

Valley of the Moon  
 Name of Property

Pima, Arizona  
 County and State

**2. Design.** The resources have remained unaltered. Continual maintenance has kept the resources in stable and fair condition. Repairs have carefully retained the district's original artistic integrity. Each component of the property has a distinctive proportion. The "sense of magic" design concept has been retained.

**3. Setting.** The setting remains unaltered.

**4. Materials.** The materials remain the same from the period of significance. Stabilization and limited alterations have remained true to the original material palette.

**5. Workmanship.** The quality of workmanship is intact; the original craftsmanship with which the district was built is still reflected in the design, and remains strong.

**6. Feeling.** The sense of place deliberately cultivated by George Phar Legler persists, reflecting his philosophy and innovative artistic building program.

**7. Association.** The historic associations of the property have remained. The fairy-tale qualities are extant and although no longer directly associated with spiritualism, the mystic sensibility is pervasive throughout the garden.

**RESOURCES**

All of the Valley of the Moon Historic District resources are stable, their condition ranging from good to fair. Their condition remains constant due to the on-going maintenance by the George Phar Legler Society. The resources are listed in the chart below organized by type. their number corresponds to the site map.

**Contributing Historic Resources (as named by George Phar Legler)**

Buildings

01.	<i>Tower of Zogog &amp; Magic Stairs</i>	<i>(Enchanted Castle) (Wizards Tower)</i>
02.	<i>Fairy Queen's Magic Grotto</i>	
03.	<i>Trolodyte's Cavern</i>	<i>(George's House &amp; Rabbit Hole)</i>
04.	<i>The Adobe House</i>	<i>(Frank and Rose's Adobe House)</i>

Structures

05.	<i>Shrine of the Spirit of Peace</i>	
06.	<i>Temple of the Fairies</i>	
07.	<i>Fairy Dell</i>	<i>(Penny Land)</i>
08.	<i>Caves of Thor</i>	
09.	<i>Canyon of the Writhing Serpent Monster</i>	
10.	<i>Mystic Pool</i>	<i>(Pool of Peace)</i>
11.	<i>Enchanted Garden</i>	
12.	<i>Dragon Gate</i>	<i>(Dragons Teeth )</i>
13.	<i>George's Storybook Display</i>	
14.	<i>Magic Bench</i>	
15.	<i>Magic Tower</i>	
16.	<i>Tall Fairy House</i>	
17.	<i>Bunny Land</i>	
18.	<i>Gnome Village</i>	
19.	<i>Frog Ponds</i>	
20.	<i>Bottomless Pitt</i>	
21.	<i>Eye of the Band</i>	
22.	<i>Amphitheater and Stage</i>	
23.	<i>Outhouse</i>	
24.	<i>Garden</i>	

Objects

25.	<i>George's Tools</i>	
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Sites

26.	<i>The Wonderland Theater (site)</i>	
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**Non Contributing Resources**

Buildings

27.	<i>Bathroom Building</i>	
28.	<i>Ticket Booth and Concession Stand</i>	

Structures

29.	<i>Magic Room Ramada</i>	
30.	<i>Witch's Cauldron</i>	

Objects

31.	<i>Magic Carpet Golf Statue, The Castel</i>	
32.	<i>Magic Carpet Golf Statue, The Hut</i>	
33.	<i>Magic Carpet Golf Statue, The Old Tree</i>	
34.	<i>Magic Carpet Golf Statue, The Spider Web</i>	

The district consists of 26 contributing historic resources: 4 buildings, 20 structures, 1 object and 1 site completed during the period of significance. Additionally, there are 8 non-contributing resources: 2 buildings, 2 structures and 4 objects all completed and installed after the period of significance.

The contributing resources are organized and described in order of the original Fairy Tour configuration recorded by Legler in a unpublished and undated manuscript titled: Fairy Tour Through The Valley Of the Moon. Because of the organic evolution and continual development of the district and fairy-narrative, additional contributing resources are included as they appear along the foot-path. No exact construction dates exist for the contributing resources but were fully developed by Word War II. The resource description includes the Legler's fairytale folklore when available, and the resource's function within the enchanted Valley. From archival documents and newspaper reports it is clear that the fairytales and literary myths which Legler wove together change over time but the premise and the locations remain the same. The individual structures, objects and buildings interconnect to create a comprehensive district.

