

# The Phargol-Horn

Volume 27

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Greetings all friends of Krystonia. As Doyen, I am ultimately responsible for the smooth running and administration of the many interests of the Krystellate Obelisk. I think, perhaps, my involvement in a managerial capacity leads many of my associates to forget my spellmaking expertise is as a weaver of moonlight and giver of dreams. Admittedly, I find it difficult to indulge my magical research as often as I would like nowadays but, despite the pressures of more mundane duties, I still ensure that my skills are kept well-polished by holding a weekly surgery for all those who wish to consult with me concerning their dreams.

This is largely interesting and varied work. It may involve mothers who bring their offspring to be cured of recurring nightmares, husbands suffering from insomnia, or those whose habitual sleepwalking have become a danger to themselves and others. Sometimes, I am asked to give interpretations of dreams, or provide entertaining and adventurous dreams for those who find their waking lives too predictable and boring and who crave a little excitement. But by far the most common reason which brings all races and creeds to knock upon my door concerns dreams which are spun by the heart. And these are the most difficult.

Love, it seems to me, is both a wonderful and, by turn, confounded state of being. Unfortunately, it is rare that I get to see those who are caught up in the euphoria and sublime happiness which a love truly requited brings: they are capable of spinning their own waking dreams which are at least the equal of any I could bestow by night. Sadly, I most often see those for whom the dream is formed but not shared or, worse, who have shared but then lost. Such dreams cannot be truly fashioned by magickery. Nor can they be easily repaired. Each is a unique bubble of thin glass set adrift upon the back of a crashing sea full of jagged rocks. Only time, or the appearance of another bubble to be cast into the waves, can begin to help the heart to heal, and the most I can do is offer a few nights of deep, dreamless sleep or try to help the formation of new dreams which restore some hope to the afflicted. I cannot give what is most often craved – dreams in which love is restored.

This is not to say that I could not weave such dreams. I have many old books in which such powerful incantations are written. The majority of these spells belonged to Dreamweavers who existed long before the Great Design and who seldom had any consideration of the consequences beyond the exorbitant prices they could demand for such a service. In dreams, they could cause the vision of a lost love to reappear, allow a maiden to enjoy the happiness of a long-awaited Betrothing Day which had not come to pass, or even cause a distortion which made the dreamer redirect their affections towards another.

These were cruel deceptions. True, they may have brought some temporary comfort to a grieving heart or replaced tears with a smile for a few hours, but their real price often far exceeded the fee given to the Dreamweaver. At best, they delayed grief and the slow climb back to recovery. At worst, they redoubled it and, upon waking, left their unfortunate clients so broken and distraught that they had to dream again, and again, each time longer than the last, until they either ran out of the means to pay the Dreamweaver's price or, in some cases, clung so resolutely to these false dreams they never returned to the waking world.

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Almost every settlement has a local spot – be it a cave, hollow tree, waterfall or forest glade – where one of these luckless dreamers are rumored to still be sleeping. Tremaine of Torz, The Maiden of Deepdale and The Weeping Minstrel of Plumstock are each said to have struck dubious bargains with Dreamweavers in order to hide away from society and follow images of their lost loves through dreams. In other cases, placenames betoken similar tragic stories, such as Brokenheart Cave, Teardrop Dell and Loveleftcrying Falls. In my youth, I made it a personal crusade to seek out these Lost Sleepers with the idea of returning them all to full consciousness. But, despite my searching, despite all the questions I asked of those who claimed to know the whereabouts of a Sleeper, I never did find a single one. Now, with the benefit of greater age and experience, I have decided, wherever they may be, they are best left in peace to their dreams.

There are those, I have to admit, whose dreams I have never been capable of really understanding even though I have devoted a deal of my time to untangling them. Gorps spring most readily to mind here.

