

# The Phargol-Horn

Volume 1

October 1989



#1901 Haapf

Dear Krystonian:

I have been instructed by Turfen, Doyen of The Council of Wizards, to respond to your communication, lately arrived at the Obelisk via Dragon courier.

I do hope you will forgive the brevity of my reply but, unlike some (Haapf, for example who is wandering around with his hands in the air and cracking jokes for the entertainment of the Apprentices), I have a great deal of pressing business that cannot wait a day longer. There are three untried spell-recipes that require my testing before dinner is served!

So, may I, on behalf of all, bid you welcome to Krystonia. It is always a pleasure to greet a new ally. Long may we all resist the powers of those who walk the path into darkness!

Turfen did suggest I tell you something of our world. Of course, you may already be well-versed in such knowledge through the Chronicles of Kephren the Recorder. If this be so, it speaks much of your commitment to the Great Design, but I must add that what you have read thus far is but a fragment of one whole, a glimpse of a continually expanding picture. If you are new to this world, what follows should provide a broad outline; a starting point from which to develop your knowledge and begin your exploration.

*(continued on page 2)*

Krystonia has a single sun but, at nightfall, the twin moons of Gos and Ghedra appear above the horizon to the east. The lands upon which their light falls are as contrasting as the races which dwell upon them. Here exists the searing desert of Cluod-Hakkom, where the tribes of the Maj-Dron lead their nomadic lives and the fertile flood-plains which provide Krystonia with much of its abundant harvest. The Valley of Wendlock, home of the inventor-wizard, Rueggan, slopes gradually to the foothills, beyond which the snowbound Mountains of Kappah soar skyward. Amongst their ice-fields and through their narrow passes the trunk-limbed clans of Om-Ba-Don hold sway. In the depths of the Shadi-Sampi swamplands and the green twilight realms of Keldorran's mighty forest live countless creatures, good and evil, known and, as yet, unknown. And who truly knows if other lands lie beyond the Rages of Valdar? Who can guess what evil schemes and dark deeds n'Borg and his faithful hench-dragon, n'Grall, are plotting behind the black walls of the Krak, lost deep in the Waste of Shugg?

Many are those who have asked exactly where this magical world exists. I can only say it is to be found close at hand but, at the same instance, beyond all space and time outside the bounds of your waking life. For any who know how to unlock the power from which dreams are shaped, it is easily accessible and lies waiting to be explored. You are the fortunate — for you the story of this world needs no ending.

So, friend, my personal advice to you is simple. Enjoy Krystonia, use its magic to serve you and make you stronger and, if you should ever discover a spell that needs testing by an expert, visit me at the Obelisk. But, most of all, watch your step if you ever decide to do business with a dragon; especially if it happens to be a grouchy, sour-faced bag of hide and bone by the name of Grunch!

Yours in Magic,



## ***The Key To Krystonia***

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Our gift to our charter membership collectors: Have you ever thought about how exciting it would be to visit a far-away land or live in a different era? Now you can! You can enter a land where wizards and dragons form an alliance to keep the evil forces of n'Borg in check by the power of the magical krystals. Imagine the adventures you could have sailing the waterways with Tulan, or 'zumping' around with the mischevious bobolls, Poffles and Triumph? What about having Shigger take you around on a Mahoudra beast for a tour of the desert? Or take a ride with Moplos and Mos to the Tarnhold castle? Maybe Rueggan could use your help in working on the machines of the ancients? Sit back, close your eyes, and use your key to open the gateway to the World of Krystonia. What journey will you be taking?

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#501 Pultzr

## ***Pultzr***

We are happy to announce the arrival of this year's (and our first) collector's-only figurine, Pultzr. Pultzr is a young dragon who loves to read, he is forever surrounded by books. He has amassed much information from his studies, he is very intelligent for his young age. Any time that books are discovered during digs through the ruins, Pultzr is the first to arrive and examine the find. He is very smart for one so young!

To purchase your own Pultzr, take your redemption card to your local Krystonia dealer/retail outlet. This redemption card comes in three parts. After filling out the appropriate spaces, your dealer will return one part to you, retain one part for their records and send the third part to our Collector's Club address. When the figurine is available (availability is determined by the stock on hand and deliveries are made in chronological order) it will be shipped to the dealership. You will then be notified by the dealer that your special piece has arrived. Retail price of this piece is \$55.00. Remember, this piece is offered to club members only (one per member) and only upon redemption of your card.

