

As you come down from the tree, you find yourself in a familiar place – you've come full circle, and now you're back in the courtyard, where you started. You look up, and see that the clock tower is in the manor, beyond the steel gate. For the second time, you make your way over to it.

The faces on the gate jeer and laugh at you, and you realize now that these, too, are gargoyles, albeit metal ones. They are quite rude, and refuse you entry, until the skull pipes up. "We're delivering a message for the Dragon. If you didn't let us through, that might make the Dragon angry...I think you should open the gate"

Suddenly humbled, the gargoyles let go of the gate and it swings open. You try your best to learn their names as you hustle through, making your way deeper into the castle.



