

The Phargol-Horn

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Krystonia Olympiad

Often when I am reading through the ancient scrolls I run across items that I find of great interest. Sometimes I bring them to the Wizards Council attention. If they find it of interest they decide whether to bring it to the full council for discussion. Although this rarely happens there are cases where it has. One such issue was something that I found called the Olympics.

The information on the scrolls was a bit sketchy as these particular ones had sustained much damage. From what I could tell different areas would send persons who had great skill in doing a certain task to try to outdo another from a different place. Whoever won the contest would be awarded a medal that they wore around their neck. One group usually did the best and called themselves, US. I'm not sure how they knew who was who. Were the other participants called THEM?

With the councils approval it was decided that Krystonia would hold its own form of Olympics. This would be one area that even those of divergent views would want to be a part of. Remember there is nothing larger than egos and in Krystonia this is certainly the case.

Messengers were sent throughout Krystonia. They carried flyers telling all about the event and the contests that were to be done. We wanted to leave no place untouched. I can only imagine the complaints if someone felt slighted.

Competition has a way of gathering strange bedfellows. Those who do not speak and have little use for one another find this as a way to better their adversary. This might also be a good way to draw those same groups together to discuss their differences. So we did our best to get the word out and wait for responses.

Naturally the first to reply were the closest. Each felt compelled to give their team a name. It added a bit of spice and I do love spice. As the days drew closer to the cut off date we were pleasantly surprised by the entry of some who we thought might not respond. Each day we updated our roster and then posted it for all to see.

Listing of Entrants for the Krystonian Olympiad.

Traveling Maj-Dron Brigade

Using our keen eyesight, trying not to get eaten by a Hagga- Beast, and ability to overcome hazardous conditions will allow many medals to fall around our necks.
Represented by Shigger, Shygger and two mahoudra beast.

Master Wizards of the Obelisk

Be ready to be dazzled with the variety of talents we possess. Although we are known for our mental prowess it is but a small part of the skills we are ready to show.
Representatives Graffyn, Rueggan and Shepf.

Hole Bunch of Trolls (What would you expect from this group.)

Known mainly as bridge builders and for delicious sponge cakes, we have many hidden talents such as bridge building and making sponge cakes.
Groc, Grakene and Tag made up the team

Fire Blowing Flying Machine

Stand back or you may get knocked aside by the wind created by our wings or the heat of our nostrils. Don't blink twice or you may miss all the excitement.
Team members are Groosh, Spyke and Nimbo in estentia.

Clan of the Om-Ba-Dom

We may be big and strong but let no one doubt our agility. Traveling the treacherous terrain is not for the weak hearted.
Moplos, Mos and Okinawaithe are the group.

Carin Tor's Mind above Matter

Although we do not appear to be athletic here is more than one way to accomplish a task. Who knows what a little extra thought can accomplish.
Who else but Grunch, Pultzr and Shadra.

Legions of Krak N'Borg

Beware this is no time for the weak. You will be crushed below our feet. Medals, you can forget about it. None will find their way outside of our clutches.
N'Chakk, N'Grall and N'Tormet are the evil trio.

Legends of Shadi-Swampi

Come hear the music and taste the nectar. Where many will fail there is no escaping the power of enchantment.
Boll, Vena and a cast of Hydro-Glyphs.

For the Love of Water

We are masters of the sea. Patience is our virtue and being steady in both mind and body has given us the power to sail the most rugged seas.
Seafarers all Toulan, Tallac and a few other surly mates.

Surprise from the Skies

You will not expect us but we are always there. I will say no more.

(The last entry was a bit curious. No one seemed to know how it arrived. True to Krystonian nature many things happen without much explanation.)

As the days led up to the events opening Krystonia was abuzz with excitement. Wandering about, you saw everything from Mughrahs to Bobolls. Each group erected tents or huts for their participants and a flag of truce waved overhead. If this would work was not known but the hope was that each groups desire to win medals and bragging rights would be strong enough to keep the peace.

The next posting was for the events that would be held. Each group was allowed to submit an event to be contested. All were very obvious as to where the entry came from giving that group a huge advantage.

Listed below is each event. I have added some of my own thoughts but these were not

written on the general posting.

Olympic Events

The Art of Krystal Finding.

(Let me think who spends much of their time in the searing desert searching for crystal.)

Erectile Function

(Whew, this was a close one. It ended being a contest to see who could build a stove from scratch and prepare a meal on it.)

