

The Phargol Horn

Volume 6

Greetings friend, from Turfen, Doyen of The Council of Wizards and Master of the Krystellate Obelisk!

With all my colleagues too busy with their spell-making to spare a moment to set quill to parchment, the honour of writing to you falls to me, but I have been asked to send the good wishes of all. We trust this edition of 'The Phargol-Horn' finds you in good health and high spirits.

I was rather impressed with Shep's previous letter which offered some practical guidelines for amateur weather-workers, and thought it would be an excellent idea to continue in a similar fashion with some tips concerning my specialty—dreams. I trust you will find them useful.

One of the most frequent complaints I receive is from sleepers who suffer from dreams in which they feel as though they are falling from a great height—usually from the tops of trees, tall buildings, or high cliffs. Such dreams are especially commonplace amongst young dragons who have not yet made a successful first flight. The reason for such dreams is obvious, and invariably cease once the dragon has mastered its wings. However, many other races are afflicted with similar dreams and, as in the case of the young dragons, I believe the root cause to be a fear of failure.

The remedy, you'll be relieved to hear, is simple and effective. Do not allow yourself to fall. As soon as you feel it is about to happen, actually hurl yourself headlong into space and enjoy the sensation. Turn head over heels, lie on your back, dive down head first, then turn over and go down feet first. Finally, spread your arms and soar like a bird, up, up, up, and away! In doing so you turn disaster into success and, the chances are, you'll accomplish the same in your waking life!

I must admit that not all dreams are psychologically based. I once knew a young Trolle who complained for weeks, and it was only when I noticed that he was severely bruised that I solved the problem. So cramped was his cottage, his father had built a five-teir bunk bed. This poor Trolle was sleeping with his nose scraping against the ceiling! I think you can guess the rest. . . Sensibly, he now sleeps on the bottom bunk with several pillows arranged on the floor to ensure a bruise-free landing!



Many of the books I've read on the subject claim that children who suffer from recurring nightmares are emotionally unbalanced. This, I believe, is not the case at all. Quite the reverse, in fact. My observations have led me to the conclusion that such children are usually highly intelligent and creative, and are attempting to make up for lack of stimulation during the day when they fall asleep. My advice is to set them the task of trying to write or paint their nightmares the following morning. This helps to exorcise their fears in the light of day and allows them unlimited creative expression. I have it on good authority (from Kephren, no less) that many of the best stories come into being in just this way! I've never yet had a Trolle or a Gorph complain about nightmares. . . I rest my case.

Finally, one of the most frequent requests I receive is from young males and females wishing to know the identity of their future wife or husband. Why this is of any advantage to them, I have no idea, and it seems to take a great deal of the fun gained from the uncertainty of courtship. However, if I'm pushed to it by some distraught individual who fears they will be forever single (a state I, and most of the other wizards particularly enjoy, to be honest), I will occasionally oblige. Here's what to do. . . .

When both moons are full, on the night closest to your Birthing-Day, go out in bare feet and find a small puddle in which the reflection of both moons may be clearly seen. Take a krystal and a pillow with you. Place the krystal in the space between the middle of the two moons and your feet to either side. Lie back, put your head on the pillow, and sleep. The identity of your future spouse will be revealed as you dream. It never, ever fails. I agree, it is no simple solution and you may end up catching a cold for your pains, but then, nothing to do with love is ever very simple.

A much easier and, I think, almost as effective solution, is to always be seen with a smile on your face. Most people find this difficult to resist and your problem is likely to be one of too many suitors rather than none at all. As a bonus, the side-effects are all good ones!

Pleasant dreams!