**CONTRIBUTING RESOURCES**

"Arizona Moonshine" by George Phar Legler

Over the hill, across the wind-swept sand,  
 A host and horde traveled with noiseless tread.

Neither pilgrim nor warrior clan were they,  
 Just beams at play, spread by a desert moon.

Each beam became a stimulating thought  
 And just a few of them my pen has caught,  
 Near our city of Tucson, Arizona.

Legler linked the individual resources of the Valley of the Moon by a guided 'Fairy Tour.' The weekly candle-lit twilight quest was integral to the experience – the only opportunity for the public to visit the property. The narrator and guide was almost always George Phar Legler who conceived the narrative as part of the garden design. The resources were inseparable from the fairy narrative.

He would tell his visitors that "evil deeds only cause more evil deeds and that kindness is the reward of kindness. Dressed as the "wizard," he used the Valley of the Moon to give a lesson in kindness. He was helped by his rabbits Jackie the Wise, Lady June, Sugar Plum, Blue Boy, Reckless Jack and a host of others." (Obituary)

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The garden was designed to be experience on foot. The mystical ambience enveloped the visitor from the moment he or she entered the property though the original entrance gate (lost). The gate, named by Legler: the *Magic Portal*, was a distinctive structure designed from cut corrugated steel panels and wooden posts and was the location where Legler provided an introduction to the property and a prologue to the magic quest. In the 1970s the area was redeveloped with an earthen mound but remained the location of the introductory remarks.

Inspiration for the tour was taken from the Canterbury Tales. The visiting 'pilgrims' were invited to sit on benches at the entrance where Legler began his introduction:

Welcome girls and boys to the mysterious realm of fairies in the Valley of the Moon. [...] People who know about the fairy world know that it is not in just one place on the earth but know that is in little bits or spots all over the earth. A little bit of fairyland may be upon a high mountainside, in a dark dense forest, by a deep swift flowing river, down by the ocean shore or out on the desert. By a lucky chance, thousands of years ago, then the Indians lived here on the desert, there was a little bit of fairyland right where the Valley of the Moon is. Quite naturally in its enchanted castles, fairy temples, weird caves and strange wild canyons the invisible fairy world is living. Who can tell what we might by chance see tonight. (Legler)

[...]

There are only two little laws which we must faithfully obey to keep from being in danger while we are on the tour. [...] This is rule Number One: The magic symbol of the Fairy Queen must be marked on the back of each one's right hand with an invisible fluid. Rule Number Two: We must all promise to faithfully hunt for two treasures that are back in the Valley of the Moon's fairyland. Treasure number one is the GOLDEN TONGUE OF TRUTH. Treasure number two is the SILVER HEART OF KINDNESS.

[...]

I have here in my hand a metal flask of magic fluid made by wise wizards from herbs, berries and flowers of fairyland. You can smell it but it is invisible to your eyesight. But the invisible magic symbol once marked on the back of your right hand is very plain to the Fairy Queen's magically powerful fairies and brownies. They will faithfully protect you and make you safe from the weird dangerous creatures in the fairy haunts if you faithfully hunt for the Golden Tongue of Truth and the Silver Heart of Kindness [...] Now I will mark the fairy queen's magic symbol on the back of your extended right hand: A circle, a cross and the queen's diamond. (Legler, unpublished)

#### 05. *Shrine of the Spirit of Peace*

After walking south along the garden trails of the front portion of the property the first stop was the *Shrine of the Spirit of Peace* where "the fairyland pilgrims" were asked to salute the Fairy Queen. The dwarfed structure of crude stone masonry has four steps up to its base, surrounded by a circular wall of with an opening for ingress/egress and arched stone niches, and a separate low reliquary fronted by a small reflecting pool connected to the main part of the Shrine. The 'shrine' was constructed into a retaining wall of the amphitheater.

