Welcome to The Manse of Mheng. This is the fifth and last in a connected series of Fighting Fantasy Micro-Adventures. All you need to play are a pencil, an eraser and dice. Simply enter your adventurer’s details on an Adventure Sheet and begin your adventure. Good Luck!

The Manse of Mheng

By Andrew Wright

Inventory
You start the adventure with a sword, a back-pack, 2 Gold Pieces (abbreviated to GP) and 2 Provisions. You can eat Provisions at any time during an adventure except combat. Each Provision will restore 4 STAMINA points. Be sure to add any items you find during your adventure to your Adventure Sheet.

Additional Rules
In addition to the normal Fighting Fantasy Micro-Adventure rules, in this adventure you also have the option to Escape from combat. If you wish to Escape, reduce your STAMINA score by 2 points as the monster you are fighting gets an unopposed strike at your exposed back. Such is the price of cowardice! If you survive this, you can choose an exit to flee through and turn to the number indicated.

YOUR ADVENTURER

Gishkin the Slaughterer

Gishkin is a Shield Maiden from Lake Lumlé who was cast out by her order for refusing to tithe the loot from her raids to the priestesses of her temple. She has cast aside the crossbow and shield of her sisters and become an adventuress, using her sword-mastery to slay foul fiends and liberate them from their treasure.

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NOTE
If you wish you may use a character who has completed The Maze of Mheng. Note down details of any items they have acquired from that and any previous adventures and restore their scores to their Initial levels.

BACKGROUND
You were a lone wanderer travelling through the wilds of Mauristatia before you made the mistake of accepting a ride on a magic carpet from a mage in violet robes known as Mheng. Mheng had built a labyrinth at the foot of his mansion, into which he enjoying throwing lesser unfortunates and watching them struggle against the traps and monsters that dwelt therein.

But you beat the odds and survived. You slew the gigantic reptilian Pit Fiend that stalked the Maze of Mheng and clambered up its body to escape the labyrinth. You chased Mheng back to his lair, but he fled and locked the doors behind him.

Mheng’s manse is an impressive building with pillared porticoes and thick walls all crafted from gold-streaked marble. The roof is made of teak and painted a deep purple, while the doors before you are braced with iron and locked shut. You can look for another way into Mheng’s manse (turn to 12). Or, you can attempt to break down the doors (read on below).

To break the doors down, roll two dice and test your SKILL. If you are successful, you smash through the front doors of Mheng’s mansion (turn to 1). If not, the doors remain closed and you have injured yourself (deduct 1 point of STAMINA). You can try again the break down the doors, or you can look somewhere else for an entrance (turn to 12).

Notes on the Manse of Mheng
The Manse of Mheng is imbued with powerful enchantments. As you wander through its many chambers, traps will re-set themselves and creatures will re-spawn or be replaced. Even if you revisit a room you have previously entered, you will need to avoid any traps or fight any monsters again and again. The one exception are any objects you may find and take. These you can only encounter once.

In addition, every time you enter a room you must roll a die. On a roll of 1-5 nothing happens and you may proceed as normal. However, on the roll of a six you have been ambushed by Mheng himself, and you must turn immediately to 27 for your final reckoning with the evil mage!

Some rooms are marked with a *. These rooms are more likely to have Mheng within them, and in these rooms on a roll of 5-6 you must turn to 27.

NOW TURN OVER
1 You are in the Great Hall. Apart from the doors to the south that lead outside, you can go north (go to 15), east (go to 20), or west (go to 5).

2 This is the Outer Sanctum of Mheng. Burnished bronze idols stand atop marble plinths amid celadon jars holding exotic plants and flowers. You stumble on a tripwire and a barbed harpoon shoots out from a hole in the wall! Test your Skill; if you are unsuccessful you lose 2 STAMINA points. If you live, you can go south (go to 11), east (go to 14), or west (go to 18).

3 You are in the kitchen. If you have not been here before, you find 2 Provisions on a table, which you may take. Apart from a scullery exit to the west, you can go north (go to 22), south (go to 17), or east (go to 10).

4 This is the wardrobe of Mheng, containing many fine robes in lurid shades of violet and indigo. If you have not been here before, you find a Crystal Key in a pocket, which you may take. You can go north (go to 13).

5 This is the Green Room. Spectral music haunts the air among the cushioned divans. You can go north (go to 10), or east (go to 1).

6* These are the stables where Mheng keeps his riding beasts. A smoke-belching DEMON STEED (SKILL 8 STAMINA 10; reduce your Attack Strength by 2 unless you have a Copper Ring) materializes in a stall and attacks you! If you win or Escape, you can go west (go to 24); the stable doors lead east.

7* You are in Mheng’s laboratory. There are beakers and glassware full of bubbling concoctions. If you have not been here before, you find a Healing Potion (one use only; will restore all your STAMINA) on a workbench, which you may take. You can go north (go to 18), or south (go to 21).

8 This chamber with a glass ceiling contains a maze of hedges and privet bushes. You are soon lost! Test your Luck; if you are unsuccessful you lose 1 STAMINA from exhaustion and must return west (turn to 20). If you are successful, you have navigated the maze and may go north (go to 16), or west (go to 20).

9 This is Mheng’s torture chamber. Bloody remains of victims lie shackled by implements of horror. You can go north (go to 24), or east (go to 26).

