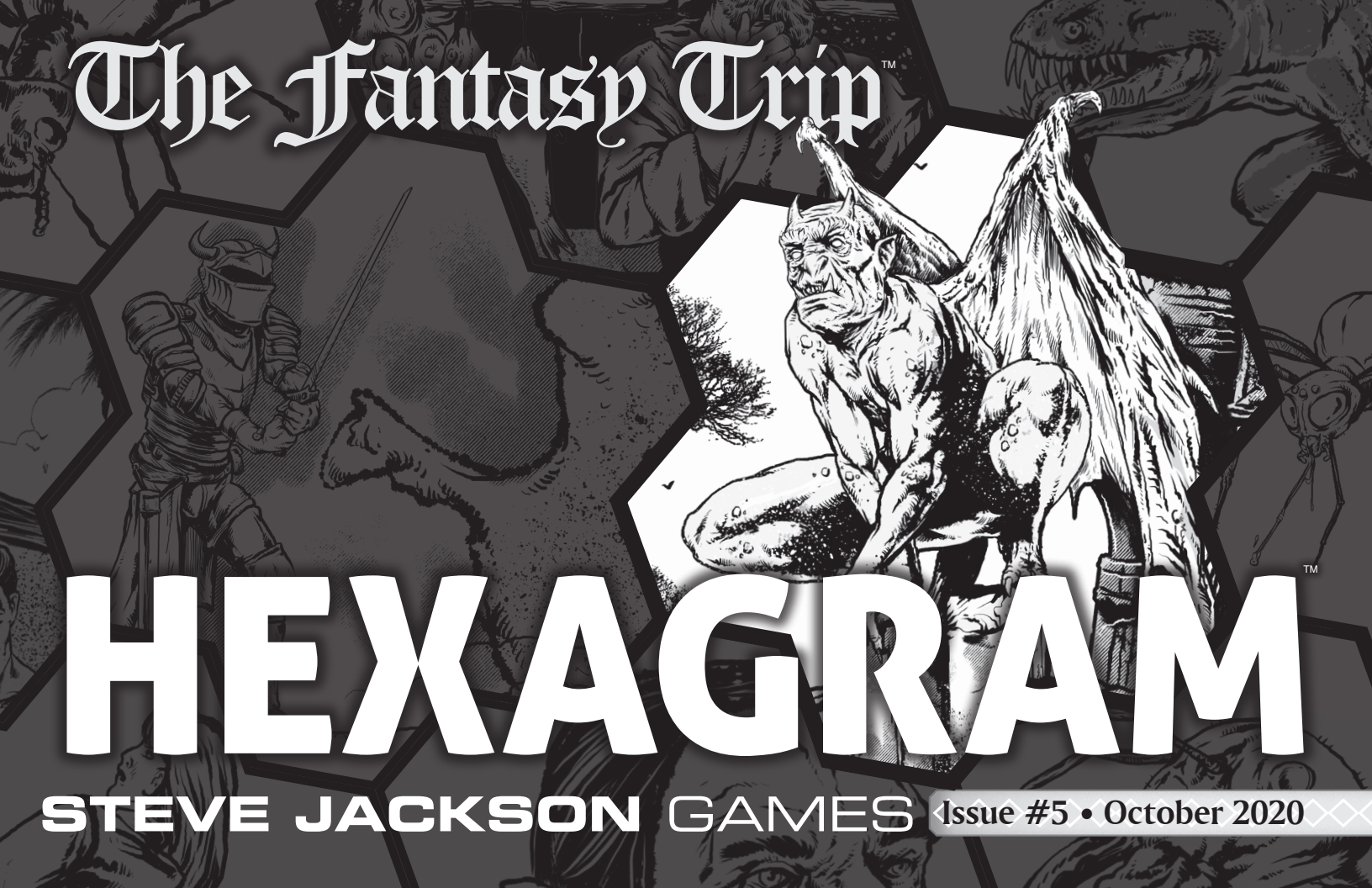


# The Fantasy Trip™

# HEXAGRAM

STEVE JACKSON GAMES Issue #5 • October 2020





## Welcome to *Hexagram!*

Our spotlight this issue is on a double feature: an article on Skarg's Tavern from *In The Labyrinth*, and an interview with Dyson Logos, who made the map!

