Fighting Fantasy Micro-Adventures!

Welcome to The Maze of Mheng. This is the fourth 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 MAZE 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

Ghretta Gundersdaughter

Ghretta is a soldier of fortune who hails from northern Gallantaria. She has wandered the perilous backwoods of Mauristatia for several years now, seeking to make both her name and fortune as an adventurer of standing.

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NOTE
If you wish you may use a character who has completed either Debacle at Dead Man’s Inn or Into The Valley of Halos. Note down details of any items they have acquired from those or previous adventures and restore their scores to their Initial levels.

BACKGROUND
You are hitching a lift on a flying carpet controlled by a mage in violet robes, flitting through the forested crags of Mauristatia at a speed that makes you nauseous.

‘Greetings adventurer!’ says the mage. ‘I am Mheng, master of these Mauristatian mountains.’

He titters to himself, and you begin to have misgivings about embarking upon this magic carpet ride.

You soon arrive at a marble manse built atop a mountain peak. In front of the mansion amidst a garden stands a crumbling, roofless stone labyrinth, each chamber open to the elements. Through the maze stalks a gigantic reptilian beast, a leathery-skinned Pit Fiend!

‘This is where we end,’ says Mheng, flying the carpet low over the walls of the labyrinth. ‘Welcome to the Maze of Mheng!’

Without warning the carpet pitches and rolls, catapulting you screaming through the air. You have been dropped into the terrible Maze of Mheng! But in which room have you ended up? Roll one die and go to the number indicated to find out.

Roll 1  go to 2
Roll 2  go to 5
Roll 3-4 go to 1
Roll 5  go to 4
Roll 6  go to 3

Notes on the Maze of Mheng
The Maze 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 the Pit Fiend that prowls the Maze of Mheng and you must turn immediately to 26 and deal with the beast.

NOW TURN OVER
1 This room is empty. You can go north (go to 22), south (go to 23), east (go to 25), or west (go to 24).

2 This room is full of weird plants in terracotta pots. You can go north (go to 16), south (go to 24), east (go to 22), or west (go to 19).

3 This room is full of broken pottery and smashed clay urns. You can go north (go to 25), south (go to 17), east (go to 18), or west (go to 23).

4 Several giant boulders are scattered across the floor of this otherwise empty chamber. You can go north (go to 24), south (go to 15), east (go to 23), or west (go to 21).

5 The floor of this chamber is covered in a thick layer of ochre-coloured sand. You can go north (go to 14), south (go to 25), east (go to 20), or west (go to 22).

6 You have entered a prison room. Rusted cells are scattered about, their barred iron gates hanging open. If you have not been here before, you find a Copper Ring on the floor, which you may take. You can go south (go to 19), or east (go to 16).

7 This room contains a crude altar to Sindila, the goddess of luck. If you have not been here before, you find a Murder Sphere on the altar (Successful Test your Skill to throw before combat; roll one die to see how many spikes hit; each spike does 1-6 STAMINA damage), which you may take. You can go north (go to 18), or west (go to 17).

8 The walls of this chamber are hung with the portraits of bearded magi and armoured warlords. Their cruel eyes follow your every move. If you have not been here before, you find a Warhammer resting against a wall, which you may take. You can go south (go to 20), or west (go to 14).

9 The walls of this room are hung with heavy tapestries in earthen tones, depicting scenes of noblemen hunting bears, boars and wolves among the wilds of Mauristia. If you have not been here before, you find a Chainmail Hauberker (reduce all STAMINA damage in combat by 1 point) hanging on a peg on the wall, which you may take. You can go north (go to 21), or east (go to 15).

10 The walls of this room are lined with fluted columns carved from marble. Strange noises emanate from the dark ‘aloves between the pillars. You step on a pressure plate and set off a pendulum axe trap! Test your Skill; if you are unsuccessful you lose 2 STAMINA points. If you live, you can go north (go to 23), east (go to 17), or west (go to 15).

11 This chamber contains enormous bronze braziers that give off thick clouds of oily smoke. You can just make out the exits through the gloom and haze. The smoke is poisonous and you try to avoid it! 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 south (go to 22), east (go to 14), or west (go to 16).

12 The walls of this room are lined with obsidian mirrors, making your reflection appear dark and sinister as it stalks towards an exit. A pit trap opens beneath your feet! Test your Skill; if you are unsuccessful you lose 2 STAMINA points as you are dumped into a shallow spike-lined pit. If you live, you can go north (go to 20), south (go to 18), or west (go to 25).

13 In the centre of this brick-walled room is a great pit of fire. The heat from its flames is intense as you edge around it seeking egress. You are blasted by a fire trap! 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 19), south (go to 21), or east (go to 24).