TURFEN

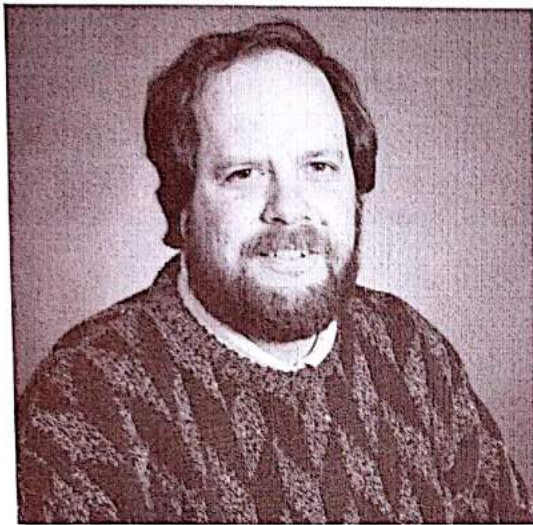
Turfen

Gron-Hayha, South Bend

Consumer days for the South Bend Collector's Show will be July 12th, 13th and 14th. For those of you who have never attended a collector's show, it is a great opportunity to meet artists and see complete displays of all your favorite Krystonia figurines (including retired ones!). A Krystonia painter from the English factory will be on hand to demonstrate their wonderful skills. Master mould cutting of this years retirements will be done at the Krystonia Booth. Bring your camera and have your picture taken with N'Chakk, the evil wizard. The Long Beach show was a tremendous success and we hope to meet even more collectors in South Bend. Be sure to bring your pieces to be signed! See you there!

Creative Genius, or just Strange Minds?

Hello, our names are David Lee Woodard and Pat Chandok. Together we create and help form the storylines for the Krystonia books. As we visit stores and collectible shows we have been most fortunate to meet many of our collectors. Trying to put that certain look to every Krystonia character can be challenging but once you hit that right one, you know you've got it. Thanks for all your support and we hope to have the pleasure of meeting you someday.



Pronunciations for new characters!

One of the most frequent questions I am asked is, "Just exactly how do you pronounce that?". Although it's humorous to listen to people guess at them, Kephren gets a trifle upset at this and has sent us the latest update for our new figurines:

Name	Pronunciation (CAPITAL Letters are accented)
Twilyght	TWI-lite
Hottlepottle	HOT-el-POT-el
Zygmund	ZIG-muhnd
Groosh	GROOOOOSH (very long 'o'! Imagine a dragon flying overhead to approximate this)
Gurneyfoot	GER-nee-foot
Maj-Dron	MAZH-drahn

If there are any others you have questions on please let us know!

1991 Retirements!!

I can't believe the characters are late for their own retirements. I have been here for hours, waiting to take their pictures. I am giving them just ten more minutes and then I'm going to take whoever's picture is here by then! They know that once they are retired, this particular size and pose of them will never be available again. Whatever stock is available will be shipped to Krystonia dealers until the end of 1991 or whenever stock runs out. Master moulds for these pieces are cut at the Long Beach and South Bend collector's shows. They should be honored or at least show up for the photo session! Let's see who's here . . . # 1021 Lg. Moplos, # 1201 Lg. Myzer, # 1901 Haapf, # 2502 Sm. Tulan . . . but where is # 1601 Med. Turfen?! He's probably gotten so carried away with his introduction for the newsletter that he's forgotten all about me. Well . . . No Turfen, no picture!

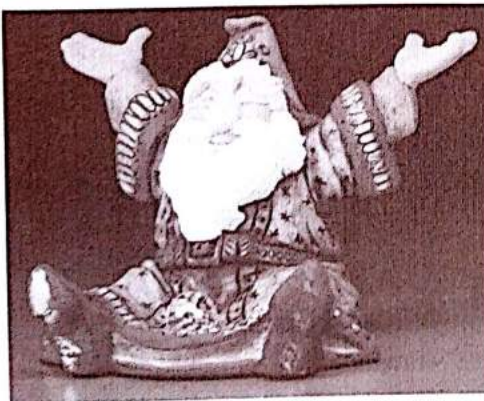
P.S. The #9003 Stoope waterball has retired as well. #9006 will be the next to go.