As you no doubt know, we had to cancel FnordCon 2 due to the coronavirus. We'll be back. Huge thanks to all the *TFT* GMs who had volunteered to help put it on. I hope we can have better luck next year!

But the good news is: we held an online convention, using a Discord server. It was a big success – we had 457 attendees! John Kovalic “spoke” and answered questions. There were an even 20 panels and Ask Me Anything presentations, plus other special events. (We also participated in the virtual Gen Con, and that went well.) While we haven't given up on the physical convention, we want to do another virtual event too! It's set for October 10, all day, so mark your calendar!

Kickstarter continues to be great for the game. The campaign for *The Book of Unlife / Red Crypt* was successful, with over \$20,000 in support. The campaign for this issue and *Ardonirane* beat that, with over \$30,000 in support.

The Postcard Contest entries, all 40 of them, are now posted as a free PDF on Warehouse 23. And *Melee* is now available as a free PDF. Tell your friends!

*Decks of Destiny* is now in the hands of most project supporters, and my design article is posted at [thefantasytrip.game](http://thefantasytrip.game).

And that's what I know this time!

– Steve Jackson

## IN THIS ISSUE

Welcome to <i>Hexagram!</i>	Steve Jackson	2
Letters	You!	3
A Primer on the Enigmatic Gargoyle	Greg Miller	4
Donning Rings, Taking Potions, Etc., in Combat	Steve Jackson	7
Skarg's Tavern	Steve Jackson	8
The Kraken, Expanded	Henry J. Cobb	11
The Gallery of Glitching Gates	Stefan Jones	12
Adventure Hook: The Ship of the Seven Hands	David Austin	17
Archer Crab	Steve Jackson	18
Pick Your Poison: Toxins in <i>The Fantasy Trip</i>	Howard Kistler	20
Questions Three: Dyson Logos	Steve Jackson, interviewing Dyson Logos	24
Giant Ants	David Pulver, Guy McLimore, and Greg Poehlein	26
<i>Death Test</i> Refresh	Peter von Kleinsmid	30
Naturalist's Notebook	Anthony Shostak	33
Breaking the Breakers	James Eisert	38

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## Letters

As someone that got the original *Melee* and *Wizard* when they came out, I was excited for the possibilities again . . . *Hexagram* and really all of the new content has just been amazing and a great way to enhance, for me, what was already an awesome game. Thank you!

– Christopher Kaster

[*Hexagram* is] frankly the best thing out there in direct support of a specific game. I've found every single article published to be at least useful for sparking ideas for TFT, and the vast majority of them have been both *very* useful, and crunchy enough to allow the GM to run them without a lot of interpolation or extrapolation. Other game companies try to do this from time to time, but generally fail both to keep focused on the primary subject, and to keep the schedule relatively regular. You guys have so far managed both, and I for one say "Hurrah!"

– Jeff Vandine



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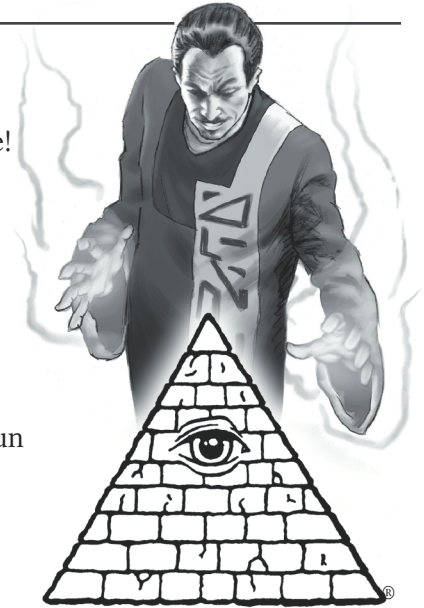


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