

# The Phargol-Horn

Volume 25

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Greetings, good health and felicitations to all Krystonian friends old and new from all the spellcasters and myself in particular, Rueggan.

There, now, that should be as polite and civilized an opening to a newsletter as even Turfen could wish for! It seems he thought the opening to my last offering (volume two, for those who can remember) was a bit discourteous for a professional spellcaster. Anyway, those of you who read it know what I really think, and those who haven't won't care. So, without wasting any more time with waffle, let's get straight down to my subject for this edition – flight.

The birds can do it, some dragons can do it, so I know it must be possible. Ever since I was too young to grow a beard (which must be some two hundred or so season cycles, I guess), I've watched birds and dragons and thought to myself, 'one day, Rueggan, you'll be able to do that,' and, despite some near-terminal failures, I have never lost the belief.

My very first attempt involved trying to copy the birds directly. I spent the best part of two whole seasons collecting old feathers and then another three sticking them carefully onto a pair of light wooden frames. They looked quite impressive and I attracted quite a crowd for my first takeoff. Needless to say, it was a complete disaster. Not only did I fail to actually leave the ground, I tripped over my wings and fell so hard that I had to spend another season with both arms and a leg in splints. Still, science is like that: long periods of hard work, failure and disappointment punctuated with small breakthroughs that keep the hope alive and the mind searching for answers.

My second attempt, although more successful in some aspects, was less so in others. I had realized that running and flapping were no use. I had also come to the conclusion that feathers were not absolutely essential – after all, how many dragons have feathers? On this occasion I constructed a single fixed wing beneath which a light harness was slung. The impetus to launch me skyward was to be provided by two large saplings, one to each side, bent back and secured by wooden pins driven into the ground. Again, the crowd which assembled was a sizable one.

Well, the pins were released, I was launched upwards and, I must say, for a short time really did believe it was going to work. For a few moments, I tell you, I was actually flying! I know it! For a few moments more I was nose diving downwards. Then for several hours I was stuck at the top of what must be one of the tallest trees in the Valley of Wendlock until a winged dragon was called to my rescue.

For a while after that, I forgot about my dream and concentrated upon the more earth bound and practical inventions whose success led to my fame and whose spectacular failures led to my being given a workshop of my own, by the Council of Wizards on the grounds of health and safety within The Obelisk. And so I busied myself with perfecting food processors, heating systems, battle catapults and agricultural machinery until, one day, a chance observation rekindled my interest.

I remember calling to see Grunch very early one morning – so early, in fact, that he was still sleeping when I walked into his cavern. Now those of you familiar with Krystonia will know that Grunch is one of the grumblypeg variety of dragonkind, and that grumblypegs do not fly. This is true. But they can float...

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There, before my eyes, Grunch was sound asleep, gently rising and falling in time to his snores above the cavern floor. I was so taken aback that I had to crawl beneath him just to convince myself that what I was seeing was real! This was a mistake. He chose that exact moment to wake and come back to earth with a thump.

After I had recovered my breath and convinced Grunch that I really was not trying to sneak a look at his confidential transportation contracts, I told him what I had seen. He did not seem in the least surprised and – rather unusual for him – patiently explained that it was quite common for sleeping grumblypegs to rise off the ground. It was the heat of the internal boiler that did it. Under normal circumstances a small, barely perceptible flap at the base of the neck releases excess boiler pressure and stops the grumblypeg from exploding. Sometimes, when in sleep, the neck may be held in such a way that it temporarily occludes this opening with the result that the dragon becomes over filled with superheated air, making it rise from the ground. After a while, the usual tossing and turning associated with dreaming righted the situation quite naturally. Furthermore, he told me that it was the ability of the winged dragons to control this pressure release valve (something no grumblypeg could do) that helped them maintain altitude over long flights with minimal effort.

Those of you who have read the second Krystonian book will know how I adopted this idea to construct a balloon from sailcloth during the battle with N'Tormet's galley. It might have seemed that this was pure inspiration but, I can now confess, the idea had been in my mind for some time prior to that day.

This was a great leap forward and I was soon modifying and refining upon this basic design with some success. Unfortunately, there were still two problems to overcome before I could claim to fly rather than simply float along at the whim of the wind. Firstly, superheating the air beneath the balloon required vast amounts of krystal power and led to my using up an entire season's allowance within two days and earned me a severe reprimand (nothing new in that, I have to say) when Turfen discovered that I had been borrowing heavily from The Obelisk's reserves. Secondly, as I have mentioned, I could not control the direction in which I traveled once aloft. This almost led to my end when, having been blown rather further than usual, I happened to float over Carin Tor. Crunch had me shot down as an Unidentified Floating Object invading restricting air space. I suspect he knew all along what it was but thought he'd teach me a lesson and put an end to any competition for transport customers at the same time.