1021 Lg. Moplos



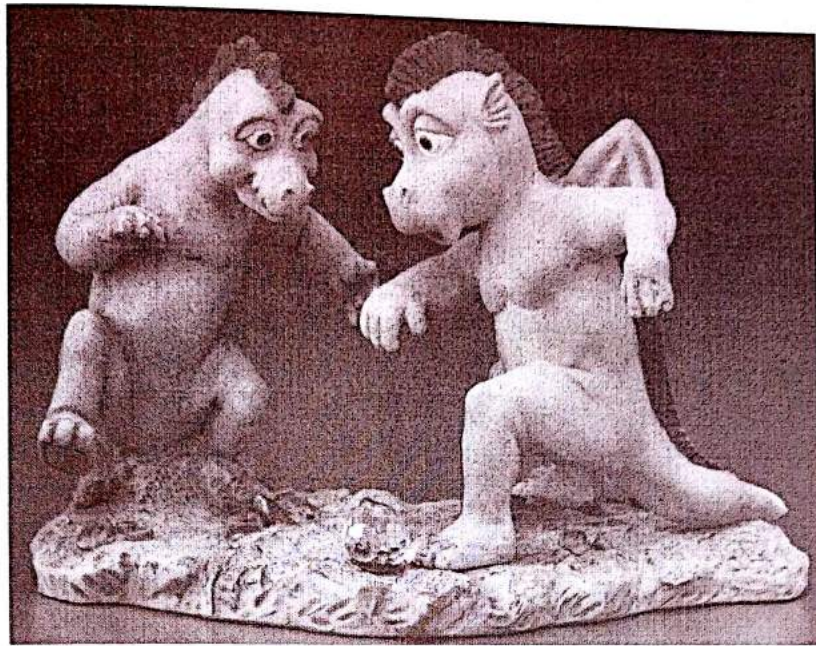
2502 Sm. Tulan



1901 Haapf



1201 Lg. Myzer



#502 Dragon's Play

New Members WELCOME!!

Just a brief explanation of how the Krystonia Collector's Club operates. Once we receive your annual fee you are assigned a membership number and are sent your first newsletter. Over the next year you will receive these newsletters quarterly. Each will provide you with information that we feel Krystonia collectors would like to know, including pictures and information on our newest figurines as well as news on the latest retired figurines. Each issue a different Krystonian writes the introduction to the newsletter. This is a hotly contested area as each character cannot wait for his opportunity to get their moment in the limelight.

As a member you also receive a free gift. These gifts are made for club members only and will never be sold in stores. The gift changes with each new membership year. The certificate you receive when joining the club this year is for 'Dragon's Play'. This piece can only be purchased by taking your redemption card to your local Krystonia dealer and having them order it for you. Once your special piece has arrived they will contact you.

REMINDER: All members with a first year 'Pultzr' redemption card must redeem it through a Krystonia dealer by August 1, 1991 to be able to purchase it. It is always hard to guess what will happen with a figurines value but from all indications it seems that Pultzr will be one of our most sought after pieces.

Q: How can you tell when a Krystonian is tired?

A: When they're a dragon.

From the Factory:

As I looked across at the eager faces it was hard to pinpoint who would be the best of the crop. Each person had a brush and several different colours lined up in some particular fashion in front of them. We then took a piece of whiteware (an unpainted figurine) of N'Borg on Throne and put it in front of each prospective painter. We gave an instruction sheet to test their raw talent, and then let them go at it. As you can imagine, this can bring some humorous results!

We had green, yellow and blue N'Borgs. We had polka-dotted thrones. We had multi-color fangs. One inventive painter did N'Borg's finger and toe-nails in neon pink. The faces took the brunt of the punishment, however. At last, the final student stood up to show his piece. Never had such a funny paint job been done on a figurine. Even I lost my composure. Poor N'Borg had google-eyes and a purple moustache with a swath of swamp green hair. Everyone was rolling on the floor laughing when the doors burst open and an icy breeze swept through the room. You could see the fear in the eyes of the painters as N'Borg walked into the room.

"So, you find HUMOR in this?," he roared. He grabbed the young painter by the collar. "Let me remind you that in certain situations there is no room for humor, and this is one of them," he hissed.

With that, he turned and left. I don't know what happened to that young painter as I never saw him again. There is a rumor however, that there is a Snord with some small artistic ability living in the Krak that now works for N'Borg.



#1093 Lg. N'Borg