

The Phargol-Horn

Volume 28

You will, perhaps, know something of Azael Stormslayer, founder of The Great Design who discovered The Dom Krystal and conceived of the building of The Krystellate Obelisk? I, Kephren, privy as I am to the secrets of all scrolls and manuscripts, thought I knew more about this spellcaster than anyone. I have read and cross-referenced thousands of pieces of information concerning him, from whole volumes painstakingly crafted by professional scribes to scraps of parchment and brief notes written in personal diaries and upon the back of lecture slates. I know of his beliefs, his dreams, what he liked to eat and even what he looked like. But until yesterday, when Reammon the Librarian showed me one of Azael's personal spellbooks, I had not realized that he was responsible for the code which prevents any spellcaster from taking a wife or husband if he (or she) is working or studying in the name of The Obelisk.

In truth, I had not previously given the matter much thought but, reading the notes scribbled on the inside cover of the spellbook, Azael's reasoning was plain to follow. The single-minded devotion to duty required in the pursuit of excellence, the unsociable hours, the extended postings to remote settlements, the dangers of experiment and evil, were all cited as potential bars to a happy and lasting union. Not that Azael was against betrothal. In fact, there are accounts of him making generous pension and housing arrangements for spellcasters who decided to choose heart over art and leave The Obelisk. He even granted special sabbatical leave to lovestruck apprentices in order for them to find out whether or not their enchantment was of a temporary or permanent nature before resigning.

This was a subject I had previously left untouched and it set me to thinking about the approach of other races in relation to finding a partner.

For settlement dwellers the matter seems to resolve itself, being largely left to the personal choice of those involved after due parental consideration has been given to the prospects of one and the aspirations of the other. Of dragons I know nothing apart from the fact that it involves a long stay underground in deep caverns consulting with subterranean fires. But for other races the most popular methods involve either pure happenstance or some element of trial.

Pooks are a good example of leaving the decision to fate. Every Reawakening, those pooks, both male and female, old enough to make a family pair congregate at the top of their nearest officially recognized "pairing hill." These hills are chosen by virtue of their erratic slopes which, no matter how hard a pook might try to influence the outcome, renders cheating useless. At a signal from the pook referee, they curl up into tight balls and roll down the slope until they come to rest at the bottom. There they must wait, motionless, until a touch from the referee indicates they are permitted to uncurl. If a pook uncurls and finds itself too far away from another pook to touch noses, they are immediately disqualified until next Reawakening. If a pook has to turn around to touch the nearest neighbor pook, this too is grounds for disqualification. Then, even if deemed close enough, mutual disappointment may ensue when boy pook discovers it can only reach a boy pook. Only when boy pook unrolls and can touch noses with girl pook is the matter decided. Even here, "dead heats" can sometimes occur which have to be decided by re-rolling on a closest-win basis.

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Trolle maidens are the ones who are responsible for choosing their spouses. As you have probably guessed already, this involves the baking of a cake. Three cakes to be exact, which are each made to a slightly different recipe and placed upon a small tray beneath the trolle-maiden's window. Any potential trolle husband must choose the one cake from the three baked to her preferred recipe and repeat this without a single mistake for a period of six consecutive days. Presuming he manages this, the male trolle arrives on the seventh day to find the door of the trolle maiden's cottage open and an extremely large and mouthwatering cake placed upon the dining table. As soon as he enters, she slams the door shut, bolts it, and feeds the trolle almost continuously for the next seven days. After this, he has lost all memory of his former dwelling and his sense of smell has become attuned to his new wife's unique recipe. Henceforth, it is only the smell of his wife's baking that can guide him home from far afield.

As a footnote to the above, I have heard tell of trolle-wives grown fed up with the uncontrolled bridge building of their husbands who have deliberately altered the recipe.

In the high reaches of the Om-ba-Don territories, betrothal is, as you might expect of such a warrior race of noble bearing, based largely upon trials of strength and skill at arms. Even before he can be considered worthy of competing for female's residence within his clan tarnhold, the young Om-ba-Don male has to demonstrate his mastery of various disciplines.

