

## The Mountain level 0

- 1 – A corridor leads back into the wilderness, do you wish to turn back (Yes/No)?
- 2 – A small spring gushes out of the rock. Who wants to drink (1-6)?
- 3 – You find a potion: Unknown potion (Healing potion)
- 4 – Thick fog covers the ground, does it hide a trap-door?
- 5 – A powerful force pulls you back!
- 6 – You find something to read: Unknown scroll (scroll of power)
- 7 – You feel a whisp of air from behind (the door turns into a wall)
- 8 – You find a potion: Unknown potion (Heroes' drink)
- 9 – A reverberating voice thunders: "Well done, mortal, now proceed on world Faerghail".