But I will not be denied my dream, I have already been developing a burner system for heating the air which, apart from one or two minor explosions at the beginning, is showing real promise. I have also sketched out a sequence of gears and cogs that I can crank by pedal power and turn a wooden propeller. If I can just figure out a method of attaching this to the balloon I really do believe that I shall never again have to pay the exorbitant prices Grunch charges for winged transport. Ironic really, considering he gave me the idea in the first place.

We'll, that's as much as I have time for now. I'm off to see Tulan regarding a very important mission which, no doubt, readers of the Krystonian books will be hearing of in the future. Until then, I bid you all a fond farewell. May all your dreams come true...eventually.



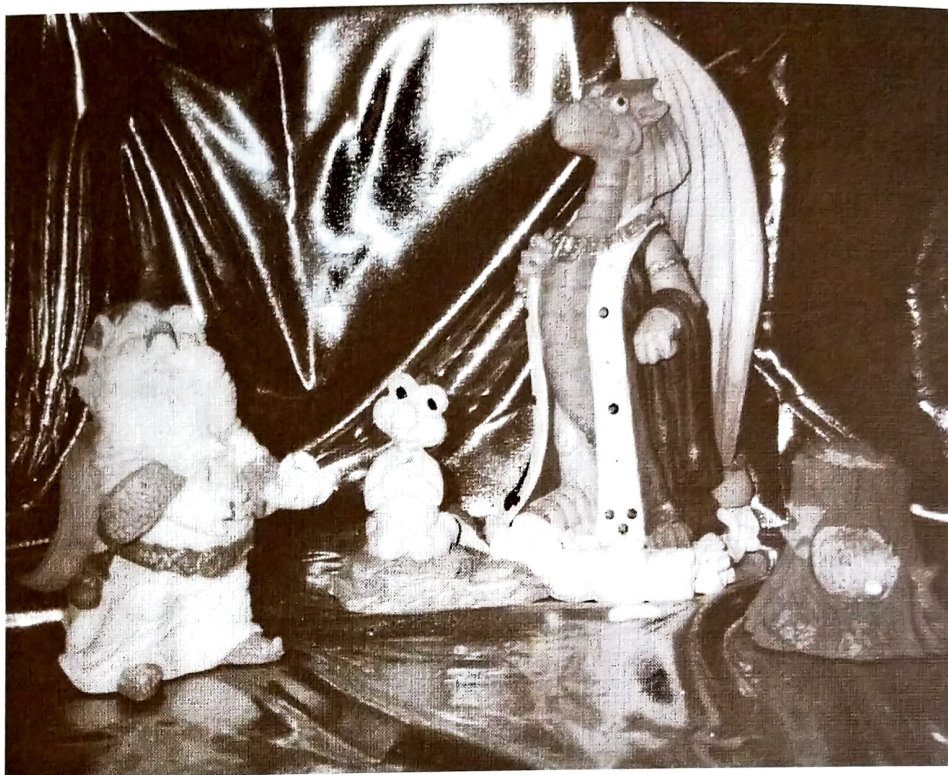


## Escublar, Shepf and Cuda Tree

This year retirements will be announced in three phases. They will be winter, which will be now, spring during the Long Beach Show, and Summer at the Rosemont Collectibles Expo. Barring any surprises all retirements will be announced during those times.

Escublar is the first retirement. This royal dragon, posed with Shadra, daydreaming what he must have looked like, has been a very popular figurine. Shepf will have ample time to fluff his beard in the wind as he also retires.

The Cuda Tree was the first place Muffler and Pompon put their crystals, where will the next place be? Only they know but it shouldn't be long before they show us. These three figurines are the first group of retirements for 1997. Supplies will be limited so contact your local dealer for availability.



### RECOGNIZE THIS GUY:

On a recent trip to Seattle, I had the pleasure of meeting Bob & Donna Washburn. They are very enthusiastic collectors.

While talking, Donna showed me a very original file of her past Krystonia literature and an amazing picture. In her back yard she has commissioned a large carving of, guess who. All I can say is it never hurts to have a six foot tall wizard watching out for you. Congratulations Bob & Donna.



## ALMOST THERE:

Hold on to your capes, we are starting the 8th year. This year there will only be one redemption figurine. It is titled "Almost There." The free gift is "The Glowing Mashal." Both stand approximately 6" tall. In our continuing theme the two pieces match together to make a scene. In Krystonia there is no electricity but they must still light their dark paths. To do this they place the Glowing Mashal along the route. What is a Glowing Mashal, you ask? They are carefully bundled limbs tied together to form a base. Once secure a deserted (hopefully) birds nest is placed on top. Inside the nest is placed a glowing krystal. This will provide light until it loses its power. Your redemption figurine is "Almost There" and addresses the problem of the krystal losing its brightness. Owhey has jumped on Jumbly's shoulders with the thought of replacing the diminishing krystal with a new one. He struggles reaching for the old krystal. One small problem he seems to be losing height instead of gaining. As Jumbly struggles to support his cohort his knees buckle and it appears he has had enough. Just look at that tongue. One pooped dragon. I hope you have as much fun with these as we did making them.



