

# The Phargol-Horn

Volume 38

## *Reading is Wonderful!*

It is extremely well organized. Everything has a place and believe me, it had better be there. The acoustics are such that even the drop of a writing quill reports with the same volume as one of Hotpot's pans dropping to the floor in his kitchen. The lighting is not the best. Candles are placed on each table in a special container that is designed so if the candle were to tip, the flame would not be able to escape. The container serves its purpose but dims the light considerably. In this case the safety of the documents outweighs the wear on the readers eyes. Each shelf is lined with books to the very end and not a speck of dust is to be found. It reminds you very much of military style. In the corner section there are glass cases with heavy wooden doors that can only be opened with a key and only one person possesses it.

There are several different sections. One area has rows and rows of books, while another has racks of scrolls. The scrolls are unrolled and a bar secures each end. The bars hold the scrolls straight and taut reducing the wear and tear on the items since otherwise you would have to unroll them whenever one was needed. It also makes it possible to read them without being touched. The scrolls contain some of Krystonia's many historical accounts and other important information. On them you may find information as diverse as the latest discoveries in the wastelands to what Wodema's great aunt Olmena's cure for the sniffles is. If they became damaged much important information could be lost forever.

When a new scroll is flown in by dragon transport, it is taken to a special room. The transport is usually the way all new items arrive but there have been times when Reammon has been surprised to find a packet on the library steps. Where these come from he may never find out but these mysterious scrolls have contained some of the most interesting details about Krystonia's past. After a new scroll has been thoroughly reviewed a brief synopsis is made of its contents. This synopsis is in turn taken to a third room where it is filed away. No one enters this room without permission and strict supervision. Once it is properly recorded the scroll takes its position in the main room.

In the middle of the main room is a very large desk that one must use a ladder in order to reach the chair that sits behind it. From this perch all that goes on in the room can be observed. There are small round barrels with small stools placed in the room. The barrels are placed a significant distance away from each other and only one stool is allowed to be placed beside each one. This makes it impossible for there to be conversation without being noticed. This is not a place for conversation. This is a place for research and reflection.

The doors to enter open promptly as the morning light shines and close just as promptly as the light disappears. There is only one voice of authority here. Welcome to the Obelisk library and say hello, very quietly, to Reammon.

This can be an extremely busy place so a limit has been placed as to how many inhabitants are allowed in at a time. It is best to show up early as this puts you before all the lazy bones that don't rise up very well. Often well before the door is opened a large line has formed at it. Reammon has one of his apprentices stationed at the door. He is instructed to allow exactly seventeen members in at a time. Then, as time goes on, each time someone leaves the room someone else is allowed to enter. This seems very simple and is a rule Reammon makes everyone adhere to.

There have been times when a very impatient individual will show up at the door. They must be ahead of everyone else because they feel their needs are more urgent. This usually causes pushing and shoving and Reammon has to make his presence felt. The disruption maker would then be banned from the library for twelve moons. This was a pretty severe punishment when you consider that reading is a very important form of enjoyment to most of Krystonia. There was one such case when a very pushy dragon demanded that he be allowed to enter before all ahead of him. After quite a scene he was turned away with a severe punishment of one hundred moons. He shot a ball of fire at Reammon that barely missed him and destroyed a newly delivered scroll. He has not been back since and many say he now lives at Krak N'Borg. I suppose you know who this is.

This is why a good guardian at the door is important. They must be able to stand up to tricky spells, fast talking cooks, and pushy Myzers. Now while this may seem like an odd bunch, let me explain a few reasons that one may have to need entry to the library. Let's say you lost the recipe for a dish that you are supposed to serve, or you've heard of a region where crystal has been found and you don't know where it is. Both of these answers can be found at the library. So I gather you are starting to see the importance placed on getting in.

