

The Phargol-Horn

Volume 36

Sweet Herbs

Where was Wodema? She was nowhere to be found. It isn't unusual for anyone in Krystonia to wander off but Wodema would have left word as to where she could be found. There was one occurrence where Haaph came up missing for quite some time. As it turned out he had fallen victim to his own doings. While trying to conjure an environmental incantation, he had turned himself into a berry tree. For days he watched as everyone searched for him, occasionally stopping to pick his delicious fruit. After the spell ended, Haaph stormed off complaining how much it hurt each time someone went by and plucked a berry. Comparing Haaph to Wodema isn't really fair. Their way of life is moons apart. One thing that concerned many about Wodema's disappearance was that so many rely on her for cures and herb treatments.

"This is not at all like her," remarked Rueggan.

"You are quite right," answered Turfen. "She knows how important she is, especially for the elderly. I have never known her to be gone so long without telling someone."

"We must respect her privacy to take time for herself." Sheph commented. At that point they agreed that if she did not show up in a few days they would form a search party.

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It all started off as one of her typical journeys to look for new roots and herbs. Wodema found these trips to be very important. The exciting discoveries she found had reaped great benefits. It was on one of these expeditions that she had discovered the hubbabubba root. This root became the only cure for floppy tongue disease, a rare situation caused by overuse of the mouth or simply talking too long. This happened to Hotpot on more than one occasion. Unconcerned for her safety, she would always look for unexplored territory.

On this trip she had decided to head in the direction of Krak N'Borg. She had been advised to be very careful doing this but what better area to have a chance to come across a new herb. The area seemed to have a wealth of new specimens. So she started to pick until she had covered much territory. Her satchel being filled to the brim, it was now time to head home.

Little did she know that in her enthusiasm she had gone farther than she had realized and, worst yet, she was not alone. "Wodema," bellowed a voice from the brush. "It has been a long while since we have met." She turned to the direction of the voice. It was N'Grall. "Not long enough," replied Wodema. "I see some of the wizard's smart attitudes have rubbed off on you," snarled back N'Grall. "Out of my way," she snapped. "I have important things to do."

N'Grall's eyes narrowed but he already knew what he was going to do. He had fallen out of N'Borg's graces and what a wonderful present she would make. It happened when a severe cold

spell hit the Krak. To gain favor with N'Borg, N'Grall offered to blow a light flame above N'Borg's and N'Leila's heads to warm them. All was cozy until a tusk fly flew up N'Grall's nostril. He started to huff and puff, trying to clear the fly. Flames shot in all directions. He gave one last try taking a deep breath and blowing the fly loose. A huge flame filled the air. The fly was gone. Relief at last N'Grall thought, but that thought did not last long. His eyes focused on one very angry couple. N'Borg's hair had been singed at the edges and N'Leila's dress was in cinders around her. Leaving the room rapidly he could hear someone say that the next time N'Grall entered the Krak he had better have a good reason or he would regret the day he hatched.

Wodema was going somewhere but not where she planned. With a large swipe of a wing Wodema was swooped up and, before you could say sweet herbs, she was airborne. Their destination was not a mystery, for in the distance Krak N'Borg came into view. It was not a place she ever wanted to see.

As they landed they were met by a small group of Honji soldiers. They led her to a small dark room where she immediately fell over something. She had made up her mind to go along with whatever they wanted to give her time to plan an escape. Anyway, resistance at this point would be futile. She went to the window and drew back a thin torn curtain. For as far as she could see there was only barren wasteland. Then she turned around to see what she had tripped over on the ground. It seemed to be moving under the heavily soiled blanket. She slowly bent down lifting the cover. It slowly came to a sitting position. Great, it was a snord.

"Welcome, I am your humble servant. My name is Slug and I was just catching a little shuteye waiting for you," said the snord.

Servant, thought Wodema, to do what? Slug went on to explain that N'Grall had told him to make her comfortable as he wanted her to be in good shape when she was presented to N'Borg. He could tell she must be special or she would not have been put in the finest room in the dungeon. Just look at the view. You could even see the hanging tree. After saying his piece Slug made his exit. Being a bit fatigued Wodema cleared the dirt enough to lie on the floor and take a rest.

It proved to be a short nap as she awoke to a rapping at the door. It was Slug. "Please rise, your lucky time has come," said Slug. "You have been granted an audience with N'Borg."

She was led down a long winding hallway lit only by an occasional torch that led to a tall door. Behind it she could hear voices, one being very anxious. That voice was N'Grall's.

N'Grall was pleading for forgiveness and telling of a wonderful present he had brought. A few moments later the door opened and Wodema was told to enter.

N'Borg seemed confused. He rose and walked over to Wodema. After circling her a few times he got extremely close to N'Grall's snout. His eyes were ablaze.

"You brought me an overweight peasant woman, what kind of present is this!" he yelled.

"No master, this is Wodema the herbalist of the Obelisk. She has great knowledge of herbs, roots and more." quivered back N'Grall. "From her we can learn many secrets that the wizards have."

This did grab N'Borg's attention. No one did he dislike more than the wizards. This would indeed be a great prize, but N'Borg was skeptical. He needed to know that this was not a trick by N'Grall to get in his good graces. He would have to see an example of her powers.

N'Borg had suffered from severe head pains for many years. If she was so great with her

potions, surely she would be able to make one that would solve this problem. He pulled a chair in the center of the room and sat down. He told Wodema of his plight.

"I am not sure I can help you, for I am only a poor peasant woman," said Wodema still angry about the overweight peasant comment.

"Oh, that will be a problem for you because I will give you only one attempt or this will be the last place you ever see," said N'Borg bluntly.

"In that case I will need some special ingredients to try," replied Wodema.