First, he must be able to hew virgin rock from the granite mountain slopes and, by his own hand, cut and shape it into regular blocks suitable for building a defensive wall. These he must lay in at least two, perfectly straight courses, without any mortar, and leave them to overwinter. They must then withstand the worst of the winter gales without showing a single degree of movement. Second, he must be able to hurl a regulation-size log with two hands at least two-thirds the distance the clan's champion at the event can accomplish with one. Third, a standard weight snowball must be thrown clear across his home tarnhold without touching wall or tower. Fourth, he must withstand the full impact of a battering ram upon his hahton shield and take no more than a single pace backward. Fifth, in order to demonstrate power and deftness, he must cleave a selected timber crossways and a selected wand lengthways taking no more than three swings of his clayda axe. Then, with the Five Trials of Warriordom complete, he may be permitted to compete in the annual Games of Olbaggon and win the opportunity to carry a female's "favor" (usually a ring or piece of needlepoint) into the finals of an event. Thankfully, a positive outcome is not dependant upon him becoming champion (although this helps considerably) but only that he has shown himself a true and worthy competitor in the opinion of the clan members involved. The potential bride, by contrast, has only to demonstrate her ability to cook a fortifying cauldron of broth and cheer loudly.

Amongst the nomadic desert tribes of the Maj-Dron, any would-be suitor must compete with his prospective father-in-yurda in the production of a piece of jewelry. The father will then summon his daughter and ask which of the two pieces she prefers. Should she chose her father's, the suit will be dismissed on the grounds that, if the tribesman truly loved then his love would be caught in the beauty of the jewel's appearance. Obviously, there is an element of negotiation here, with the father's effort tending to be directly proportional his liking (or not) of his new son-in-yurda.

Ah, well, my friends, the candle burns low and I must rest my old bones awhile, thankful that, for me, romance by either chance or trial is now but a distant memory.

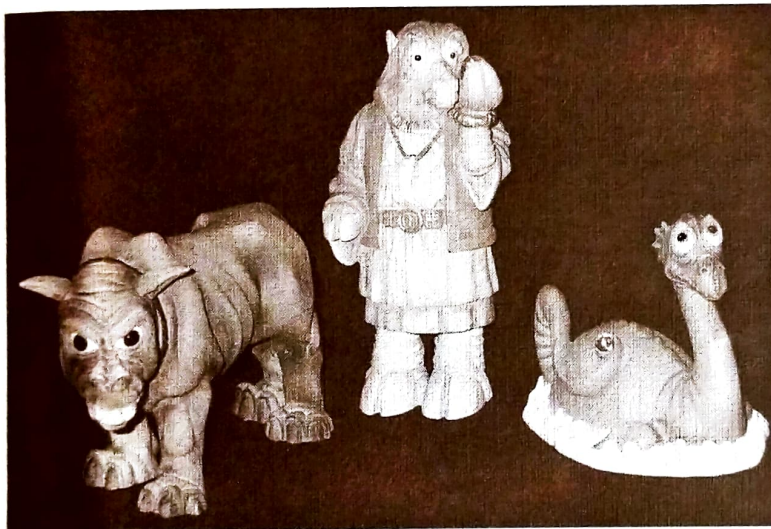
Kepher

A NEW VOYAGE

Pat, Rubin and I are looking forward to 1998. We have created some great characters and have been working on the fall figurines. Everything is going along as usual with one change. Due to large price increases in production costs in England, it has become very difficult to produce our figurines there. With a 25% rise in costs we felt we had to find a solution to this problem now. We have been contemplating a change for quite some time and have decided to pour the molds and paint all new production in our Asian factory. We are fortunate to have already worked with this factory which produces great quality. Our relationship goes back 16 years and they have a wonderful reputation. We will continue to control all creation of characters from Ann Arbor as usual. The whole creative team remains intact.



(left to right) #3945 Shoof; #3947 Grunchesta; #3949 Ready or Not



(left to right) #3948 Dowser; #3944 The Seer; #3946 Gulbar-Gul

lectibles on the market. As always, we are committed to you, our collectors. Pictured above are the first group of introductions. We hope you are as pleased as we are.