I recall being approached by Rueggan who – his mortal patience long since exhausted by their constant meddling and general clumsiness – had come to the conclusion that Gorps were naturally inclined towards gross hyperactivity. He had tried high fiber diets, low fiber diets, repetitive exercise, reverse psychology, shouts, threats, mechanical restraints and even hypnotism in the hope that any one or combination of the above would render his Gorps meek and mild-mannered (as promised by the Journeyman who had originally managed to foist responsibility for their care upon the Inventor wizard). All had failed. Poor Rueggan even had to bear the additional inconvenience of hiring a second hypnotist to recall the first from the trance he had placed himself in after three days of intensive (but wholly unsuccessful) Gorph therapy!

Short of using the Gorps as live passengers strapped to a prototype engine he was currently trying to develop for a Vertical and Very Rapid Take-Off Vehicle, Rueggan wondered if there was anything I might be able to suggest.

My initial solution was simple and one I had often used previously for the benefit of mothers with overly active children. A small, magically-charged krystal placed inside each Gorph's pillow would ensure that their dreams involved such excessively wild activity that, come waking, they would be too physically exhausted (mental exhaustion not being a consideration here) to contemplate anything more than eating breakfast and returning to bed to recover. Unfortunately, Rueggan (who always sleeps propped up on three pillows) managed to get his confused with those belonging to Gorps...

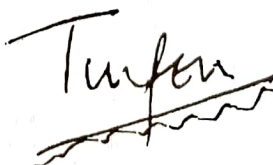
After spending three consecutive nights attempting to chop down every tree in the Forest of Keldorran with a small hand-axe and swim up every waterfall along the River Cauld, Rueggan applied for seven days holiday entitlement (the first claim in his career) and retired to a hammock in a secret location somewhere in Wendlock.

It was only when subsequent attempts to induce dreams which would give the Gorps Positive Mental Attitude, Aversion Associations, Action and Reward Reinforcement and Big Stick Hurts Imagery all failed that I decided I should intercept their natural dream patterns in order to try and find some way of reaching the lower levels (any level!) of their subconscious minds.

Do you know what a Gorph dreams of?

Well, if you can imagine a sheet of parchment with a small blot of ink in the middle, then you too can have one of the more exciting Gorph-dreams which, in my experience, are currently available!

Live your dreams and dream your life!



Turfen

## HI HO, HI HO, IT'S OFF TO RETIREMENT WE GO...



Pictured at left are the 1997 retirees. They are:

- 1093 – large N'Borg on Throne
- 1151 – large Shepf
- 3601 – large Groosh
- 2203 – small N'Grall
- 3511 – Zygmund
- 3501 – Hottlepottle
- 3101 – Vena
- 1202 – small Myzer
- 3411 – Jumbly
- 705 – Cudha Tree
- 1110 – Escublar

We also have two unplanned retirements: style 3002 – medium Krak N'Borg and style 3201 – large Tarnhold. Both of these

pieces are sold out and we can no longer get stock from the factory. If there is a certain figurine you are looking for, please contact your local dealer as many retirements may be sold out.

## RENEE'S PRIDE

Renee Vances shows her Krystonia collection proudly. She purchased a beautiful white oak display cabinet with a mirrored back. As the light shows through the glass, her crystals sparkle on each and every piece. Her extensive collection certainly looks great in its beautiful home.

