

Past the garden lies a small ramshackle shed, its wood panel walls looking as though they only barely hold up its disorderly tiled roof without falling into a pile of wood, nails, and broken pottery. You are almost afraid to knock on the door. Once you do so, however, it swings itself open to reveal a cluttered interior, full of disorganized piles of gardening equipment. After a moment looking over the whole area, you notice a small figure hidden in the mess. This must be one of the gnomes that Emilia was talking about.

You introduce yourself, explain how you're newly arrived at the castle, and inquire if, perhaps, the gnomes might be willing to part with something to eat from their garden. You are, you realize, quite hungry.

“A newcomer!” The gnome chirps in surprise. “And you can see me! What a delight! Of course you're welcome to some food. Don't bother going back to the garden – we've already stockpiled plenty of food here. My brothers, my sisters and I all do our best to keep the garden tidy so we can grow food and send it on to the kitchen. Any extra, we just keep here.”

You take a moment to look and, indeed, you find that there is plenty of good food to eat here in the shed. You also keep an eye out for the gnomes, wondering idly to yourself just how many of them there are, hiding out in here?

Once you've finished, the gnomes ask if you'd be willing to help them out, in return for the snack. They need someone big like you to help them carry some goods down into the cellar. You agree, bid the gnomes goodbye and head back outside with a sack of vegetables to look for the entrance to the cellar.

*While they keep the garden nice and neat, the gnomes have not kept this shed organized at all. Once you find your way through the clutter, can you find the rest of the gnomes? Just how many of them are hiding here?*