Mind over Matter

(Each team was given a book to read and then had to solve a related problem. Carin Tor has the best literacy project in Krystonia. 98% can read versus 63% for most areas.)

Stealing From Your Enemy

(Hide your medals the Krak is here.)

Creating a Big Fire and Putting it out Quickly

(Who has the ability to make a big fire and then cause a wind large enough to extinguish it?)

Magical Powers

(Spending your days creating spells would seem like an advantage here.)

Navigating Snowy and Desolate Areas

(Doesn't the Om-Ba-Don come from the mountainous, wintry Tarnhold.)

Music to the Ears, Nectar to the Soul

(Accomplished musicians and hospitable to the end.)

Handling the High Tide

(Gee, I guess if you were used to boats that would be in your favor.)

You most likely guessed who won the medal for each of the above events. Every entry was created to the clear benefit of its benefactor. As the day closed each team had won a medal for the contest that they were favored to win. This created quite a hostile environment since no one wanted to walk away with a tie. Then the discussion turned to the fact no event was held for the Surprise from the Skies entrants. This mystery group had not made an appearance yet had a right to an event. It would be up to the organizer to decide what that event would be. That would be me. I had to act fast before things got out of hand. The new posting read:

Final Contest: Feat of Strength

I thought everyone would be thrilled to have one final contest that would break the tie. It went over like the proverbial lead balloon. The complaints came fast and furious. The most vocal were the Master Wizards of the Obelisk, Traveling Maj-Dron Brigade, Carin Tor's Mind above Matter and Legends of Shadi Swampi. Physical labor of any type was not their idea of

something that they would like to compete in. As a protest they choose not to participate. There was little choice but for me to accept their decision. The contest had already been posted.

Each of the remaining teams chose a champion to represent them. The roster was: Hole Bunch of Trolls- Groc, Fire Blowing Flying Dragon Machine- Groosh, Clan of the Om-Ba-Don- Moplos, Legions of Krak N'Borg- N'Tormet, and last but not least For the Love of Water was represented by Toulan.

The contest itself was simple enough. A large log was placed across a pond. At the beginning of the log five large boulders were placed. Each contestant was to pick up a boulder and carry it across the pond by walking across the log. If you fell into the pond you were disqualified. The contest would go on until only one individual was left.

Groc was first. Trolls are small but sturdy. He hoisted the rock up and placed it on his head. Pretty impressive it was, considering his size. He was about half way across when his fate was sealed. He stopped and started sniffing the air. You could see his focus changed as he took a step sideways. Evidently Grackene was baking sponge cakes and we now had one wet troll.

Moplos came next. The boulder was lifted from the ground with extreme ease. To brag a little he picked up an extra boulder and started across the log. His undoing was his ego. After a few steps you could see the log start to shake. It broke exactly where he stood. There was a rather large splash.

Crossing a pond by log for Toulan was like walking to most others. The rocking seas had prepared him well. The weight of the boulder was another issue all together. He tried once, then again, then a third time. On the third attempt he lost his balance tumbled over the rock and slid into the pond. Three down and two to go.

The dragon strongman Groosh was next. His muscles rippled as he toyed with the boulder. He made short work of the walk and was about eighty percent across when something flew up his snout. The resulting sneeze produced not only air but fire causing the log to burst into flames. It fell into the pond taking Groosh with it.

That left only N'Tormet. Just the thought of N'Borg's crew winning made many a stomach turn. He stripped off his armor and grabbed the boulder holding it much like you would a baby. N'Tormet looked very awkward as he waddled across the log. No one could understand how he did not fall. About every third step he seemed to be about to tumble and would then regain his balance. Then it became apparent that he was not alone in his quest. N'Chakk was observed to have a small crystal under his cape. With it he was guiding every step that N'Tormet took. Since no rules were printed it looked like they would be able to get away with cheating when all of a sudden something flew by and knocked N'Chakk to the ground. The crystal shot from his hand into the water. To no ones surprise N'Tormet followed.

A cheer came from the crowd as three bejeweled dragons were seen flying away. We now knew who the mystery team Surprise from the Skies was. Remember Empower Dragons always pledge that they will reappear when you need them the most. This time they snatched victory from the evil arms of N'Borgs legions. A tie seemed perfectly fine to almost everyone now and that is luckily how the first Krystonia Olympiad ended.

Always yours,
KEPHREN