

# The Phargol-Horn

Volume 45

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## Hidden Treasures (the sport shack)

What strange creatures the Ancients must have been. I do not know how they could have existed. Try as I may it is impossible to make heads or dragon tails out of many of the objects they left behind.

The magic boxes must have had some important purpose since we often find so many of them. At least they spring to life once a crystal is placed on top. They flash, make noise but the messages seem so simple that appear. Open windows, close windows and who doesn't know how to get on a log. Whatever an internet is, it must have not caught on.

I must admit I do find some of the items interesting. Just recently a new cave was discovered in the most surprising of places, right in the middle of Carin-Tor. To be found in such a heavily traveled area was odd indeed. It was come upon by a group of young dragons playing a game called find me. One went to hide behind a rock formation while another dove in front. As he pushed to get closer and closer he disappeared. He had fallen into a hole. A torch was passed down to him so he could see his way out. As the tunnel illuminated he realized the cave was full of items never seen before.

Whenever artifacts are found that were left behind by the Ancients precise steps must be taken. Nothing can be removed until the Department of Ancient Remains is notified. They in turn send out a representative to catalog and remove one sample of each item for research purposes. In this case the head of the department, Metasopolis came. There was only one way to do this job right. He owned the book, as a matter of fact he wrote the book. I mean he really did write the book.

When a new find is located word spreads like wildfire. It becomes quite a festive affair. Everyone has to see what is found. Campsites are set up and food is prepared. Games are played and music fills the air. Many will stop what they are doing right in the middle of a project. A good example of this is the trolls. They have been known to leave bridges half finished. Sometimes a passerby will find themselves taking a dip without any warning.

Just being at a discovery gives you the right to make up tall tales about what was found. Many an untruth has been associated with an excavation. One that comes to mind is of a magic lantern that was discovered. A strange character comes out once the lantern is rubbed. He then grants three wishes for freeing him. Have you ever heard of a more far flung story than this before?

It is tradition that whoever finds a discovery has the right to all excess items. Unfortunately they must also help excavate it. A cart is brought to put the samples in. Zanzibar crawled into the cave and started handing them up to Jumbly. Metasopolis records each item and then his assistant places it in the cart. Once a sample of each is removed the cart is hauled to the Obelisk.

The items were new to Metasopolis. The composition and materials used were varied. There was string, wood and hard molded material. They came in many shapes and colors. A large quantity of reading material was also found. An abundance of clothing hung on poles. Many were related to the objects in the cave as there were pictures that showed the items together. The last item placed on the cart was a broken board that on one part said sport and the other shack. He took this with a strong feeling that it might hold the key to what this hidden area might represent.

The young dragons were thrilled. Once Metasopolis left they grabbed whatever caught their fancy. Then they would go through the papers and match them to the items to find out all they could. This took quite a while since there were many more papers than items.

A large amount of the booklets were of a thin parchment and could be easily torn. Inside were very detailed drawings and writing in circles. The colors were very bold and the stories ranged from fast pace to comical. The characters pictured inside had no resemblance to anyone seen before and often changed form. Supermen, hulks, spiders and bats seemed to spring out of nowhere. Gabby found this all quite fascinating. Could this be a gateway to learning of the Ancients? Maybe these are history lessons. He pulled a stack beside him and resting on a rock began to read.

As I said the items went over big time. Even Triumph got into the act. He grabbed a board with wheels and started tooling around. The sticks and balls were very popular. They came in all shapes and forms. By finding the right papers the dragons were sure that they would master these items.

One slightly disturbing consequence of the items being found by the young dragons was all the noise. They seemed to be yelling continually. He scores, fore and what sounded like ahha, echoed everywhere. The ahha dragons stood in lines and made fluid movements that reminded you of the creatures from the forbidden lands.

At the end of an excavation there is always broken and unwanted items. This is when the scavengers move in with their wagons pulled by furry trogs. You could hear them coming by the clanging of things hung from their beast. If you didn't hear them, the odor would definitely alert you they were close by. Nothing was left when they got through. They were sure that at a later date someone would need what they had and they would pay handsomely. It wasn't beyond them to sneak a few items that were lying about that were not part of the dig so you had to watch very carefully. This ragged group was not one many liked to gaze upon but they did serve a purpose.

As the twin moons arrived all looks as if nothing had taken place. The villagers return to their homes, the finds are gone and all that is left is a desire to be the next to locate more of the Ancient's remains.

## Kephren

## The new characters are here.

By the time you receive this newsletter your dealers should have the new figurines on their store shelf. As you gather from the opening story the dragons have stumbled across some of our sports equipment. They are apt to find anything and they do. Here is a little more insight.

**=WC4      Hidden Treasures**

This is the center piece of this falls figurines. It shows a new cave has been found. This is always an exciting time for everyone as the Ancient's remains are uncovered. As one dragon hauls things out others, including Triumph can't wait to grab them. Notice the broken sign. This tells you what they have stumbled across.

**=3990      Off I Say**

Sheph is deeply distressed as an unexpected visitor is found perched on one of his precious windmills. If it is damaged his mild manner may take another turn.