## LONG BEACH, CALIFORNIA

Once again the World of Krystonia will exhibit at the Long Beach Collectibles Expo on April 19th and 20th.

At the shows we will announce our second group of retirements and preview a very special Krystonia figurine.

We will also be exhibiting at the Rosemont (Chicago) Collectible show in June.

These exhibits are for browsing only but you can join the club and also talk with Krystonia artists.

So, if you are in the area, be sure to stop by.

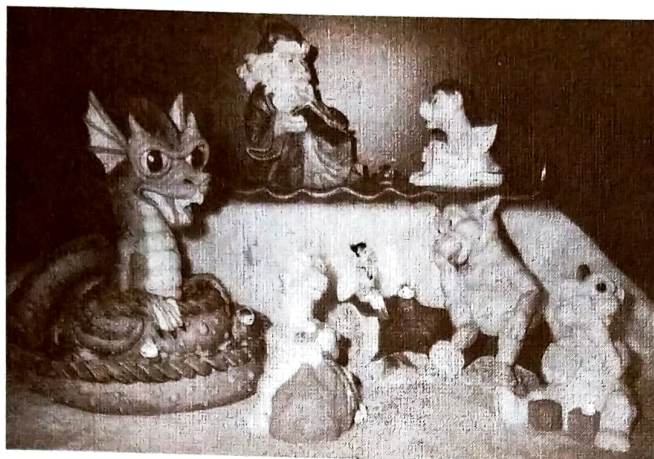
**For more information on location and fee contact  
McRand Inc. at 1-847-295-4444**



## THE BIG SIX

Six exciting new creations will be appearing at your local Krystonia dealers this spring. Although small in number they are large in personality.

As you know last year we did not do a Classic Moment. This years figurine will more than make up for it. Limited to 3,500 "The Storyteller" is truly one of our finest pieces. The sculpting is wonderful. As the carpet rises master wizard Darphon tells Owhey a story of sheer fascination. Owhey is oblivious to being airborne as he leans on each word Darphon reads. This figurine once again reinstates our belief that reading is one of our most valuable tools and one everyone has a right to.



The terrible FlawGrintawd has earned his reputation. No wonder Koozl and

Pooter were so worried about running into him in the Krystonian Adventures book. Plot was the finest of harpists in all of the Shadi-Swampi. In this figurine he plays an enchanting tune for Blimpy. Lost in the music Blimpy will rest on the log for hours.

Remember what you looked like when you were a youngster. That's what we have recaptured with our three dragons. They are Grunchie, Spykester, and Pultz. It appears Spykester has gathered a bag of items from the caves of Carin-Tor. The dragons are always finding odd relics from the ancient people (you do remember Krystonia is a future society not a past). In his bag were some cubes he gave Grunchie. After some thought, Grunchie figured out what they must have been for, to throw and knock birds out of their nests. Pultz did not show up for our picture, but you will see him in your next newsletter. He became very attracted to one of Spykesters items. It



had a square box, and some things to peck on and best of all once a crystal is placed on its top it glowed and made funny noises. He is determined to figure this contraption out. Hope he has better luck than Rueggan did in the Chronicles of Krystonia.



## BUILDING YOUR OWN KRYSTONIA...

Recently we have heard from collectors that they would like some ideas on how to display their figurines at home. Over the years we have encountered some wonderful home displays. Everything from 7 foot mountains of papiermache to valleys of flowing water. Good displays don't have to be overly difficult. Some of the best are fairly simple and not expensive. Here are a couple of ideas that we have used.

Photo one is a display made up of Spanish moss, rocks and white birch. Sort of the natural look. Empty boxes are used for support and to add elevation. White sand can be used for your footing. Cotton is put on the higher elevations to simulate clouds. On this display a little fine glitter sprinkled on the clouds and sand looks great.



In our second picture we have taken boxes and sprayed them with foam insulation. This sort of comes out like shaving cream. The tops are shaved smooth to give a flat surface. Once dry they are spray painted the colors you feel most appropriate for your display. When using materials for displays be sure to follow manufacturers instructions for safety. It's best to have an adult work with children making a display.



But above all, remember one thing, have fun! After all isn't that what collecting is all about. Use your own innovations and ideas, you might come up with something no one has ever done before.

## CANADIAN MEMBERS: IMPORTANT

We have enjoyed servicing you from the states but due to mailing difficulties the club will be moved to our Canadian partners. They will handle all 8th year memberships and will be contacting you shortly. It has been a pleasure dealing with you but this will have much less red tape involved and make deliveries go faster. The new address to contact will be Krystonia Collectors Club, 1250 Terwillegar Ave., Oshawa, Ontario L1J 7A5 Canada – (905) 723-9940). If we can help during the transition, please don't hesitate to contact us.