#3944 The Seer: If one could only tell the future they might rule the world. His power is one that many would love to have. While being envied he would warn others that this gift was not all it is proclaimed to be. For all the great things he foresees there was also much sadness. Limit - 3,000

#3945 Shoof: Shoof was a wizard of high status. When he first met Azael, he did not believe he spoke the truth. How could a wizard of so few years possess such knowledge? After a while, he came to understand Azael and became one of his biggest supporters. Limit - 3,000

#3946 Gulbar-Gul: Rising out of a thick fog Gulbar-Gul is always difficult to see. But his smell of rotting seaweed and long wailing cries let you know he is about. The inhabitants of Marle have been known to cover their ears just to get a good night's sleep. Limit - 3,000

#3947 Grunchesta: *Get serious*, was one of her favorite phrases. To say she was a cynic was a simple fact. There is a phrase that *the saav fruit doesn't fall far from the tree*. In this case, it was a Grunch that must have been his mother's saav. Limit - 3,000

#3948 Dowser: Could this be Ottho's companion? His curiosity would not let him leave the bottle along. Once he removed the stopper it was too late. The young Dowser had transformed into a beast none had ever seen before. Limit - 3,000

#3949 Ready or Not: I'm proud, I'm loud, and here I come! Bursting on the scene is Tokhle's new brother, Tickle. High energy to the umph degree. Limit - open

MATCH THE CHARACTERS

Yes, another opportunity to win great Krystonia figurines. I hope you enjoy the contest as much as past winners have. Here is a shot to see how much you know about the characters. On one side is a Krystonian and the other a phrase that relates to them. Match the letter with the number and send us a postcard with your answers. A winner will be drawn for each country.

Send U.S. entries to:

Krystonia Collector's Club, 125 W. Ellsworth, Ann Arbor, MI 48108

Send Canadian entries to:

Krystonia Collector's Club, 1250 Terwillegar Ave., Oshawa, Ontario, L1J 7A5

- | | | |
|----------------|---|---|
| 1 SHEPF | A | Even a Gadazorri can't resist the Hydro-Glyphs sweet music. |
| 2 GROC | B | Protector of the young dragons. |
| 3 HOTTLEPOTTLE | C | I love to hoard crystal. |
| 4 FLAYLA | D | What is a computer? |
| 5 POOTER | E | Friend and I owe Pooter our life. |
| 6 N'BORG | F | I am the best cook if I say so myself. |
| 7 TOKKEL | G | Some call me the Stormslayer. |
| 8 PULTZ | H | I am truly the evil lord. |
| 9 MOS | I | I love to fluff my beard in the winds. |
| 10 AZAEL | J | By inky I love juicy jubbers. |
| 11 MYZER | K | If not for Grakene I would be lost. |
| 12 N'CHAKK | L | I am Owhey's baby sister. |
| 13 ROOT | M | Kephren was obligated to let me in. |
| 14 KOOZL | N | Moplos is my partner. |
| 15 TALLAC | O | Master of the dark arts. |

FOREVER FRIENDS

Well here it is. The fourth and final Fair Maiden is done. With the first three retired this completes the collection. This is a beautiful piece not only for collectors of Fair Maidens but also unicorn fanciers. Once again it will be limited to 1000 pieces and sit on a wooden base. The certificate reads: Forever Friends.

The warm summer air blows gently as Valan strokes her friend. Calm and relaxed they seem as one. In the old days of Teldor this scene would never have taken place. In a land with such a history of violence and fierce beasts the quiet is deafening. This land has not been the same since the Fair Maidens came and it will never be again.



IT REALLY IS TIME

Every year we retire some of our old favorites. This year there will be more retirements due to the length of time some of the figurines have been available. We will announce the retirements in two segments this year. The first will be now, the second in summer. The first group will encompass all figurines made in the years 87, 88, 89, 90, 91 and 92.



Many of this group has already been retired and we feel it is time to let their fellow introductions join them. By doing this early you will have time to get pieces you want to add to your collection. I must warn you though avail-

- 1022 - Moplos
- 1031 - Mos
- 1083 - sm. Grunchs Toothache
- 1094 - sm. N'Borg
- 1303 - Wodema
- 1401 - Poffles
- 1051 - Triumph
- 1801 - Shigger
- 2102 - S. N'Chaak
- 2301 - Grazzi
- 2901 - Koozl
- 1106 - Gurneyfoot & Shadra

