

# The Phargol-Horn

Volume 44

## Windmills of His Mind

It is so peaceful here. At the very least a gentle breeze is always blowing through the trees. The scenery is breathtaking. The hills are naturally staggered at different levels making the wind react in varying directions often creating dramatic swirling motions.

A variety of strange looking contraptions dot the landscape. You would think they had no purpose by their looks. Sitting in the middle of one group of trees is a wooden pole with a wooden stick attached making a cross. A rope from the center of the cross is tied to a tree. At the end of the stick, buckets are attached and as the wind enters one bucket the other swings around. The more they swing the more the rope twists. As the rope tightens the buckets at some point can no longer move. By checking the knots in the rope Shepf can measure the winds velocity.

In another area two trees have a long piece of twine tied between them. Hanging from the rope is many brightly colored ribbons of varying lengths. At the end of each ribbon a rock has been secured. As the wind blows the ribbons flow in many different directions. They intertwine as well as flow freely creating a multitude of colors. I thought that this was another scientific experiment. I was surprised to find out that I was wrong. Not that I should have been so surprised since in Krystonia things are often not as they seem. Shepf just finds it very relaxing to watch the colors and movement as the ribbons dance against the wind.

There are some items that you can not miss when approaching the area. They are Shepf's pride and joy, his windmills.

There are at least a dozen of them and although they resemble one another they do not necessarily look alike. They have been built over a long period of time. The wood used to construct each windmill is quite different. Some are very smooth and you can run your hand up and down without the concern of even the possibility of a splinter. Others would make you feel like a pincushion after only a brief touch. The craftsmanship makes it obvious that each windmill had a different maker. Some were done with great care; some were even made by wind wizards held in great esteem.

Touch is only one difference. The construction woods range from beautiful grains to knurled and knotted poles. Most have been in need of repair from time to time. Those show several different woods often tied together. Although they are not the best looking they seem to have the most personality.

Shepf is a master wizard of the environmental sciences. Most simply call him a wind wizard. He is very revered and has great expertise in this area. Master wizard Shoof and Shepf studied together under the greatest weather wizard of all, Shandook.

Shepf's powers are invaluable when all goes well. As Wodema will attest her herb garden never goes without much needed rain. As wonderful as these powers are, if used carelessly there can be terrible consequences. Just the wrong verse accidentally recited can make a snow shower a blizzard or a cooling wind a tornado.

Being a good distance away from most of Krystonia Shepf very seldom receives drop in or unexpected visitors. He is not considered to be a recluse but definitely is very comfortable being alone.

The thought is that too many visitors might spoil his beautiful surroundings. Once he created a map for Haapf, who had invited himself for a visit. It led him directly to Kephren's tree house that is located nowhere near Shepf's habitat.

One visitor who did arrive uninvited caused quite a stir. His name is Cardiz and he is a young dragon from Carin Tor. As can be the case with any small dragon he is full of fun.

Fear is not a fully developed emotion and Cradiz loves to climb the trees around Carin Tor. When he saw the tall windmills he could not resist. He slowly inched his way to the top. Sliding his body across one of the blades he found a comfortable seat. Being so light the blade hardly moved.

Shepf is known to have a calm demeanor but just the thought of damaging one of his precious windmills was enough to raise his blood pressure. He was so angry he immediately began to yell for Cardiz to come down.

"Get down", "move your little tail", and "off I say" were among a barrage of exclamations directed towards Cardiz. Nothing seemed to work. He cupped his hand around his mouth thinking that the dragon could not hear him. Cardiz either could not hear him or chose not to. I believe the latter is true. Cardiz was perfectly happy where he was sitting.

Shepf realized the only way to get the dragon down was to go up after him. He hoisted a rope over the center wheel and prepared himself to climb up. This was not a thought that Shepf relished, as he was not one who enjoyed high places. When he was a young apprentice he was caught in a weather spell that went wrong. The wind blew so hard it lifted him off the ground and deposited him in a tall tree. It was several days before he was spotted and flew down on Groosh's wings.

The day was coming to a close as Shepf set at the base of the windmill building enough courage to climb up and bring his unwanted visitor down. Suddenly he felt two small paws on his head, then his stomach and his legs. As he straightened his hat he saw the back of Cardiz as he walked away. Apparently it was getting late and time to go home. It seems given enough time many problems find their own solution.

Kephren

## The Dragon Explosion

When speaking of Krystonia you must address the dragons sooner rather than later. This is due to what is considered proper and the fact that they will drive me nuts if I do not.

Being part of the same species you would think that they would be quite a bit alike. This is hardly the case. Some have wings others are wingless. Certain ones have lovely dispositions while others you can hardly stand to be around. Their numbers are numerous but for now I will only address the ones that you first met in 1987.

How appropriate is Stoope the name for a dragon, in one case very. It is not insulting but does speak volumes about our character. It says as much about his desire to reach out as it does about his feeling of being mystified about many things around him. His proper name may have been Stoopified but since he is known by Stoope and Stoope most would not know whom you were speaking of. His heart is golden and his wishes well. He does however tend to get himself in some rather odd predicaments without knowing how to get out. Wanting to be a great magician is his biggest dream. I do not know if it will ever be realized. He just seems stupefied that things can be so difficult.

