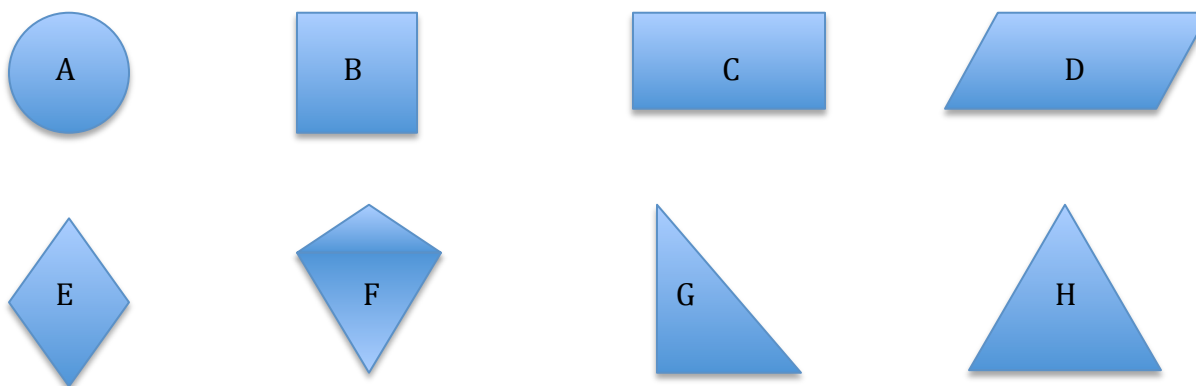


Libly Story Quest Ch. 2 – Breakfast and Black Powder

You wake up the next morning excited to see the Steps. Cirika and the others are excited, too, but they say that they can't leave until we all have a nice breakfast. Cirika and her cousin talk you into helping them prepare the meal...

Task: They have asked you to get out the plates for the meal. There are eight people eating (including you) and now you need to set the table with the correct plate for each person. You decide to take the plates out and take a closer look at them...



Each looks different, so you decide to walk into the play area and ask each person which plate they usually use. Then you ask Cirika and her cousin, who are picking flowers in the garden. This is what they all said:

Father: "I love to fly kites, so I always eat on that kind of plate."

Mother: "I'm an equilateral triangle kind of Libly!"

Aunt: "It doesn't matter to me. A plate is a plate. But if I really have to choose, I guess I'll take a three-sided one that has a right angle."

Kandein: "I can't remember what it's called, I just know I like the one that has four equal sides but no right angles."

Yoru: "Oh! Oh! I like the... Man, I can't remember either. But I do remember it has four equal sides and four right angles."

Cirika: "Please give me the one with an infinite number of lines of symmetry."

Cousin: "I would like the one with two sets of parallel lines, where opposite sides are equal, but which has no right angles."

Write the letter of the shape next to the person who will get that plate in the table below.

Person	Type of Plate	Person	Type of Plate
Father		Mother	
Aunt		Kandein	
Yoru		Cirika	
Cousin	D	You	

After breakfast, everyone grabs a reed and starts to row the lily pad north, toward the waterfall. A couple hours later, we get close enough to see it. Cirika shouts to the others, "Oh, my goodness. It's dry! Why is it dry?" She starts to sob and Kandein goes up to comfort her. Everyone is shocked. The waterfall is gone. All that remains is a dry cliff.

"What should we do?" asks Yoru. Nobody has an answer for him. "We must do something! There must be a reason for why it's dry," he says. Finally, their mother says, "There are only two reasons why the water has stopped flowing. Either the Source has stopped producing water, or there is something blocking the flow somewhere along the river." "That's true," says their father. "But that also means someone will need to go check."

After a lot of silence, they look at you and ask if you will go to the Source of the river for them. They explain that they would prefer to go themselves, so as not to put you in danger, however, the great Desert Wasteland is the only way to reach the Source. And, there is no way that they can cross the desert; they are amphibians and require water.

You look at these kind-hearted creatures and agree to go for them. You aren't sure what you'll find or whether you'll even make it through the desert, but you must try.

The family packs a lot of things for you: many flowers, bottles of clean, fresh water, a sleeping bag woven with reeds and stuffed with petals for insulation, etc. They tell you that they will take you as far as the bridge just on the boundary of the desert, but that they cannot go past that point.

* * *

Once you reach the bridge, you disembark and say your goodbyes. They wish you good fortune and watch as you walk into the desert...

The first thing you notice is a giant wall. You have no idea why it's there, but at least it looks like it will give you shade during the morning hours. It seems to go on forever, but you imagine that as long as you follow it, you shouldn't get lost.

* * *

Eventually, you come across a hole in the wall. There is black ash all over the opening, indicating that it was recently made by some kind of explosive. You decide that stepping through this opening is better than following the endless wall. It's a little small, but you fit through without too much trouble and scope out your new surroundings... Now you understand why the wall was built; it's protecting a city in the sand.

Walking to the city, you find footsteps. They are faint and bloody. Someone must have gotten hurt, so you pick up the pace, following the blood trail through the city's maze of streets. You finally reach the door of a dilapidated domicile. The blood trail moves inside, so you knock. Nobody answers, so you open the door and head inside anyway.

Lying on the floor is a middle-aged man, maybe around the age of 50. He has a small, engraved tablet in his hand and is covered in blood. You kneel down to help him, but he is very badly hurt. You give him some water and tell him to wait while you go get help, but he says, gasping for air as he speaks, "N-nobody's here..." He holds out his arm, trying to give you the tablet, "...take this to the governor... Go... n-o-r-t-h."

He collapses in your arms. You feel utter shock and helplessness, but you gently close his eyes and remove the tablet from his hand. Then you go outside and start digging a hole in the sand... He deserves a proper burial...