She made out a list and handed it to Slug who immediately scurried from the room. Within a few hours he returned. Wodema took the ingredients and asked for a large bowl. Slowly she mixed very precise amounts of each item. It was then boiled over a very hot fire. She asked that almost everyone leave the room. At first N'Borg was leery of her intentions but Wodema assured him that a potion of such power was reserved for only him. After all, why should he share it? Wodema suggested that N'Grall be present to witness the wonderful results.

Wodema asked both of them to move closer to the pot. They were then asked to lower their heads over the pot and take deep breaths. N'Grall did not understand why he should participate. Wodema told him that this way he would never be afflicted by the terrible head pains that N'Borg was. She explained to them that the next step was her incantation. She began:

Herb of magic,
Root of life,
Take this ailment,
Of pain like a knife,
Make it humble,
Not take a toll
Give Wodema,
Complete control.

Both N'Borg and N'Grall turned away from the pot to face Wodema, but it was too late, the spell was already starting to take hold. Their minds were like putty in her hands. Every command she made was instantly executed. Wodema was aware that she could have some real fun getting even with these two but more important was her escape from this terrible place. She turned to N'Borg moved her hand in a circular motion. He began to spin and spin. This would work well, for once the spell wore off he would be so dizzy it would take him quite a while to organize his thoughts. As for N'Grall, now he could be of some use. She climbed upon his back and ordered him to fly her home.

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Meanwhile at the Obelisk Rueggan was beside himself. "We must form a search party now, proclaimed Rueggan.

"Who are we looking for?" came a voice. Rueggan whirled to see Wodema and asked where she had been.

"Oh just testing a sweet herb potion," she said.

Wodema

Two Special Offers

Over the last couple of years we have been running special deals for club members. We have had very good response on these great offers. This summer as a club benefit we will once again make a special offer. We will call this one Klip and Skarf.

Between June 1st and September 1st, if you purchase any three Krystonia figurines, you may purchase a Klip or Skarf figurine for \$30.00 each or both for \$57.50. How do you do this? Send a receipt showing the purchase of three Krystonia figurines and a check for your selections to Krystonia Collectors Club, 125 W. Ellsworth, Ann Arbor, Michigan 48108.



11th Year Club Membership Bonus

We now have Grunch's head for you. We don't actually have Grunch's head for you. I mean how would he think. Of course his thinking is a little different, but we still have his head for you. Maybe I should start over.

Collectors who join for the 11th year will receive an extra bonus. It is a large pin of Grunch's lovely head. You can wear it as a hatpin, tiepin, and lapel pin and on any piece of clothing. This is the first pin ever made by Krystonia. It will only be issued to collector's club members who join for the 11th year. It will be sent to them in the Fall of this year. There is no extra charge for this pin.

Since this is a pin be careful around young children, as there is a pointed end on it. It will be fastened to a card when it arrives and some of you may choose to leave it on the card as part of your collection. Whatever you choose to do with it, do not let it negotiate any of your delivery contracts or the results may be disastrous.

Web Updates

We are pleased that so many of you are visiting the web-site. We will be adding more information and features as we go along. Let's take a few moments to cover how it can be used.

The web address is www.preciousart.com. The reason this name is used is because Precious Art has always been the parent company of Krystonia. We have also used the name Panton International for importing. When the site comes up you will see several names. These names represent some of the lines that we make and distribute. Feel free to view any of our lines. You will not need to log on currently. To view the Krystonia line just click on the word Krystonia. It will start showing you pictures of what is currently available. If a picture has been removed, it is retired and you should check with your dealer for availability. Also look for pieces that are going to be retired. They will be marked as soon as we become aware.

You will view five pictures at a time. After you have seen these you may move to the next group. You can also search for a certain character by typing their name in. Figurines are listed in numerical order and when new editions are ready, will be listed in their appropriate place by style number.

A great feature is the site never closes. 24 hours a day, seven days a week you can go in. To view information on the club just click on Krystonia Club. Remember, this is just the start and new features are on the way.



E-Mail

Some of you have had trouble trying to e-mail us. Our new buildings are not ready and we have moved to a temporary location for a few months. We have found that some of the e-mails have not come through. We hope to remedy this situation soon. So, don't give up sending to krystoniacub@msn.com. We are waiting to hear from you.

Extra Crystal

Numerous calls have come in for crystal to spread among your figurines. We have been able to obtain a small amount of multi-colored crystal pieces. We will offer these to club members while we have availability. The cost is \$10.00 per bag with only two bags per person. If you wish to receive a crystal bag please mail \$10.00 to the Krystonia Collector's Club.

Retirements

In the last newsletter we announced retirements. They were 3711 Snord, 3901 Muffler, 3907 Oops, 3926 Off We Go, 3954 Challon, and 1116 The Encounter. We missed one, 706 Myzer's Barrel. There is very little stock left in this style and we would recommend you move quickly if you want this piece.

Battle for Krystonia!

One of the Fall releases will be Battle for Krystonia. It will be limited to 1500 pieces. Battle for Krystonia will be the third issue in the Timeless Treasures series. This series replaces the Classic Moments series of which The Encounter was the final release.

Battle for Krystonia tells an epic story of one of Krystonia's struggles of good versus evil. As you may remember from the books, the terrible Waldurgan and the great Escublar battled for many years. This went on until Waldurgan was finally driven from Krystonia, but not before he left behind scorched lands wherever he went. This figurine shows one of their many encounters.

Waldurgan has sprung from behind his hiding place catching Escublar off guard. Escublar scrambles to catch his balance as a bolt of fire from his adversary is directed at him. With a quick reaction Escublar returns one of his own. They meet in mid-flight. Who will win this particular battle? Maybe you would like to imagine your own ending!