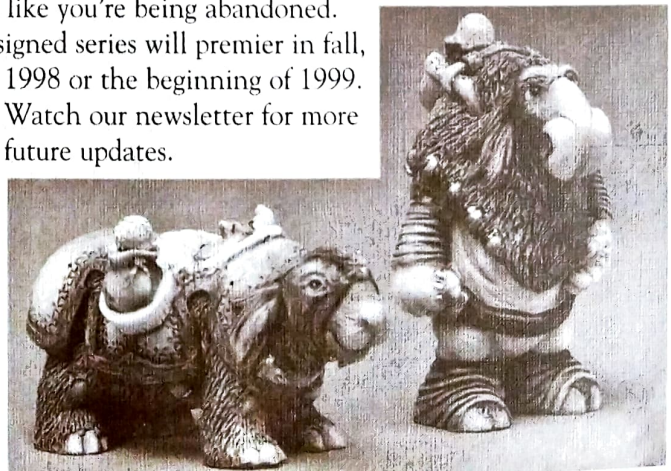
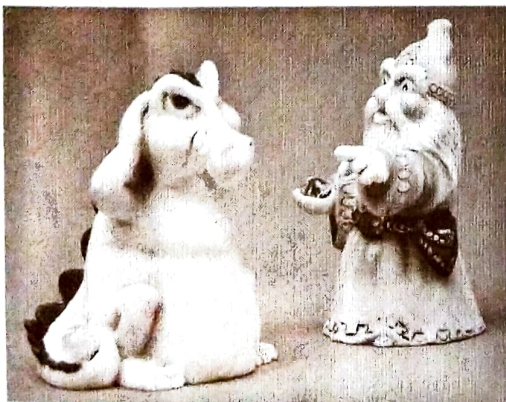
ability will depend on how quickly stores order existing stock.

These are some of our favorites and we hate to see them go but it truly is time.

KRYSTONIA MINIATURES TO BE REDESIGNED

All figurines that comprise the Krystonia miniatures will be retired this year. Since we are unable to get anymore of The Lands of Krystonia, this seemed a good time to create a new grouping. To those of you who enjoy miniatures, please don't feel like you're being abandoned.

The miniatures were very popular and a redesigned series will premier in fall, 1998 or the beginning of 1999. Watch our newsletter for more future updates.



FROM START TO FINISH

Collectors are always curious as to how we create new characters. This is not an easy question to answer. When you create a dog figurine you know what it is going to look like. A Krystonia figurine is another story. All you have to rely on is your imagination and your desire to create a fantastic figurine. By having no built in preconceived looks you are allowed to go as far as your mind will let you.

To start with the new creation must fit into the World of Krystonia. They should be able to fit into the storyline. If they have a prop it must be explainable. How could Pultz have a computer? If you notice the stories were written with reference to the ancients. In this case Spykester finds some items buried in a cave. He gives one to Pultz. Pultz has no idea what it is but by putting a crystal on top it makes some wonderful noises. If the stories had not been written in the order that the ancients had been there first, items like this would never be found in the Krystonia stories.

Their looks must be distinctive. Most of us do not look alike but do share some common characteristics. After all we are part of the human race, although I do wonder about Rubin sometimes. In Krystonia there are many different tribes such as Om-Ba-Don, Maj-Dron, and the Dragons. Each segment of the population has their special features. We have never understood why anyone would collect something that all the pieces look alike.

The pose must reflect an attitude or say something about the character. One look at Twylight and you can see the optimism in her face. Groc's finger in his ear show his definite confusion and you can feel the disappointment in the dragon in Checkin It Out.

A face is the mirror to the soul. Taking one look at N'Borg you can see the evil. In direct opposite the laughter coming from Poffles can't help but make you feel his happiness. The eyes must be painted properly. The wrong painting here may change the whole disposition of the character.

Once all these ideas have been addressed the sculpting must be done. It is very important that every detail be included. Much of this is done verbally but in some cases extensive drawings are made. What is the finished product to portray, what are the dimensions, and what details are to be most accented are but a few of the many areas to cover. Only the finest sculptors are used on a Krystonia character.

Proper colors must be chosen for each piece. Too dark a color may make the piece sinister. Too light may made the highlights disappear. With Krystonia's classic old world look great care is taken to match each figurines personality. I can't imagine N'Borg wearing light pink. Can you? Even the skin tone of the figure must be right. Some of the dragons are much more into sunbathing than others.

Everyone has a name. To choose one in Krystonia is a challenge. Bob the dragon or Stan the wizard doesn't sound very exciting does it? To help us in this area we do two things. We pull out a copy of Favorite Names in Krystonia written by Hottl E. Pottle. If this does not work we take turns hitting each other in the head with boards. Sooner or later one of us in our delirium will say something that will be suitable.

A card goes with almost every design. It usually either tells a little bit about the character or gives an expression he might use. This has been a very simplified explanation of the process of how a Krystonia figurine is created. I could have went into the long version but it would probably remind you of the book War and Peace. I hope you have enjoyed this short romp through my mind but it is time to get started on the next editions.