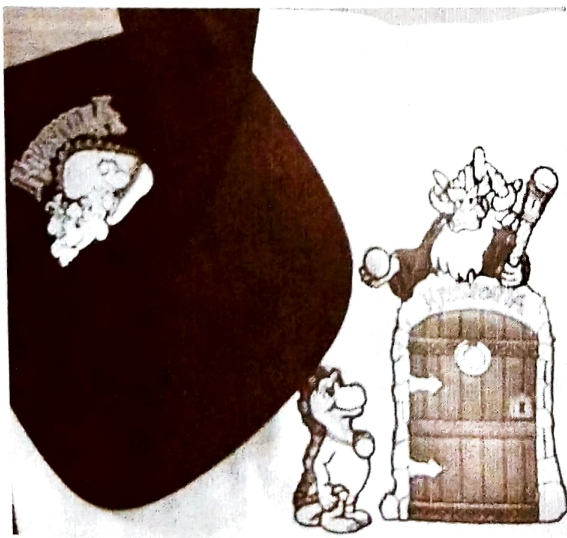


## KRYSTONIA SHIRTS ARE HERE!

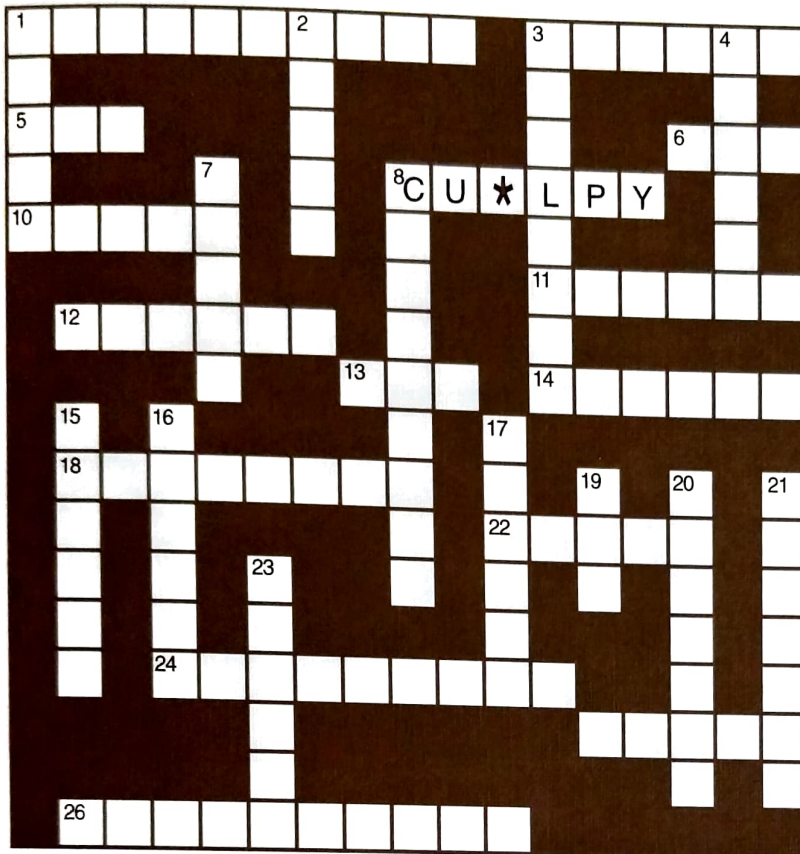
By the time you receive this newsletter, many of you may have already received your first ever Krystonia T-shirt. We hope you are happy with them as we are. The embroidery is exceptional. Spyke was

so excited he got one for his entire band. The hats have not arrived but should be in shortly.

To order our collector's apparel, mail checks to: Krystonia Collector's Club, 125 W. Ellsworth, Ann Arbor, MI 48108. Hats are one size fits all and are \$15. Shirts are \$22; size XXL is \$24. Canadian collectors send orders to Krystonia Collector's Club, 1250 Terwillegar Ave., Oshawa, Ontario, L1J 7A5. For Canadian orders, hats are \$20 and shirts are \$30 (XXL is \$32), plus tax. For all orders, please add \$3 shipping and handling per item.



**GRAFFYN'S CROSSWORD**



**WE GOOFED!**

Need I say more? When we printed Graffyn's Crossword, one section was out of line. We have corrected that section and even put in the word that caused the confusion. We are drawing one winner now – and to be fair – another at Christmas. You have plenty of time to get your entry in, so get cracking.

