

The Lost Pages
of
Wizard Thornberry's
Notebook



Barley Fields

Race: Human

Origin: Humble Village

At the time of our
first meeting,

Barley Fields appeared to be in the eleventh summer of his life. A sturdy farmboy with fair hair, blue eyes, and a friendly, open, generous disposition, he is loyal, courageous, somewhat impulsive, and has a certain air of theatrics about him. He has a great fondness for sausage pie, and, though he does not like to admit it, he is terribly afraid of dragons. He greatly admires his brother, Rye, in spite of Rye's habit of playing tricks on him, which Barley is prone to, given his trusting nature.



Rye Fields

Race: Human

Origin: Humble Village



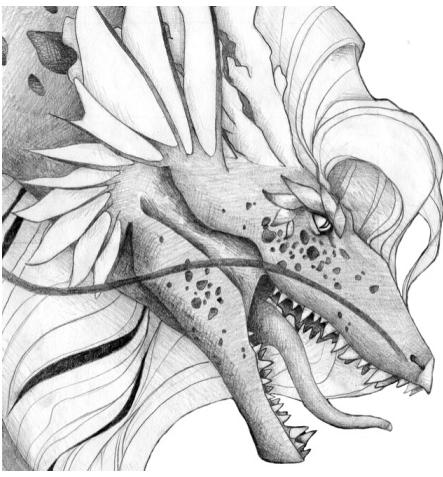
The eldest son of

Farmer Fields of

Humble Village, Rye

is well known by his neighbors for his midnight pranks — such as replacing all the eggs in a henhouse with turnips, or dressing up the neighborhood cows in hats and bonnets. Despite his love of trickery, he is kind-hearted, and his schemes are always harmless in intent. He is devoted to his younger brother, Barley, whom he often recruits as his accomplice, except in those instances where Barley is the unfortunate object of Rye's jests.





The Dragon of the Deep

RACE: Great Sea Dragon
ORIGIN: Northern Sea

Very little is known about this mighty being, the king of all the ocean. He dwells

in a coral palace deep beneath the Northern Sea. While he can run as swiftly on land as he swims in water, he cannot fly like his cousins, the dragons of the Mountain Kingdom. He has the power to grant humans the ability to live underwater, and can even transform them into dragons like himself. His yellow eyes like twin moons, branching horns, long, white mane, scales like green pearls, and a mouth as large as a castle gate make him a fearsome sight. In recent times he has slain the twelve bravest knights in the Land Far Away.



Sir Pinsky of Gasketon

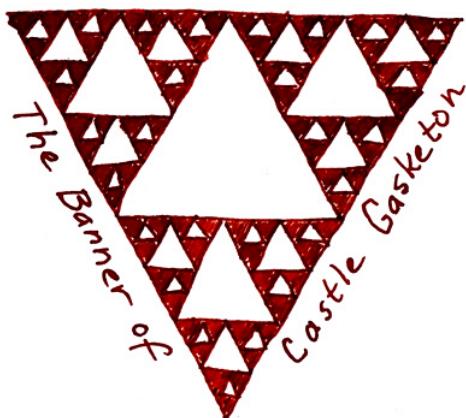
Race: Human

Origin: Castle Gasketon



The thirteenth bravest knight in the Land Far Away, Sir Pinsky is best known for his great skill in successfully retreating from combat. He has fled a contest with Ashmorg the Terrible, Gravhag the Gigantic, and even Flescher the Wily, and lived to tell the tale. After the twelve bravest knights in the Land Far Away were slain by the Dragon of the Deep, it was Sir Pinsky's duty to

face the Dragon, and almost certain defeat!



The Witch of Lost Castle

RACE: Human

ORIGIN: Unknown



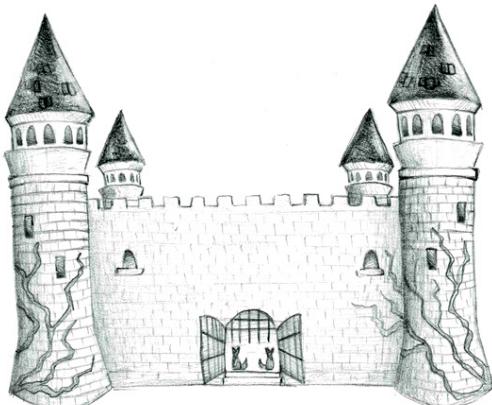
For many long ages, Lost Forest has been ruled by a good witch who dwells at Lost Castle. Legend has it that one night while the witch was out, Lost Castle unexpectedly vanished and reappeared near a camp of fearsome brigands. The front gate, unfortunately, had been left unlocked. By the time the witch found the castle, it had been taken over by brigands. Rallying her animal forces, she raided the castle, retrieved her magic sword, and fled into the woods. Unable to wield the sword herself, the witch waited for a brave soul with a truly unselfish heart who could use the sword to drive away the brigands.

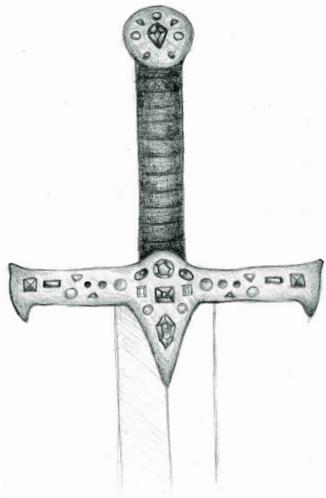
Lost Castle

TYPE: Enchanted Building

ORIGIN: Lost Forest

The location of Lost Castle shifts at random within Lost Forest, making it impossible to find. It has, however, been known to appear on rare occasions to travelers in the forest, especially those who are good-hearted, kind to animals, and in great need. Tragically, for many years the castle has been in the possession of a band of brigands, who used its power to rob and pillage, then vanish without a trace.





The Magic Sword of Lost Castle

TYPE: Enchanted Weapon

ORIGIN: The Lost Forest

The Magic Sword of
Lost Castle is a large,

mirror-bright blade with a jewel-encrusted hilt. Legend has it that it was first forged as a dagger for the greedy giant, Borglerindermere, then enchanted by the second Witch of Lost Castle to be impossible to wield by anyone with selfish intent. Because of its large size and the enchantment upon it, an ordinary warrior will find it difficult to lift. In the hand of someone with an unselfish heart, the sword becomes light as a feather, and no enemy can stand against it.

NOTES BY Wulfram Thornberry, Good Wizard

ILLUSTRATIONS BY Rachelle Hoffman

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