

# The Phargol-Horn

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## The Literacy Project (An Unexpected Turn) (Part Seven)

In most cases, there would be a lot of discussion as to what to do with a stowaway. Often the punishment was severe. The only time Sal had been involved with a stowaway he was on a sea trip with Toulan. It was a Mugrah named Skarf. After being caught, Skarf was tied to the mast and left to hang by his arms in the stiff winds. It did no good as far as teaching him a lesson. Skarf only became more of a problem and now stalks travelers and tries to steal their goods.

This time there was more surprise than anger. The first option that came to mind was to land and let their extra passenger off. This would allow for less drag on the carpet and an increase in speed. But you only had to take one look at Poffles and you knew that he could never survive in unfamiliar territory.

There was also no time to spare now that N'Borg knew that others had become aware of the captives existence. Sal's started thinking about how to turn what was first considered a liability into an asset.

Poffles is well known as a mischief maker. This is not considered by most as a positive trait. However what could possibly be advantageous to the travelers was how he often accomplished this feat, by having the power to become invisible. This power had got him out of many a touchy situation. It probably also caused him to end up in some of those same situations. When you have a power that helps you feel safe about getting away with something that you shouldn't you may tend to push the envelope too far. With Poffles this was often a factor. This was very much the case when he and Triumph were almost "Caught At Last" when trying to steal N'Chakk's crystal. If not for his invisibility power, he would be someone who would know a lot about Krak N'Borg. Mainly about its dungeons.

Sal had witnessed a case years ago where someone being over confident had caused himself big problems. This happened when he attended his first wizard's conference.

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Everyone in attendance at the conference was there to request an apprenticeship. Most attendees had dabbled in an area that they felt best suited their interest. As such a few felt their skills were much more advanced than they really were. Some individual's excessive cockiness made them stand out even more. One of these was a youngster known as Haapf.

Haapf wasted no time in telling everyone of his great spell casting abilities. He boasted how he could levitate any size item. He even spoke of being able to rip trees from the ground, lift buildings from their foundations and make rivers run in the opposite direction of their natural current. With all his bragging, he started to develop a bit of a following among the other apprentice hopefuls.

He even proclaimed himself the next "Wizard of Wonder". This is a title that had never been heard before or since his proclamation. As is often the case, his boisterous rants were being observed by others he was not aware of. Master Wizard Telfor was one of these individuals.

On the first day of the conference the applicants were left on their own. They assumed this was so they could become acquainted with the other participants and their skills. In reality, it was so they could be observed by the wizards.

The second day started with all the applicants being instructed to form a line. Telfor then chose a supposed random number. He counted off to number fourteen. That number belonged to Haapf. Haapf was surprised - Telfor was not.

He instructed Haapf to come forward. Telfor asked Haapf what he considered his specialty. Haapf boldly barked out, "everything". This was a reply designed for the other applicants to hear and to further enhance his self-built reputation. Telfor smiled, but it was not a happy smile.

Telfor looked about and spotted a boulder. He pointed to it. Someone of such competence should surely be able to move such an item. He instructed Haapf to move it only twenty feet to the other side of a straw cart. Haapf chuckled as he thought of how easy this would be. Telfor knew better. Telfor had changed the content of this boulder. It was now made up of lead.

Haapf locked his eyes on the boulder and chanted a few words and slightly waved his hands. To his surprise, nothing happened. He straightened his arms and repeated the words. The boulder rose up about six inches and fell back to the ground. You could see Haapf was becoming frustrated. Once again he repeated the words and this time waved his arms frantically.

The boulder flew wildly up into the air, carried about ten feet and landed on the cart, tossing the straw in every direction while crushing the cart flat. Haapf turned red with embarrassment. He offered excuse after excuse. The air was too heavy, his arm was sore, he slurred one of his charm words were just a few of them. After a short while, Telfor raised his hand. Telfor's smile reappeared as he told Haapf this was not to be his year to receive an apprenticeship. Usually the wizards wanted to see the applicants do well. This one needed to learn more than how to cast a spell or mix a potion. He needed to learn that being a wizard involved more than just casting a spell. (Haapf would return the following year with a different attitude and in the future rise to become a respected member of the Wizard's Council.)