## Retirement News

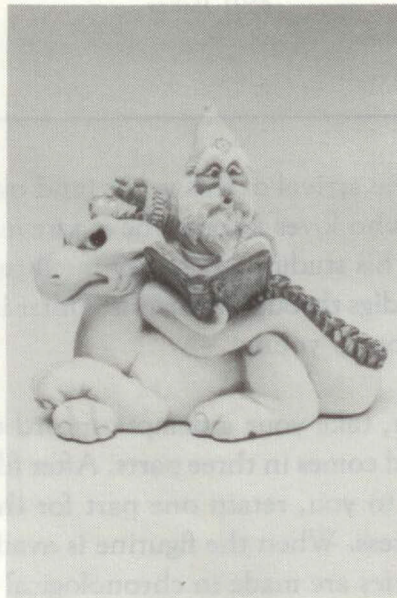
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Three stylings are being retired by the end of 1989. They are styles #1012, Graffyn on Grumblypeg Grunch, small; #1091, n'Borg, small; and #1701, Rueggan, large. Only the indicated sizes are being retired, other sizes for the same characters are still available. When a piece is retired, the master mold is cut and the production molds are used until they are no longer functional. No more production molds can be made after the master molds have been destroyed. Once a piece is retired it is possible that it could be remolded into a totally different posing or styling. Supply on the three styles is low, so inquire about availability from your dealer. At the Sound Bend Collector's show the molds for all of the three retired pieces were cut. Pat Chandok, Vice President of Precious Art/Panton International, cut the master molds of n'Borg and Rueggan on Friday, July 14, 1989. Ray Kiefer, past president of N.A.L.E.D., cut the final mold on Saturday, July 15th. Many collectors were on hand at the ceremony and were able to receive pieces of the molds, which were signed by Krystonia master painter, Phil Bryon.

We at Krystonia are enthusiastic about our 1990 editions. Pieces are already sculpted and ready to go into production for 1990 delivery. We would tell you what they are but Haaph, the mirth maker, put a spell on our designers and now they can't remember what the new characters are! One thing is for sure though, the excitement is just beginning!



#1091 n'Borg



#1012 Graffyn on Grunch



#1701 Rueggan

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## ***Krystonia Snowballs***

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Now you can have your favorite characters in musical form! Each piece plays a song that the characters themselves chose to match their personality. Poffles, wanting to be everyone's friend, plays "You've Got A Friend." Triumph, in his happy-go-lucky way comes with "Whistle A Happy Tune." Stoope reminds you of another famous dragon by playing "Puff The Magic Dragon." Owhey says "Let Me Be Your Teddy Bear." Shepf chose "Windmills Of Your Mind," and Graffyn tells Grunch to "Put On A Happy Face." See all of these wonderful musicals at your local Krystonia dealer!

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## ***HOT OFF THE PRESS!!!***

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Good news for all of you who have read the "Chronicles of Krystonia." A new, 2nd Krystonia book is on the way!! New stories, new adventures and more characters to meet and collect. Poffles and Triumph are very excited! Delivery is anticipated for the summer of 1990.



#1501 Triumph

#1401 Poffles

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## ***Membership Dates***

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First-year membership will run from 9/1/89 to 9/1/90, including all applications and fees received to date. Within those dates, redemption cards can be redeemed. Dues are paid for one year's membership only.

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#1081 Grumblypeg Grunch

### *From The Factory*

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Under Grunch's watchful eye, the Panton factory in Stoke-on-Trent, England, produces Krystonia collector's figurines. Made of cold-cast porcelain, Grunch makes sure that quality control is number one! All the painters know Grunch's eyes are trained on them as each figurine is hand painted and then inspected by Grunch himself. The 24% lead Austrian crystal salesmen shudder when the time comes to make another deal with Grunch. It's always hard to guess what mood you will find him in! Everyone always strives for perfection to not draw Grunch's ire. He once scared a mold-maker so badly that he jumped in the rubber vat and was stuck for two days. The poor man now has permanent galoshes! Well, it's time for me to get back to work before Grunch catches me goofing off! Until later!!

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