



Game Design by  
Steve Jackson

The Fantasy Trip™  
**Tollenkar's Lair™**

**STEVE JACKSON GAMES**

# The Fantasy Trip™

# Tollenkar's Lair™

Game Design by Steve Jackson

Illustrated by Rick Hershey

Logo and Production by Ben Williams

Prepress Checks by Monica Stephens

This is a complete labyrinth background for use with *The Fantasy Trip*. The Game Master (GM) must have *In The Labyrinth*, *Melee*, and *Wizard*.

The GM should read the entire scenario carefully, since he will have to play all these characters. The players should *not* have access to all this information; they should be told only those things under *Player Information*. If they want to know more, they'll have to find it out for themselves.

The labyrinth map is a separate full-color sheet. Tunnel sections that go off the map should be treated as dead ends.

Beginning characters will definitely not be able to make it all the way down to the sixth level. That feat will require experience and talent. The players

may wish to mount several successive attacks on the labyrinth over a period of time – or, to learn the game, the GM could choose to let each player start with a more experienced (say, 40-point) character. Another alternative would be to play it as a three-level labyrinth . . . seal off the fourth level and below, forget about the wizard, and assume that the lair of the thug-chief Little Kess is the greatest hazard and biggest hoard. This produces a labyrinth which can (in time, and with losses) be completely conquered by relatively inexperienced characters.

## BACKGROUND – FOR THE GAME MASTER

Landmaster Hall was destroyed 248 years ago. Nothing remains above ground but scattered rubble. The tunnel complex below remains . . . and has recently been put to sinister use.

Tollenkar ab-Feersuf Bly Wen Bly, a mage of no mean repute, yearns for temporal power to match his wizardly skills. He has, for the past ten years, been plotting to overthrow the rightful ruler of the area, the aging Duke Dran XII. The Duke knows this, and Tollenkar is a hunted man. But in his new hideout he feels safe.

Tollenkar lives on the sixth and lowest level of the Landmaster labyrinth, along with his concubine, his three apprentices, and his personal bodyguard. He also has there his sorcerous laboratory, his library of grimoires, and a small hoard of treasure. Most of the money he gains goes into hiring mercenaries outside the Duchy and officials within, keeping them in readiness for the day Tollenkar makes his move.



The Fantasy Trip, Tollenkar's Lair, Warehouse 23, the pyramid logo, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license. The Fantasy Trip: Tollenkar's Lair is copyright © 1980, 2018 by Steve Jackson Games Incorporated. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

# STEVE JACKSON GAMES