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It didn't take Sal long to figure a way that Poffles could possibly be of use. Someone being able to enter the Krak unseen could relay valuable information. But that would be only part of the plan. In the great haste that the trip was put together, a detailed plan was lacking. Most of this was due to the lack of real information about the Krak. N'Borg's fortress was not an area that many had even been close to. This is, of course, was unless you were under his control. They were also unaware that the creature who had given them so much information was no longer going to be able to be of any help. Sal still caught himself scanning the sky for his presence. He was aware of something else that he would encounter in the sky and he wasn't looking forward to that. It would be the evil N'Grall's flying attack dragons.

The Krak N'Borg is patrolled in the air by N'Grall's flying dragons. Even if they are your enemy you still have to give them credit. They are an elite squad when it comes to flying in precision. It is a thing of beauty. The circles, the dives, the rolls, are each done to a point where you would swear they were executed by a well-oiled machine. Their shortcoming was in their size and fire breathing. Luckily N'Grall had only been able to recruit a few dragons to his cause. Most of these dragons left Carin Tor because of their disdain for education. They felt they did not need to waste time with such nonsense. As far as their lack of fire power, this was linked to their habit of consuming a certain herb. This herb when on fire and breathed in gave a short burst of energy. As it faded more was needed. This led them to use more and more and had a negative effect on the dragon's capacity to breathe deeply. Sometimes in mid-air you would hear them start coughing and more than one had fallen to their death. N'Grall did not even attempt to save them. His regard was for himself and he cared little for others safety. He fit perfectly into the N'Borg way of ruling.

Most of the grounds inside and out are guarded by the Honji. These soldiers are fierce competitors. The rumors of them practicing by battling each other to the death are true. Their leader is N'Tormet. Not a bright individual, but a very loyal one. You could not question his strength. His muscular arms could crush any enemy in a moment. Without N'Borg's support he would be only a lowly soldier, as a commander he enjoyed all the perks of his title. A larger bed, two meals a day, and sleeping under a bigger tree were the major perks. These, to most, do not seem like great benefits but it gives you some idea of how poorly most under N'Borg's rule are treated.

A bolt of lightening shot across the sky. Sal hoped this was a weather condition. If not they were under attack. They would soon find out.

To be continued.....

*As the 2007/2008 club comes to an end...*

**Steppin Out  
2007/2008 Member's Figurine**

We thought you might enjoy a little insight into how the club gift and redemption figurines were chosen.

Once we made the decision to release, from our archives, a small amount of previously English-made figurines, the next step was what to choose. We have always tried to keep a small amount of each figurine we have ever produced. This has not worked out quite as planned but we were successful to a degree.

Steppin Out was a figurine that originally was designed as an event figurine. That meant that if a collector was not in an area that was having an event they were never able to purchase one. It had a large top hat that symbolized his intentions. The hat is also a great place to change a color to give a figurine a whole different look. This seemed relatively simple but as in many a case it didn't prove to be so. (You could feel N' Borg's presence as if peering over our shoulders.)

When we went to remove the paint on the top hat, it did not want to come off. Several solutions were tried with no positive results. The hat would not paint over either. This left us with one last solution, to scrape the paint off. It worked, but was slow and still resisted our efforts. Some paint just did not want to budge.

Since each piece was to be hand-painted, the hat accepted the paint in different ways. Some hats came out darker; on others the paint stayed thicker and looked more like a thin fur. At first this was frustrating but then we realized that in true Krystonia fashion, each figurine was finishing up slightly different.

So Steppin Out turned into a rare opportunity to give our collectors a very special figurine.

**Off We Go  
2007/2008 Redemption Figurine**

This figurine was very popular. Until its retirement date, it remained highly sought after. It was selected for this reason. We had a very limited amount of this limited edition in our archives. We would like to make you aware of its order status. We have a very small amount of Off We Go available. If you wish to redeem your certificate, we would advise you to please do so soon. If you did not receive your certificate, contact the club at 734-332-8773.