

Most of the courtyard is overgrown, and the gate to the marble palace is locked, not to mention quite rude. So, you end up wandering about and find yourself in a garden. It's the opposite of the weedy, confusing bramble that you just came out of – here, you find vegetables growing in neat, trim rows. And in the middle of it all, sitting down and gnawing at a carrot, you find the most unusual squirrel you have ever seen.

“Oh my!” The squirrel gasps. “I was only taking a short break, I promise! I'll get right back to work!”

Not wanting to pressure the poor thing, you ask her what the work is that she does. “I'm Emilia, the Postmaster around here,” she says, “I carry letters for folks who don't or can't leave their premises. It's mostly nice, but it's hard work.”

You ask Emilia if she doesn't get lost running around the cursed castle. “Oh, I get lost all the time,” she sighs, “That's what makes the work so hard. But because I'm fast and little, I get where I'm going sooner rather than later. And if I get turned around and run into other people along the way, well, they usually have mail for me, too. I get a lot of letters – so many that I tend to lose some!” She laughs, but then her laugh putters off into another long sigh. “Do you have a letter for me?”

When you tell her you don't, she becomes visibly relieved. “Well, if you find any letters I've misplaced, let me know. I'd better get back to work.”

Before she leaves, you ask her if you can have some vegetables from her garden. “Oh, this isn't my garden,” she says with a laugh. “It's the gnomes'. They're very kind - If you want to talk to them about purchasing some produce, you'll have to make your way through the rows to the supply shed where they live.”



*There are three paths through the garden, but only one will get you to the Gnome's shed. But if you try to retrace Emilia's steps, you might be able to help her find her missing letters – and what they spell.*

