.	.	.	Speed
WM	.	.	.	.	.	.	.	.	Wandering Monster

This Solo use the T&T 5<sup>th</sup> Edition rules by Ken St. Andre, published by Flying Buffalo Inc.

# Index

Authors . . . . .	3
Introduction . . . . .	4
The Hill of Shadows . . . . .	6
Wandering Monster Table . . . . .	28
List of Abbreviations Used . . . . .	29



# The Hill of Shadows

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# THE HILL OF SHADOWS

## SOLO ADVENTURE

TWILIGHT IS FALLING AS YOU SET FORTH ON THE ROAD THAT GOES FROM KHOSHT TO VALDERMARTON, WHICH PASSES CLOSE TO THE HILL OF SHADOWS. THE TRANQUILLITY OF THE HILL BELIES ITS DECEIT. IN ITS DEPTHS, INDEED, IS THE DUNGEON OF ZARTH ARN, THE SHADOWJACK. EVEN IF HE HAS NOT THE ABILITIES OF THE GREATEST WIZARDS, ZARTH ARN IS A LEGENDARY FIGURE; HE LIVES GLEEFULLY IN HIS DUNGEON, LIKE A RAT IN A CHEESE, GIVING HIMSELF OVER TO LUXURIES AND DEBAUCHERIES OF ALL TYPES, SERVED BY HIS SLAVES ON BENDED KNEE. ADORED LIKE A GOD, DECAPITATING THOSE SERVANTS WHO DO NOT PLEASE HIM. RUMOUR HAS IT THAT THE BODIES OF THOSE KILLED ARE THROWN INTO CERTAIN WELLS AND DEVoured INSTANTLY. AS YOU ARE SWEARING THAT YOU WILL NEVER SET FOOT ON THE HILL, YOU NOTICE THAT SOMEONE IS BLOCKING THE ROAD AHEAD OF YOU. IT IS A MYSTERIOUS WOMAN, WHO BARELY NOTICES YOU BECAUSE SHE IS CRYING SO HARD. "PLEASE, SAVE MY DAUGHTER! SHE IS A CAPTIVE OF THE SHADOWJACK, UNDER THE HILL OF SHADOWS. I WILL REWARD YOU WITH GOLD." "GOLD? HOW MUCH?" "1000 COINS!" "I'M NOT GOING TO TURN DOWN 1000 GOLD COINS," YOU THINK AND, REASSURING THE WOMAN, YOU MAKE YOUR WAY TOWARDS THE HILL, AS BLACK AS SIN. YOU CLIMB TO THE SUMMIT, WHERE THERE IS A WELL. YOU CLIMB DOWN INTO THE WELL AND ENTER THE DUNGEON. WILL YOU ESCAPE ALIVE FROM THE HILL OF SHADOWS?