Although they are chosen very carefully, even the best keepers of the door have had their difficulties. When you enter the library you are given a special badge to wear. When you leave this badge is to be returned to the doorkeeper who in turn hands it to the next person admitted. One day Knowsmuch was keeping charge of the door when he thought he felt something brush against his calf. It felt like a light puff of air. He glanced down and assumed his first impression was correct. He found out different when he was approached by Reammon and informed that his crystal was showing there were eighteen inhabitants in the library. You see Rueggan had given him a special crystal that could detect individual heat sources and Reammon keeps it on his desk. It was registering eighteen. The door was closed and everyone was approached to see if they were authorized to be in the library. Oddly enough they now found only seventeen. Reammon returned to his desk most perplexed that he had made a mistake. Knowsmuch headed for the door when he noticed a stack of books in the corner that seemed to move. He approached the stack and removed the top book. He was surprised when a small head popped up. It was a small dragon not much bigger than some of the books covering him. Knowsmuch marched the intruder to Reammon's desk. Reammon peered over his desk. The dragon was so small. When asked why he had broken the rules his answer was very simple. He loved to learn. Reammon was speechless. How could he ask him to leave? He could not. A note is now posted on the library door that says, "Capacity 17 and 1 Bookdragon."

Dave

## Fall edition flyer

Enclosed in this newsletter is your color flyer showing the fall figurines. These should be on your dealer's shelf before you receive this newsletter. Some of the dealers have told us this is the best group of introductions they ever have received. You may or may not agree but they are pretty good if I say myself. Everyone who has seen them seems to be talking about the detail. We have added more color and in a figurine like Rueggan's Experiment many separate pieces had to be made and then combined to complete the figurine. The results speak for themselves. Just take a look at that workbench.

We used the rope twice on this new group, once on the Experiment and another time on the Wild Ride. How else could they control the sled? This is our first winter based figurine and has a follow up coming next year. Once again this piece has multiple pieces made and combined together to form a scene. For you dragon lovers there are four of your favorites here.

Battle for Krystonia has downsized two characters that were originally made only in larger sizes. They are Escublar and Waldurgan. They are once again in at each other trying to gain an upper hand. This smaller size will allow it to fit in all sizes of collections. Gurneyfoot has also been re-introduced, this time without Shadra. He finds calm now in the mountains away from the craziness of Carin-Tor. He and the precious Bookdragon round out the new introductions.

Okay so I forgot the ornaments. Being the smallest pieces makes them easy to miss. They are not small in any other way. Every year they are among the most popular introductions. This year's are once again dated for the year of production 2000. There are only two as in previous years. They are Sticky Paws and Special Delivery.

That pretty much covers the newest Krystonia. We hope you enjoy them as much as we do. Get ready for a Wild Ride to see Rueggan's Experiment while the Battle for Krystonia rages and Gurneyfoot and Bookdragon wait for a Special Delivery of sweets and end up with Sticky Paws.



## Retirement Update

As we head for the New Year I felt this would be a good time to review all this years retirements. Some were announced in advance in our usual manner while others retired on their own. You may wonder how we decide on retirements. When we see that a figurines stock at our warehouse is getting low we project how long the item will be able to still be ordered from us. If it is less than six months then we announce its retirement. A factor that is working heavily into this is that we have now lowered how many we will make of each figurine. This was done after many requests over the years for lower edition sizes on the figurines. This has in effect made all figurines now produced limited editions. The amount of how many of a figurine is made has to be made from six months to a year in advance. This means that depending on how fast the stores order and you are collecting will dictate that a figurine can retire in a much shorter time. This has happened this year on three introductions with a possible fourth Jolly Rolly.

A good way to keep up with retirements and their status is by viewing our website at [www.preciousart.com](http://www.preciousart.com).

Let us take a few moments and review what looks like the final list of figurines that will be or has retired by the end of the year. Hopefully we will not have any more that catch us off guard. Please contact your local dealer for availability of these pieces.

3711 Snord	limit	15000
3721 Pooter		15000
3901 Muffler		15000
3907 Oops		15000
3926 Off We Go		15000
3950 Proposal		5000
3951 Acceptance		5000
3952 Nourak		3000
3954 Challon		1500
3956 Smarty		3000
3964 Shadra's Delight		1500
3966 Kool Kozmo		1500
3968 Pulu and Bulu		1500
706 Myzer's Barrel		15000
1116 The Encounter		1500



What's wrong with this story? (I hope you know!)