"When we come to the very very dangerous part of the Valley of the Moon we must all salute the fairy queen at the Shrine of the Spirit of Peace. Let us practice it once. Everybody stand up. Extend your arms straight out from your shoulders, palms together. Now turn the backs of your hands together and swing your arms out as though you were flying like a bird. Close your eyes and think you are flying though the air like a fairy and repeat after me all together: "Oh Fairy Queen. We Salute you. And promise to always follow – in the path – of truth and kindness." (Legler)

The tour continued to *Old Mother Hubbard's House* (now located on the roof of *The Fairy Queen's Grotto*), a crude miniature stone castle of cylindrical form with a square battlemented parapet high on a concrete ledge above two shallow concrete and stone ponds reflecting pools (*frog ponds*).

At the Old Mother Hubbard's queer house perched on a cliff they pause to repeat in unison that age old rhyme of a bare cupboard and made the acquaintance of a real fairy dog. (Legler)

#### 06. *Temple of the Fairies*

The *Temple of the Fairies* was the next stop on the quest, located on the ground west of the amphitheater. The small, miniature concrete structure with a flattened dome is supported by a series of concrete columns on a cast concrete

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foundation. A space between the front pillars permitted visitors to peer within. Legler employed a kaleidoscopic illusion with mirrors between the pillars. Fragments of the mirrors remain.

Now the winding pilgrim file stoop in turn to peer through the fluted stone columns of the beautiful *Temple of the Fairies*. In costume grand fairies can be seen flying there and by some strange magic the glistening corridors seem to extend endlessly beyond vision.

#### 01. *Tower of Zogog & Magic Stairs*

The path turned to the east toward (5) *Tower of Zogog & Magic Stairs* also referred to as the (*Enchanted Castle or Wizards Tower*). The unique building was constructed from stone, concrete, metal and wooden posts. The form of the structure is a cunningly wrought caricature of disabled antiquity. The ground level is a passageway with interior walls painted with faded murals leading from the large amphitheater stage to a dell at the rear of the building. The second story is inaccessible but is reminiscent of an English cottage with a pitched concrete roof form that mimics a thatched roof massing. The irregular second story façade is punctuated by a single circular window opening. Flanking the entrance to the lower story are two short exposed rubble-stone retaining walls, the top courses of which are crafted with lighter-colored rock than the rest of this structure, providing a tooth-like array, behind which surviving desert foliage has been planted. Behind these retaining walls are two rubble-stone buttresses. The eastern buttress extends to middle of the second story, while the western buttress, much less massive, extends only to the top of the first story. To the east, integrated into the retaining wall, are the *Magic Stairs*. This short flight of steps of cast concrete has been designed so that as a "pilgrim" ascends, each step tilts slightly downward, thus creating the illusion of descent while walking up. Northeast of the Magic Stairs, a cast concrete "standing stone" on a rubble-stone base towers from the foliage.

Up a trail to an enchanted castle the line of marchers travel. Just how to describe the experience in an enchanted castle would be a difficult matter. Up they have been, now down they go a winding mountain trail eerie lights illuminating the way, as will-o'-the-wisps some of these fairyland lights may seem. (Legler)

#### 07. *Fairy Dell*

Through the Tower and down an earthen incline is the *Fairy Dell* also referred to as (*Penny Land*). The Dell is small irregular sunken amphitheater space with slight curved concentric tiered seating facing west. The floor of the Dell is dirt and the west wall reinforced concrete and stone. The rear of the informal stage is a gated passageway that leads to the *Caves of Thor*, the focal point of the west wall. Another path leads through the *Gnome Village*. Trees encircle the space creating an intimate experience.

Now they are in the fairy dell in front of the Caves of Thor where yawning darkness seems to hold lurking dangers well calculated to test the courage of the bravest pilgrim. In this miniature amphitheater and stone-seated dell they pause to sing the favorite songs of childhood. (Legler)

#### 08. *Caves of Thor*

The original path led from the Dell into the *Caves of Thor*, through an arched portal whose lowest course of stone (set in concrete) resemble a fanged open mouth. Above the two rubble-stone courses of the arch, a cast concrete gnome (created by Legler) leers down at the "pilgrims." A winding dark passage way that leads from this arch, past a steel gate, terminates at a subterranean stairway of irregular steps which rises into the *Fairy Queen's Grotto*. The highly organic passageway is dug from the original terrain and its walls are reinforced with concrete.

