

Through the metal gate, a marble staircase takes you up to a great stone palace, out of which two great towers rise. One, you can see, is the clock tower, and so you try to find a way into the palace complex. The only door you find that opens leads you into a beautiful, expansive kitchen. The whole room is well stocked, and has been kept clean and neat.

You are, at this point, not surprised as you slowly become aware of hidden figures prancing about the room, cooking, cleaning, and preparing foods. They are so small and move so fast that it almost seems like the kitchen utensils are moving on their own. You introduce yourself politely, and one of the figures slows down enough to talk to you.

“Oh hello there! We’re the Elves. Welcome to our kitchen!”

You ask if perhaps they know the way to the Griffin’s tower, but the elves just shake their heads. “We don’t really leave the kitchen. It’s our home, and anyway, there’s always work to be done! We have to cook for the entire castle, you know. It’s not as though the food just magically prepares itself!”

“How do you get the food out to everyone in the castle if you never leave?” The skull asks.

“Oh, that part is magic. There’s a spell that can transport food from the kitchen to anywhere in the castle. There’s another spell that lets the gnomes teleport food from their garden into our pantry, and again to let us pull food up from the pantry to here without having to use the stairs. So actually, there’s a lot of magic involved. The wizard set it all up for us, back in the day. You might try looking in the pantry, actually – I think it connects to one of the towers.”

Before you leave, you can’t help but ask. Looking around, you see a lot of metal cooking ware. Aren’t Elves supposed to hate Iron?”

“Hate is a strong word,” the Elves sigh, “but it’s true, we’ve never really gotten along. Very rude chap. Another reason not to go outside.”