Spyke is full of energy. His release for all this high octane is his music. He calls it rapametal colismo. Others call it outrageous. It has no steady rhythm or beat. For that matters neither does Spyke. He is truly a free spirit.

His expertise is on the strummer but to hear him speak there is no instrument that he can not master. Be it the bongers or the pokers there is no hesitancy to jump right in. Often in the middle of the night Carin Tor will be rocked by what many think is lightning. Others realize it is Spyke creating a new song.

He has been honored by the Society of Musical Pleasures of which he is president and its only inductee.

No one can be harder to get along with than Grunch. Many of us are born with certain traits. Others can be learned. In Grunch's case it is a bit of booth.

His disposition is terrible and there is always someone to blame for it. He says if Graffyn wasn't always trying to take advantage of him he wouldn't be so grumpy. I beg to differ.

If you said to Grunch “do you think it will rain” he will say back, “of course it will”. If given a present he will always wonder why. He always seems to have two clouds above his head and both are dark and have thunderbolts coming from them. You have heard of someone who looks at life from the perspective that a glass is half-empty instead of being half full. In Grunch’s case the glass is not only half-empty but has also fallen over, fell in the floor and broken. But for all his ranting we still find a fond place in our heart for him. After all he’s just old Grumblypeg Grunch.

If you like rainbows, Owhey is your dragon. Sweet, sincere, caring is but a few ways he can be described. His heart though small in size can carry a very large load, all of it good. He loves to play and his friends are numerous. Being a bit naive does leave him open to practical jokes. His love of simple things makes you realize that so much beauty is overlooked in haste.

Learning to fly is one of his quests and he is dogged in his efforts. If you look for the gift of wonder Owhey has found it.

As you are aware there are many dragons that inhabit Carin Tor and these are but a few. Later we will discuss many of your favorites.



**Next newsletter: Who are these guys?**

## Picture, picture and more pictures

Your color flyer showing the spring/summer introductions is enclosed. If you loved them in black and white you will go crazy over them now. They are positioned to show how a school day unfolds in Krystonia. Can you imagine a day at the dragon Academy? You will have to use your imagination.

Sit back, close your eyes and picture a large wooden structure. Inside are a variety of objects. Most are yet to have an understood purpose. There are not very many desks as the occupants have an extremely hard time staying in one place. I like to call it organized chaos. With this in mind look at your flyer and see how the new creations fit in.

## Last Call for Come to Me

If you are still holding on to your redemption certificate for **Come to Me** it is time to send it in. You don't want "**I'm here**" to have no one to greet her.

If you have lost your certificate contact us so we can replace it.

If your dealer is no longer available contact us so we can help you get your figurine.

Don't break up the pair

"Come to me"

and "I'm here"

were made for each other.



## Future Web-site

Work has begun on the new web-site and the old one is currently inactive. Our desire is that once completed it will be more fun. It will be much more Krystonia like. Being a constant work in progress there will be surprises just around the corner.

Stay tuned for updates.

## The Peace Offering

(Club members and special event figurine)

We have been trying to come up with some special things to do for our anniversary, something out of the ordinary. How about a figurine that can be bought by club members or purchased at special events? That would be the only way anyone could purchase this figurine. This will make it a very special edition. A great figurine has been created for this purpose. It is called The Peace Offering.

There are seven different characters involved in the figurine. Four are good Turfen, Rueggan, Shepf and Kephren. Three are not so good or downright bad at times. They are N'Borg, N'Chakk and N'Grall. It is the most characters we have ever had on one figurine. You may wonder how this mix came about. Let me explain it all to you.

An idea has been crafted at Krak N'Borg. N'Chakk has devised the most diabolical of plans with the hope of pleasing his master. He can hardly control his excitement as he goes to work. This time he is sure that the forces of evil will be able to take over the Obelisk.

Knowing that everyone loves to be flattered he has sculpted a beautiful totem pole depicting the wizards heads. Although he dreams of putting their real heads in this order this will do for now.

It will be presented to the wizards as a peace offering. There is only one condition he will ask for. That it is to be placed inside the Obelisk in a prominent place. To show their sincerity he has even convinced N'Grall and N'Borg to help him present it to the wizards.

Not all will be at it seems. The totem pole is hollow and inside is a very cramped legion of snords who will spring out and attack once in the Obelisk. They will once and for all show the wizards who rules Kristonia. It is such a great plan.

As happens so many time's things do not always go as planned. While the idea seems very good the execution has a major flaw. The snords entered the totem pole by entering through a hole under Rueggan's beard. Then the bottom was added. I ask you how do the snords get out? There is no opening as it has been sealed.

As for the snords, they will be perfectly content to wait for someone to let them out or eat their way through from the inside. Snords also have been known to sleep for very prolonged periods of time.

The Peace Offering will be available at Krystonia events and/or by using your redemption certificate. The redemption certificate is enclosed with this newsletter.

Enjoy this great special edition!