

Libly Story Quest Ch. 5 – Beyond Fireworks!

You and the rest of your party reach the end of the last tunnel. The mouth of the cave opens to a large grassy field. There are scorch marks all over the field and the village in the center appears far smaller than you imagined.

“We’re finally home,” say the people who escorted you. “Come on, we’ll take you to the governor.” On your way into the small town, you ask them about all the scorch marks. They tell you that those are from shooting off fireworks. “We are all wild about fireworks! We can’t get enough of them,” they say.

You reach a building at the eastern end of the village that reminds you of a chimney. It’s made of bricks of all different sizes, shapes, and colors. And a lot of smoke rises from its peak. They tell you, “This is where the governor lives and works. He’s one of the best pyro-technicians in this village; he makes the most awe-inspiring fireworks.”

You go to knock on the door, but they interrupt, suggesting that you just walk in because the governor is hard-of-hearing and won’t be able to hear you knocking. As soon as you open the door, you are greeted by a flurry of smoke and frustrated yelling. You cough and immediately get on your hands and knees; you learned long ago that smoke rises, so you should crawl to avoid breathing in too much of it.

You make your way through the room and into the next one, following the shouting of the eccentric governor. When you reach him, you find that he’s also crawling on the floor. He sees you and yells, “HELLO! MY NAME IS ASHIUR. WHO ARE YOU?” You tell him your name, but he can’t hear, so you scream it. “YOU DON’T HAVE TO YELL,” he screams back.

You quickly tell him the story of the trapped people and the water and then show him the tablet. He takes it, examines it carefully, and then sits on it. “IT’S NOT A VERY COMFORTABLE CHAIR,” he shouts and then laughs. You sigh, unsure of his sanity. You think to yourself, “Perhaps all these noxious gases have caused him to go crazy?”

Eventually, the smoke clears and he stands up. He offers you his hand and pulls you up onto your feet. He then picks up the tablet and looks very seriously at it... After a few minutes of deep thought, he nods his head and gets to work. You ask him what’s going on, but he ignores you, but when you try to leave, he grabs hold of your shirt and silently implies that you should stay. He points to the next room, where there is an older lady sitting down, playing with string. She beckons you closer; it looks like she might need help.

Task: The lady is Ashiur’s wife, Rastalia. She likes to set up major fireworks shows. She has designed it so that all the fuses will be tied together and lit at the same time, with a single match and so far she has set up everything for the show that will happen in a few days except for one last set of fireworks.

She has decided that she wants that set of fireworks to go off exactly 45 seconds after the fuse is lit. However, she only has two strings (fuses) left and each burns for exactly 30 second. She is having trouble figuring it out, so you will need to help her.

How can you use both strings so that they burn in exactly 45 seconds?

“Perfect!” she exclaims. “Thank you so much for helping me. I was struggling with figuring it out.” You tell her that it was your pleasure and she smiles. She then says, “You are more than welcome to watch the event in a few days. Please come watch if you’re in the village at that time.” You thank her for the invitation and accept it with honor. “I think my husband is just about done,” she says. “Go ahead and go back into his lab. Don’t worry, he won’t mind.”

You go back into the other room, where Ashiur is waiting for you. He has a grin on his face and a gleam in his eye. You feel a little uncomfortable, but he simply says, “I did it! I figured out the tablet.” You ask, “Really? What does it say?” He tells you that it’s a recipe for an extra powerful type of firework. It is strong enough to remove rubble and to crack mountains.

“It’s exactly what we’ll need to free the people and get the water flowing again... But,” he says, “It’s a very complicated recipe. It will take at least the rest of the day and night to get it ready. Please return tomorrow.” You nod gratefully and walk out the door.

Once outside, you find that your friends have gone, so you wander around the village. It’s pretty small, and full of strange architecture. You wonder how half of the buildings can even stand. They look off-balance and poorly built, but somehow they are standing. You walk by a coffee shop-like building and see your friends inside having lunch. One of them happens to see you out of the corner of his eye and gleefully welcomes you in.

When you open the door, the first things you notice are the tables; they are giant bowls. They are made of some kind of strong metal. Apparently, in this restaurant they cook everything in front of you in these large bowls. It’s pretty neat, actually.

Your friends wave you over to their eating area and feed you a stir-fry of lots of different vegetables and meats. “Wow! That’s fantastic!” you tell them when they ask how you like it. They reply with, “We’re glad you’re enjoying it. There’s nothing quite like it anywhere else.”

After lunch, they ask you how the meeting with the governor went. You tell them everything and they jump up out of their seats from utter joy. “We knew it! We knew it!” they say. “Rend did find the recipe after all!” You all take a walk around town and then they offer to let you stay with them for the evening...

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In the morning, all of you dash over to the governor’s place and he welcomes you in. He says he has completed not just one, but three of these new fireworks. He tells you that he worked very hard so that you could use one to unblock the Highway, another to free the people who are trapped, and the last one to release the water from it’s rocky cage so that it can flow freely once again.

You all thank him very much for his assistance and begin your journey back to the Source, this time through the Highway...