If you are in the United States, mail your entries to:  
**Krystonia Collector's Club**  
 125 W. Ellsworth  
 Ann Arbor, MI 48108

In Canada, mail entries to:  
 1250 Terwillegar Ave.,  
 Oshawa, Ontario, L1J 7A5

**ACROSS**

**DOWN**

- 1 A Very Large Snow Creature
- 3 A Boboll
- 5 One of the Poodahs
- 6 One of the Moons
- 8 Baby Dragon, Waiting for a Story
- 10 Dreams of Flying
- 11 The Second Moon
- 12 Wizardess
- 13 \_\_\_\_\_ Chandok
- 14 Wizard Who Looks at Moonlight
- 18 Great Emperor Dragon
- 22 A Girl from Plumstock
- 24 Where the Evil Wizard Lives
- 25 Gloria Gang is a Red Gem \_\_\_\_\_
- 26 Lives in the Kazm Ori

- 1 One of Klip's Dogs
- 2 \_\_\_\_\_ Stormslayer
- 3 Young Dragon Who's Optimistic
- 4 A Froggle
- 7 Likes to Hoard Krystals
- 8 Zanzibar Slept in Front of This
- 15 N'Leila Snord Jailer
- 16 Evil Wizard – Master of the Dark
- 17 Smart Dragon
- 19 The Other Twin
- 20 Shigger's One
- 21 Friend of Pompom
- 23 Dragon Nanny



## SORRY FOR THE DELAY

Everywhere we go someone asks about the fourth and final piece of the Fair Maiden series. Don't worry, it is in the final development stages. We are now in the process of choosing the proper color. Of all the figurines we have developed, this one has been the most difficult to achieve the desired look. Since this is such a special series, every piece must look just right. We anticipate delivery will be spring, 1998. We know you have been patient and may feel you deserve some kind of sneak preview. We guess it's fair to give a hint. Some say it is fantasy's favorite animal and it's bound to win U-N-I over.

## OUR FIRST WINNER

I am a 26-year-old assistant manager in a Card & Gift store. When I started in the store I really liked Krystonia. I've always had a fascination with wizards and thought Krystonia would be fun to collect. The first piece I received was a gift from a friend, that was three years ago. My collection now has over fifty pieces and is still growing.

I have never won any contest and I'm very excited that the first thing I would win would be Krystonia. Thank You.

– Amy Potter



## CHRISTMAS PLAQUE SPECIAL

At a recent show, a young collector asked me why we had not offered the plaque special lately. I really didn't have a good answer. She also said that it made it hard on younger collectors to save up to \$75 in receipts. Well, she had a good point and as I thought about it I came up with a solution.

Between November 1, 1997 and January 15, 1998, save your receipts for all Krystonia purchases. For each \$25 in receipts, you may purchase one plaque for \$9 U.S. or \$14 Canadian. That means that after you have \$100 in receipts, you can purchase a whole set of collector's plaques for \$36 U.S. or \$56 Canadian. In all cases, please include \$2 per plaque for shipping.

I certainly hope this helps our young collectors. As a matter of fact, all our collectors should be happy about this great offer! This special offer is only available to Krystonia Collector's Club members. Members may use this benefit to purchase plaques as gifts for non-members.

Checks should be made out to Krystonia Collector's Club, 125 W. Ellsworth, Ann Arbor, MI 48108.

Please include your selections:

- 8001 – Poffles
- 8002 – Triumph
- 8004 – Owhey
- 8006 – Graffyn



**KRYSTONIA  
RETIREMENTS**



1071 Owhey

**RETIRED 1988**

1041A SMALL GROG

**RETIRED 1989**

1012 GRAFFYN ON GRUNCH  
1091 N'BORG, EVIL LORD - LG  
1701 RUEGGAN, THE WIZARD - LG

**RETIRED 1990**

1071 OWHEY, BABY DRAGON  
1101 STOOPE - MED  
1152 SHEPF - MED  
1301 WODEMA - LG  
2201 N'GRALL - LG  
3001 KRAK N'BORG - LG