**=3991      Where'd It Go**

This can't be difficult. All you have to do is hit this crystal. As I wind up and swing as hard as I can it will fly very far. What happened?

**=3992      He Scores**

A hockey puck and stick has attracted this youngster. After reading the booklet found with it, he often screams "he scores" and now refers to himself the great Greetzzy.

**=3993      Martial Arts #101**

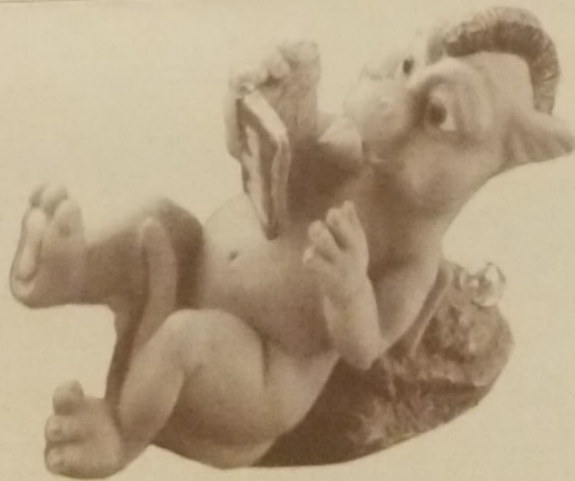
The fluid motion makes me feel very relaxed. The outfit is very cool. Now if I can just get people to quit getting mad when I yell.

**=3994      Comic Delight**

These books are great. I could read them over and over and probably will. It may open a window into who the Ancients were.

**=766/767      Simple Pleasures and Oh Well**

This year's ornaments are getting in on the act. If everyone else got something from the excavation why not them.

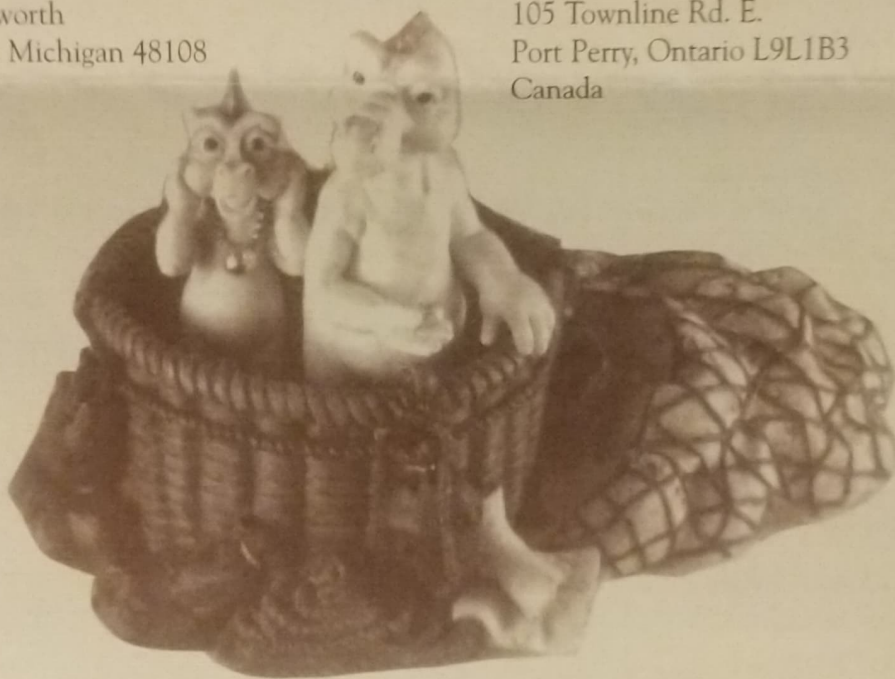


## Have you renewed your membership?

Isn't the redemption figurine Up and Away one of the best ever? The deflated balloon will match the dragon's feelings if they can't get flying. They are eager to take to the skies. You'll be flying high also once you place Gee Wizards in the balloon. If we haven't heard from you send your dues in today and get Gee Wizards.

U.S dues are \$30.00  
Krystonia Collector's Club  
125 W. Ellsworth  
Ann Arbor, Michigan 48108  
U.S.A.

Canadian dues are \$45.00  
Krystonia Collectors  
105 Townline Rd. E.  
Port Perry, Ontario L9L1B3  
Canada



## Old fashion coloring contest!!!!

Remember when you were in kindergarten. Some of you still feel that way. I know I do sometimes. I think it's time to revert back to those days. When I create a new character there is a process of discussions and drawings. Many drawings go through several revisions. There are many different thoughts that go into the final choice of what the figurine will look like.

I am going to share one of these drawings with you. Your job is to paint it any way you want using any type of materials. None of this outside the lines stuff.

Enclosed is the picture now go for it. When you are done mail it to your club headquarters in the U.S. or Canada, club addresses are above, depending on where you live? A picture will be chosen and there will be one prize awarded from each club. So what are you waiting for? Choose a coloring utensil of some sort and start your masterpiece.

Good Luck