Challon was a large dragon that lived in the swamps. After many years of living in the Obelisk he and the wizard Nourak decided to visit the sea cow Myzer. It took them through the beautiful wastelands and they ran into the lovely maiden Pulu and Bulu. She had just returned from Tarnhold where she had seen Smarty. She joined them for a drink at Myzer's barrel where they drank its cold water. Kool Kozmo in the meantime riding on Pooters back could be seen overhead flying on Mufflers back as the moons Bob and George emerged overhead.

## Grunch's Head

The head has always been considered an important part of most anatomies. To be separated from it would be a great problem although there are some of you that may argue this point. If you have ever set in on a meeting at the Obelisk you would swear some of the participants have already lost their heads and with it their minds.

Heads are used for many purposes. Topping off your neck and placing fancy covers are a couple. It's also a great place to locate your eyes, noses and ears. Some even have been known to sprout hair there.

Inside the head usually is an item called the brain. It can be a very powerful mass, but not for all. It helps you calculate, reason, speak and many more functions. Sometimes these functions do work in conjunction, for some almost never.

When we thought about giving collector's who join for the eleventh year a bonus gift we wanted something that you would remember. Your head is supposed to help you remember, right? So guess what we decided on?

Choosing the right head proved harder than we thought. A wizard's head would be good but none of them would volunteer. They all felt their heads were too important. After all, you are dealing with some pretty big egos in this department.

A boboll head would be quite different. Although we were afraid it might have uncontrollable fits of laughter. Trolls have interesting heads but may be too fat for a pin. Haggabest heads bite.

Maybe a dragon would be best. We consulted with Grunch. After all, he would have a fit if he wasn't consulted and he is leader of the dragon society. No matter whose name we mentioned there seemed to be a problem. He went on and on, and on, why this dragon wouldn't be good, then why that one wouldn't work. We begin to wonder if we had made a mistake coming here. He was driving us towards madness when it came to us like a lightning bolt from the sky.

You guessed it. We told him he would be the ideal candidate for the pin. He was so flattered he didn't know what to say. So there you have it how we decided on Grunch's head. There may be a few minor inconveniences. You may occasionally feel an urge to complain about everything. If it becomes a daily thing I would suggest that you put the pin away for a few days to calm it down for sanity sake.

If you have already joined for the eleventh year your pin is enclosed. If you haven't joined it will be sent with your club gift when you join for the eleventh year.

## *Can it really be fifteen years?*

I have mentioned this before and I still get a kick out of it when it happens. I just recently met another collector who said that he had been collecting since the first year the Krystonia line was made. He said he thought he had been collecting about nine years. When I told him it had been longer than that he seemed surprised. When I told him it was fifteen years he seemed really surprised. I guess time flies when you are having fun and fun is what collecting is all about.

We have many collectors who have been with us since our beginning as well as lots who have joined us along the way. It has been quite a journey. We have created over two hundred and fifty different figurines. Many of you tell us you have a favorite. When we ask some are hard pressed to name only one while others tell us in a second. Usually this favorite had something of great meaning attached to it. It could be the first one you ever got, or one that represented a special gift, even one that you just received. Some of your favorites are from the early editions where as some have just been newly created.

The dragons have always been strong among your favorites. They tend to win your hearts over. Much of this is because each one has its own personality and looks. We don't all look alike so why should they? They are distinctly different. You would never mistake Jumbly for sister Shadra or Grunch for Owhey.

We have some collectors who only own the wizards. The early wizards were Graffyn, Rueggan, Haaph, Turfen, and Sheph. Since those first years we have added some of their cohorts from the stories. Maybe some of you feel that if you are close by these fellas you will learn some of their magic. Don't count on it, they are a little protective in this area. Even if you did, no telling what might happen if you tried to use it.

We have a wide and crazy cast of extra special characters. Without them there would be a lot of story left untold and it sure wouldn't be as enjoyable. Can you imagine the Krak not being governed by the evil N'borg? Who would replace the ever giggling Poffles? Moplos. Mos, Shigger, Hottlepottle, and Okinawathe are but a few and the list goes on and on.

The bottom line is we wouldn't want to do without a single one of them and evidently neither would any of you. So as we look at the end of 2000 we can't wait to show you what is on the horizon. Have a great holiday and we will see you in 2001!