Now the yawning blackness of the caves of Thor swallows the line of marchers. Up a rough stone passage they make their way to the *Fairy Queen's Magic Grotto* in the heart of the mountain. (Legler)

#### 02. *Fairy Queen's Magic Grotto*

*Fairy Queen's Magic Grotto* is a small cast concrete single-room building with a cast concrete pitched-roof, faux thatched form. The northwest façade exterior reveals the form work as well as a portion of brickwork; the southeast façade rubble-stone decorations, desert plantings, and a cast concrete arch. The *Dragon Gate* connects to the southeast corner of the building. Rubble-stone planters are integrated into the building's walls. Multiple small windows perforate the walls. The building features a chimney, rock floors, windows and an entrance door. Cast into the walls are support posts in a faux stalagmite/stalagmite form.

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Stalagmites, stalactites and swooping flittermice add to the thrill of real magic in the Fairy Queen's grotto. To each pilgrim a magic charm and jewel is now given. It will protect them now from the dangers of enchantment and in the later years be a keepsake souvenir of their visit to fairyland in the Valley of the Moon.

09. *Canyon of the Writhing Serpent Monster* and 14. *Magic Bench*

Upon leaving the *Fairy Queen's Magic Grotto*, the "pilgrims" walk a long slightly curving trail, *Canyon of the Writhing Serpent Monster*, bordered on its eastern side with a long rubble-stone bench. The cast concrete snake has been relocated to the *Gnome Village*.

The *Witch's Cauldron*, a non-contributing cast concrete retaining wall, has been added, attached to the *Fairy Queen's Magic Grotto*.

With bated breath the pilgrim file travels through the Canyon of the Writhing Serpent Monster.

26. *The Wonderland Theater (site)*

*The Wonderland Theater* was constructed of corrugated steel. Limited photographic documentation survives. Vignettes from "Alice in Wonderland" were produced, featuring Legler's trained rabbits.

The Wonderland Theater, starring Alice is now reached. Scenes of this children's classic are presented.

After leaving *The Wonderland Theater*, the pilgrims pass

13. *George's Storybook Display*

Designed to evoke the Canterbury tales, this resource comprises eight small cast concrete niches at a child's eye level. The niches rest on a cast concrete and stone wall, surmounted by an angled concrete retaining wall, its surface studded with many small rocks. The contents of the niches are lost.

The next stop on the quest was a series of interconnected resources.

Cautiously, with wary steps they pass the mystic pool into the gloom of the Troglodyte's Cavern and out into the beautiful enchanted garden.

10. *Mystic Pool (Pool of Peace)*

The Mystic Pool is a raised stone lily pond tucked under and into a constructed stone cave in the side of a small shallow sloping hill and the side of a stone faced building. The cave is entered through an arched stone passageway, the *Rabbit Hole*. The hill, the pool, and the building are constructed as a single, homogeneous, organic, natural structure. A small dirt footpath on a miniature levee borders the front of the pool. To the right of the pool, tucked into the cave, a metal hand rail and stone steps lead into a passageway into *Troglodyte's Cavern*. The structure includes stone benches, a cast concrete column and natural stones. The rear of the cave features miniature stone buildings.

03. *Troglodyte's Cavern (George's House) (Rabbit Hole)*

This space of two irregularly shaped rooms, each on a different level two steps apart, was George Phar Legler's dwelling. The *Mystic Pool* is the exterior expression and main entrance to this living space. The interior cast concrete walls reveal the corrugated steel form texture and shape. Each room has a sloped ceiling and irregularly shaped windows. The larger of the two rooms features a stone fireplace and mantle of a single slab of stone with a flat upper surface and an irregular lower surface. There is no kitchen because Legler only drank enriched milk and ate vitamins. The larger room has a doorway-sized arched window looking to the reflecting pool in the *Enchanted Garden*. The dark interior space opens into a rock-lined low open air space shaded by trees at the ground level.