10 This is the Dining Room. An oak table is set for thirteen guests. You can go north (go to 21), south (go to 5), east (go to 15), or west (go to 3).

11* You have entered the Chamber of Summoning. Braziers burn in the corners of the room and a great pentacle has been painted upon the floor in blood. A robed skeletal DEMON SERVITOR (SKILL 7 STAMINA 6) materializes instantly and attacks you! If you win or Escape, you can go north (turn to 2), south (go to 19), east (go to 24), or west (go to 7).

12 You find two other ways into the manse. You can go through a door on the west side (go to 3), or a stable entrance on the eastern side (go to 6).

13 These are the sleeping chambers of Mheng. Silken blankets lie about a bed in a state of disarray. You can go south (go to 4), or east (go to 18).

14 You have entered the Inner Sanctum, full of statues to Mheng’s demonic masters. Great doors lead east but you need a Crystal Key to open them (turn to 23). Otherwise, you must return to the west (go to 2).

15 This is the Hall of Ancestors, whose massive gold-framed portraits line the walls. You step on a pressure plate and poison darts suddenly shoot out from the wall! Test your Skill; if you are unsuccessful you lose 2 STAMINA points. If you live, you can go north (go to 19), south (turn to 1), east (go to 25), or west (go to 10).

16 You have entered the Secret Garden. This is the one place in his manse where you will not encounter Mheng; you do not need to roll the die here. When you are ready to leave, you can go south (go to 8).

17 This is the pantry, full of crates of food. There is a scuttling in the corner and a huge horrible insect attacks! You must fight the GIANT COCKROACH (SKILL 6 STAMINA 6). If you win or Escape, you can go north (go to 3).

18* You are in Mheng’s study. If you have not been here before, you find a Bronze Amulet (reduce any DEMON’s SKILL by 1) on his desk, which you may take. You can go south (go to 7), east (turn to 2), or west (go to 13).

19 You have entered the Path of Peril. This chamber's floor is a colorful mosaic, with each tile bearing an arcane symbol. You step on the wrong one and are struck down by a column of flame! Test your Skill; if you are unsuccessful you lose 2 STAMINA points except if you have the Copper Ring. If you live, you can go north (go to 11), or south (go to 15).

20 This is the green and leafy Arboretum and it is sunlit from above by a glass ceiling. As you pick a path through the foliage, you are attacked by the thorny tendrils of an ENRAGED ROSEBUSH (SKILL 4 STAMINA 6). If you win or Escape, you can go north (go to 25), east (go to 8), or west (go to 1).

21* This is the library, where tomes and grimoires line the shelves from floor to ceiling. If you have not been here before, you find a Scroll of Banishing (one use only; will destroy any DEMON you face) on a lectern, which you may take. You can go north (go to 7), or south (go to 10).

22 These are the slave quarters of those unfortunate bound to Mheng’s service. A grey-skinned MINION (SKILL 5 STAMINA 5) crawls out of bed and attacks you with a knife! If you win or Escape, you can go south (go to 3).

23 You have entered the Treasury of Mheng. It is full of chests of gold coins and jewels. The mages’s spellbook lies open invitingly on a low table. You have no time to tarry here however; you must find Mheng and defeat him! You return through the only exit in the west wall (go to 14).

24* These are the Holding Pens, where Mheng keeps his more dangerous experiments. Strange noises come from locked cells. A gibbering DEMON SPAWN (SKILL 6 STAMINA 6) erupts from a puddle of slime and attacks! If you win or Escape, you can go south (go to 9), east (go to 6), or west (go to 11).

25 This is the Fountain Chamber, with a marble statue of a Nymph pouring water from a jug. If you drink from the fountain, roll one die (Roll 1: -1 LUCK, Roll 2-3: +1 LUCK, Roll 3-4: +1 STAMINA, Roll 5-6: -1 SKILL). You can go south (go to 26), or west (go to 15).

26 These are foul dungeons of Mheng where many innocents have perished. A tattered SHADE (SKILL 7 STAMINA 4) materializes in a corner and attacks you with spectral talons! If you win or Escape, you can go west (turn to 9).

27 Mheng has found you! He stands before you, summoning arcane powers that cause his violet robes to whip about his muscular frame. In one hand he holds a gleaming scimitar, in the other a flaming orb. ‘Curse you adventurer!’ he screams, and leaps to the attack. You must fight MHING THE MAD MAGE (SKILL 10 STAMINA 14) (unless he has been wounded previously)!

If there is a trap in this room you need to Test Mheng’s Skill to see if he evades the trap. If there is another monster it will attack you at the same time as Mheng. If you wish to Escape, return to the room paragraph you came from and choose an option there. If Mheng wins an Attack Round, roll one die and consult the following table:

- Roll 1-2: You are hit by the flaming orb (deduct 3 STAMINA unless you have the Copper Ring).
- Roll 3-4: You are hit by his scimitar (deduct 2 STAMINA).
- Roll 5-6: You are drained by his psychic powers (deduct 1 LUCK).

If you win this desperate battle and defeat Mheng the Mage (and any other monsters in the room) - congratulations! You have completed this adventure successfully.

You stand over the corpse of the evil magus, and a sudden thought strikes you as you contemplate the carnage. You could flee from here, and continue as a rogue adventurer, or you could stay, and become lord of this manse and its surrounding lands, a warlord of Mauritistia. Whether you would use this power for good or ill, in the unending tapestry of turmoil that is life in the Old World, only you can tell.