

# The Fantasy Trip™ Tollenkar's Lair™ Map

The small star in the middle indicates the entrance.

-  Level One – Red
-  Level Two – Orange
-  Level Three – Brown
-  Level Four – Green
-  Level Five – Blue
-  Level Six – Violet

**KEY LETTERS AND NUMBERS.** A letter or number refers to the map key; it may represent a trap, a monster, or anything else which cannot be shown symbolically. A good method is to use numbers to represent one-of-a-kind situations (e.g., special dangers or treasures), and letters to represent repeating situations.

## The Map Symbols

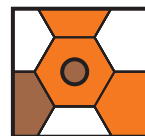
**STAIRS** from one level down to the next.



**SLOPE:** a gradual descent from one level down to the next.



**SHAFT:** an open, vertical tunnel between one level and the next. A shaft is assumed to have ladder-rungs of some kind, unless the GM specifies otherwise. A shaft is about a yard wide; it takes up the center hex of its megahex.



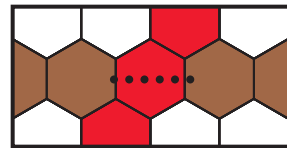
**DOOR.** The type of door is up to the GM . . . swinging, sliding, etc.



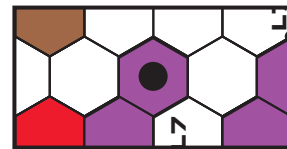
**NARROW TUNNEL.** This is a stretch of tunnel that is narrower than usual. Instead of being a megahex wide (4 yards), it is only wide enough for one man (one row of small hexes, or about 4 feet).



**CONCEALED TUNNEL.** A dotted line shows where one tunnel lies beneath a tunnel on a higher level. The line represents the lower tunnel.



**ENTRANCES AND EXITS.** A stairway or shaft leading from the surface (white) to the first (red) level is indicated by a red circle. A stairway or shaft leading downward from the sixth (violet) level is shown as leading to blackness. A GM may create lower levels, or treat these as dead-ends.



**HIDDEN AND LOCKED DOORS.** Doors (and trap doors on shafts) may be hidden, or locked, or both, from either side. An H followed by a number indicates the door is hidden from that side; the number shows the number of dice rolled vs. IQ to see if a character spots it. An L indicates the door is locked; the number shows the number of dice rolled vs. DX to pick the lock. (See the *Locksmith* talent.) A door may be hidden and locked differently from the two sides.



**HIDDEN SHAFT (trap door).** A vertical line indicates a shaft covered by a trap door at the top. Shafts may be hidden, or locked, or both, from either side. GMs should make a notation for individual situations.



**WAVY LINES** mean water; indicate how deep it is when you make up your map key.