11. *Enchanted Garden*

The *Enchanted Garden* was originally entered by passing the *Mystic Pool* through the cave mouth. That garden is centered around a small organic fish pond, set into the walls. On a concave concrete retaining wall that wraps that curves around to the southwest, miniature stone buildings including a town hall and theater and other little ancillary structures, creating a fairy village. Not only miniature in size, the stones used to fashion these "buildings" are very small and emulate the full-scale buildings and structures of the entire district. Mirrors included in these miniatures were originally designed to reflect candlelight and twilight.

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The pond follows the curvature of the footpath. From the path, a wooden bridge leads to a hand-made large stone outcropping, intended for the throne of the Fairy Queen.

Beautiful fish now dart and now lazily float in the ghostly light that flows up from the bottom of a deep pool to illuminate the enchanted garden and its magic wonders.

"Pilgrims" exit the garden and return through the *Dragon Gate*, concluding their adventure in The Valley Of The Moon.

#### 12. *Dragon Gate*

The dragon gate is a stone archway connected on one side to the *Fairy Queen's Grotto*. The angular arch includes patches of dangling sharp tooth-like rocks and a rubble-stone supporting wall on the other side from the building. There is no capstone.

At the dragon gate the tour ends and needless to say none of the girls and boys can be sure what the wierd creatures were that were glimpsed for a brief moment in the dark places along the line of march. Some may believe this and some may believe otherwise but because this or that person believe a certain thing is true does not prove it is true.

This concludes Legler's unpublished notes for the performance and tour of The Valley Of The Moon.

The remaining contributing resources were included in later, alternative versions of the tour, as Legler's work continued over time.

#### 04. *The Adobe House (Frank and Rose's Adobe House)*

This low-slung, three room adobe building, tucked behind the *Enchanted Castle* to the east of the *Fairy Dell*, is characterized by a corrugated steel shed roof attached with rocks. The building is both exposed and stuccoed adobe with original wood frame windows throughout, constructed on a concrete slab into a low hill creating a reduced sense of scale. The building has two entryways: north and east. The east façade displays irregular window forms, adobe buttresses, and a protruding small portico framing the plank-wood front door. An internal ceiling structure protrudes from the wall, extending approximately one foot over the front door and buttress. Stucco has been irregularly applied to the east and north exterior walls, accentuating the irregularities of the adobe and stone masonry. The southwestern elevation has a distinct character with a flat, irregular stuccoed adobe and stone wall with one original wooden window with a protruding lintel. The building was organically expanded over time. Irregular massing and imprecise amateur masonry all combine to create a organic ancient character.

#### 15. *Magic Tower*

The cast concrete form in a triangular plan is raised on a plinth of stones and fronted by a series of miniature stone buildings. The tower is delineated by three cylindrical columns at the vertices of the triangular plan, which rise above the roof with conical organic motifs which rise above the roofline. Painted into the top portion of the front lintel are the words "MAGIC TOWER" (in caps). The miniature stone buildings reflect the stonework designs of the entire district.

#### 16. *Tall Fairy House*

This approximately 8' tall miniature three story stone structure has three small openings, one at each level. The lower is an open arch built from small whitish stones of a different scale than the rest of this object's stones; the second story opening is an irregular rectangle framed by large stones, and the third story opening is an original miniature wooden window. The entire building is irregularly conical and terminates with a chimney-like truncated point.

#### 17. *Bunny Land*

*Bunny Land* is inaccessible to visitors, located along the western edge of the property behind the *Fairy Queens Grotto*. *Bunny Land* includes concrete forms set into the landscape, their corrugated iron texture still apparent. The forms delineate tub-depressions and are obscured by vegetation.

#### 18. *Gnome Village*

Adjacent to the *Tall Fairy House* to the north of the relocated *Writing Serpent Monster*, is a series of miniature buildings set into an artificial, terraced canyon, creating another play with proportion and perspective.

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#### 19. *Frog Ponds*

South of *Temple of the Fairies* is a series of shallow, rectangular, stone-edged reflecting pools with a backdrop of a low, rock-covered hill with miniature stone buildings, archways, and indecipherable artistic organic objects.

#### 20. *Bottomless Pit*

The *Bottomless Pit* was dug as a cylindrical well the walls of which have been plastered, with a ladder attached to one side and a cap above ground level one half in cast concrete in several irregular forms, and a movable half of wood framing and metal.