14 The floor of this cave-like room is a dank pit of stinking yellow mud. As you wade through the muck you feel unseen creatures brushing against your boots. A slimey MUDCLAW (SKILL 5 STAMINA 4) crawls out from the filth and attacks! If you win or Escape, you can go south (go to 5), east (go to 8), or west (go to 11).

15 This chamber is festooned in gigantic cobwebs that cover every available surface. You pick your way carefully through them, trying to avoid their sticky clinging grasp. A hairy GIANT SPIDER (SKILL 7 STAMINA 8) drops from a web and attacks! If you win or Escape, you can go north (go to 4), east (go to 10), or west (go to 9).

16 You have entered a storeroom in which everything appears to be broken. Smashed wooden staves line the walls and broken crates litter the floor. A furry GIANT RAT (SKILL 5 STAMINA 4) skitters out from the debris and attacks you! If you win or Escape, you can go south (go to 2), east (go to 11), or west (go to 6).

17 This room is full of statues of Mheng himself, all in various heroic poses. One of them animates and attacks! You must fight the MAGE STATUE (SKILL 8 STAMINA 8) (you cause 1 STAMINA damage unless you have a Warhammer)). If you win or Escape, you can go north (go to 3), east (go to 7), or west (go to 10).

18 The floor of this chamber is covered with yellow bones, the remains of this deadly labyrinth’s past victims, slowly moldering away on its stony tiles for all eternity. Some of the bones rise up and attack - you must fight a SKELETON (SKILL 6 STAMINA 5) (you cause 1 STAMINA damage unless you have a Warhammer)). If you win or Escape, you can go north (go to 12), south (go to 7), or west (go to 3).

19 This room appears to be some sort of crude kitchen. A foul stew simmers in a blackened cauldron and bunches of dried herbs hang from walls. A grey-skinned MINION (SKILL 5 STAMINA 5) crawls out of a cupboard and attacks you with a knife! If you win or Escape, you can go north (go to 6), south (go to 13), or east (go to 2).

20 Every surface of this room is covered in thick glutinous green slime. As you disentangle yourself from its quivering embrace, you are attacked by a loathsome SEWER SNAKE (SKILL 6 STAMINA 7). If you win or Escape, you can go north (go to 8), south (go to 12), or west (go to 5).

21 In the centre of this room is a blackened pit full of bubbling lava, its glowing hues bathing everything in a red wash of light. An eyeless flying slug that is a LAVA IMP (SKILL 6 STAMINA 4) erupts from the pit and attacks you! If you win or Escape, you can go north (go to 13), south (go to 9), or east (go to 4).

22 The floor of this chamber is an extensive mosaic of glittering tiles, depicting a nameless adventurer being torn apart by a scaly reptilian fiend. You step on a pressure plate and trigger a spear trap! Test your Skill; if you are unsuccessful you lose 2 STAMINA points. If you live, you can go north (go to 11), south (go to 1), east (go to 5), or west (go to 2).

23 This room is cloaked in wisps of mist, emanating up from vents in the floor to nearly obscure all the exits. You are sprayed by an acid trap! 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 1), south (go to 10), east (go to 3), or west (go to 4).

24 The floor of this ragged cave is covered in rubble and strange stone formations. A rock bites you on the foot! Deduct 1 STAMINA and fight the GRANNIT (SKILL 4 STAMINA 3). If you win or Escape, you can go north (go to 2), south (go to 4), east (go to 1), or west (go to 13).

25 This chamber is overgrown with gigantic fungi, whose luridly-colored forms occasionally erupt, belching clouds of spores. As you dodge the spore clouds, you are attacked by a dagger-wielding GREMLIN (SKILL 4 STAMINA 3)! If you win or Escape, you can go north (go to 5), south (go to 3), east (go to 12), or west (go to 1).

26 The Pit Fiend has tracked you down! The slavering reptilian beast towers above you screeching a battle roar. You must fight the PIT FIEND (SKILL 11 STAMINA 15) (unless it has been wounded previously!)! If there is a trap in this room you need to Test the Pit Fiend’s Skill to see if it evades the trap. If there is another monster it will attack the Pit Fiend at the same time as you. If you wish to Escape, return to the room paragraph you came from and choose an option there.

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

You clamber up the beast’s carcass, vault onto the top of the maze’s walls and run towards the garden where Mheng awaits. He flies back into his manse and slams shut the doors. ‘Mheng the Mad,’ you howl. ‘I’m coming to kill you!’ Your next adventure will be the fifth installment in the Fighting Fantasy Micro-Adventures series: The Manse of Mheng. You can keep this adventurer and carry them over to the next one.