**RETIRED 1991**

1021 MOPLOS - LG  
1201 MYZER - LG  
1601 TURFEN - MED  
1901 HAAPF  
2502 TULAN  
9003 STOOPE, WATERBALL

**RETIRED 1992**

1011 GRAFFYN ON GRUNCH  
1081 GRUMLYPEG GRUNCH  
1107 CAUGHT AT LAST  
3202 TARNHOLD - MED  
9006 GRAFFYN ON GRUNCH

**RETIRED 1993**

701 KRYSTONIA DISPLAY SIGN  
1061 SPYKE  
1302 WODEMA - MED  
1702 RUEGGAN - MED  
2602 N'TORMET - SM  
3003 KRAK N'BORG - SM

**RETIRED 1994**

1092 N'BORG - LG  
3301 GATEWAY TO KRYSTONIA  
3801 N'LEILA  
1082 GRUNCH'S TOOTHACHE - LG  
1108 MAJ-DRON MIGRATION  
2202 N'GRALL - MED  
2702 KEPHREN, THE RECORDER  
3401 SHADRA, BABY DRAGON  
3431 ZANZIBAR, BABY DRAGON  
607 N'CHAKK - MINI  
609 N'BORG - MINI  
3912 BOLL  
750 GRAFFYN'S SURPRISE  
751 WHAT KRYSTAL

**RETIRED 1995**

1102 STOOPE, WITH BAG  
1703 RUEGGAN, THE WIZARD  
3203 TARNHOLD, CASTLE  
1109 DUBIOUS ALIANCE  
3811 AZAEL  
1041 GROG, THE TROLL  
1051 GRACKENE, TROLL'S WIFE  
2101 N'CHAKK, EVIL WIZARD  
1105 FLAYLA W/JUMBLY  
1402 BABUL, SNOW CRITTER  
2401 TOKKEL, BABY DRAGON  
611 N'GRALL, EVIL DRAGON  
9004 OWHEY, WATERBALL  
752 STARGAZER  
753 HAAPFY WISHES

**RETIRED 1996**

3451 CHARCOAL COOKIE  
3441 CULPY  
1114 ENOUGH IS ENOUGH  
2801 GORPH IN BUCKET  
2802 GORPHYLIA  
703 LARGE BAG  
2601 N'TORMET  
704 SMALL BAGS  
702 SMALL SCROLLS  
2501 TULAN  
1093 N'BORG ON THRONE - LG  
1103 STOOPE - LG  
1602 TURFEN - SM  
9001 POFFLES - WATERBALL  
9002 TRUMPH - WATERBALL  
9005 SHEPH - WATERBALL  
9007 HAAPF - WATERBALL  
9008 KRAK N'BORG - WATERBALL  
754 MAKING A POINT  
755 PEAKAHOO  
708 RUEGGAN'S WORKSHOP

**RETIRED 1997**

1151 SHEPF  
2203 N'GRALL EVIL DRAGON - SM  
3101 VENA HYDROGLYPH  
3411 JUMBLY

3501 HOTTLEPOTTLE, CHEF  
3511 ZYGMUND, CHEFS APPRENTICE  
3601 GROOSH, STRONG DRAGON - LG  
3932 GOTCHA  
1110 ESCUBLAR  
705 CUDA TREE  
756 HAAPF (end of 1997)  
757 COMPHY (end of 1997)  
1202 MYZER - SM  
3002 KRAK N'BORG - MED  
3201 TARNHOLD - LG

**CLUB PIECES**

**RETIRED 1990**

KEY TO KRYSTONIA  
601 PULTZR

**RETIRED 1991**

GIFT KEPHREN'S CHEST  
502 DRAGON'S PLAY

**RETIRED 1992**

GIFT KEPHREN'S LANTERN  
503 VAASTON

**RETIRED 1993**

GIFT SNEAKING A PEAK  
504 SPREADING HIS WINGS

**RETIRED 1994**

GIFT FILL-ER-UP  
505 ALL TUCKER OUT

**RETIRED 1995**

GIFT KAPPAH KRYSTAL  
506 TWINGNUK

**RETIRED 1996**

GIFT FROBITT  
507 HOLY DRAGONS  
508 QUINZET



1042 - Grog