#### 21. *Eye of the Band*

The circular freestanding open window of cast concrete lined with multiple embedded stones in a doughnut form includes two narrow reflecting pools of different levels. Looking at the *Eye of the Band* over the two pools, to the left is a low cylindrical object of cast concrete with an exterior of stones and plastered open interior. The top edge of this object festooned with vertically oriented stones with approximate equal spacing, evoking a "stone circle."

#### 22. *Amphitheater and Stage*

The property has a large open-air theater space with a raised stage integrated into the *Tower of Zogog*; the seating area is an inclined grassy slope.

The backdrop of the slightly off-center stage is framed by mature natural vegetation and trees flanking the *Tower of Zogog*. The irregularly cast concrete apron is a retaining wall which supports the packed earth and concrete stage.

#### 23. *Outhouse*

To the north of *The Fairy Queen's Grotto*, on the western edge of the property is the *Outhouse*. The ramshackle structure of wood framing and corrugated metal walls and ceiling in an angular form includes two original stalls. The small building is in poor condition.

#### 24. *Garden*

The front portion of the property is a flat, un-ornamented area which includes tamarisk trees, native vegetation, and gently curving pathways. Several non-contributing resources have been located in this area.

#### 25. *George's Tools*

Towards the entrance of the property are displayed a cluster of rusted tools that Legler used to construct the Valley Of The Moon, including hand tools and a cement mixer.

Throughout the district are numerous small stone structures and objects crafted by George Phar Legler and not included in the above inventory. These additional minor resources contribute to the sense of the district in every gaze.

### Non-Contributing Resources

#### 27. *Bathroom Building*

Just south of the parking area, the *Bathroom Building*, a two-room painted slump block construction with a shed roof, is tucked into a grove of trees towards the northwest corner of the property.

#### 28. *Ticket Booth and Concession Stand*

These two small portable buildings, installed side by side at the same time, are considered one resource. Both temporary frame buildings are constructed from wood with sloping roof forms. The windows are opened when the property hosts tours.

#### 29. *Magic Room Ramada*

The non-contributing Ramada is located west of the *Amphitheatre* and north of the *Fairy Queen's Grotto*. The Ramada is built from steel posts and aluminum corrugated roofing. The commercially fabricated form of the Ramada is dissimilar to the organic forms, small spaces and inventive details that persist throughout the district. The Ramada is used as a small performance space but is an intrusion to the district.

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30. *Witch's Cauldron*

Witches' cauldron is an intrusive structure added in the 1970s to the south of the *Fairy Queen's Grotto*. The structure is a slump block retaining wall filled with dirt to create a platform stage area. The smooth wall, including a stepped rectilinear detail at the southeast corner, is finished with a thin stucco coat. The structure impacts the south elevation of the Grotto and deviates from the organic stonewall program pervasive throughout the district.

31. – 34. *Magic Carpet Golf Sculptures*

In 2008 four sculptures were salvaged from a miniature goofy-golf course named "Magic Carpet Golf," on Speedway Boulevard west of Wilmot Road, and reinstalled in the front garden of the moon. Although the structures were developed in the late 1960s, they are not associated with the district, and therefore are non-contributors. Their location is minimally invasive and their subject matter loosely connected to the "fairy-tale" concept of the landscape. The four sculptures are:

31. *The Castle.*

Blue cast concrete with three turrets, painted yellow, green, and red. The interior of includes child-sized seating.

32. *The Hut.*

A small cylindrical structure of fancifully painted cast concrete with yurt-form walls, and irregular arched entrance, and highly irregular curved conical turret with a high, truncated pinnacle.

33. *The Old Tree.*

This anthropomorphized painted mcast concrete tree stump vaguely evokes the animate apple trees from the 1939 motion picture "The Wizard Of Oz" with grim facial features (the mouth creating a child-sized opening and threatening "arms.")

34. *The Spider Web.*

The space between two painted cast concrete tree trunk stumps, one of which is festooned with very oversized painted cast concrete flowers and leaves, is completely filled with a circular form spider web.