

Lipero Story Quest Ch. 2 – The Truth About Lipero!

SSSSQQQQEEEEEEAAAAAKKKKKK! No, don't take me, I don't want to go! NOOO!

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You wake up in a cold sweat. You just woke up from a terrible dream and feel horrible. Something ominous hangs in the air, but you can't quite place it. It feels like someone was hurt. But, maybe it's just the dream making you feel uneasy.

You get out of bed and decide to go downstairs for a drink of water, but as you walk down the hallway, you hear voices. They are hushed voices, barely above a whisper, so you imagine it's nothing, just other patrons who woke up and decided to have conversations. It doesn't concern you, so you keep walking. You walk quietly down the stairs so you don't awaken anyone. However, as you reach the bottom of the staircase, you hear more voices coming from the dining area of the inn. And, these are not being quiet at all. Wait a minute... did you just hear your name?

"... We must ask them for help. The humans must know of some way to fix this problem. We lost three this very evening! We all heard the squeaks and screams. Those monsters just flew in and took them away. Something must be done, but remember what happened to Flannie when he stood up to them? They took him, too. Nobody has seen him since. Let's go talk to Astroni, maybe he can persuade the humans to help..."

Sickened and startled, you creep back up the stairs, tiptoe along the hall, and quietly open the door to your room... That night, once you finally fall back to sleep, you have even more terrible nightmares. This time they are about you being eaten by a gigantic monster that flew in and swooped you up into its dark, gaping mouth.

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When you awaken, it's to beautiful music being played downstairs on a flute. You look at the time. It is 8:27 a.m. You feel exhausted; your dreams kept you from sleeping well, so you decide to lie in bed a bit longer. A few minutes later, there is a knock at the door. The innkeeper, Moliwa, comes in with a tray of breakfast. She asks you how you slept. You tell her you had terrible nightmares all night. You recount the first one and she just says, "I'm sorry you didn't sleep very well. Try to eat some food. You'll feel much better."

After you finish eating, Moliwa comes to take your tray and hands you a small brown envelope. You thank her and then open it once she leaves. The letter asks you to come to the Mayor's house for lunch.

You gulp, wondering what this could mean. Sure, he's a friendly person, so he probably always invites guests to his place. But, something doesn't feel right. You remember the conversation you overheard last night. Maybe he wants to send you to the monsters...

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When you arrive at Astroni's house later that day, he is as friendly as always, but he seems uneasy. His eyes give off a sense of sadness, like he's worried sick about something. Before you can say anything he invites you into his house.

The first things you notice are the smells. And, after that, you notice the colors. His chef must be preparing a spectacular feast based on the odors you've encountered. You can't help but drool a bit, which falls on your shirt. The colors come from the dozens of magnificent paintings covering his walls. You don't recognize any of them, but they are simply splendid.

He ushers you into the dining room where a great feast is, indeed, waiting for you. You see all kinds of things: mashed potatoes with gravy, corn, freshly baked bread, at least five different kinds of soups, squash, and much more. You look at him, silently asking him if you can start. He nods his head and smiles a little, so you dive right in...

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After lunch, he invites you into his study. You look at the tall bookcases lining the walls. They are in languages you've never even heard of before. You finally sit down after staring in awe at his collection of books and he just looks at you.

You feel uneasy with him doing so, but just as you open your mouth to say something, he begins...

"I know that you humans came here because of terrible events on your own planet. You came not only to explore our world, but to try to find a place to live in it, too. Well, we really like you, but we simply can't help you. At least not with the way things are now. The truth is, your nightmare wasn't part of your imagination... Sometimes at night these monstrous creatures, I believe you call them owls, swoop into our town and take our children away from us. We try to fight them off, but they are too big and powerful. We believe they take the children instead of the adults because they have to fly so far to get back to their home. These owls live in an enormous tree in the forest to the north. They call their establishment, The Parliament. That name alone strikes fear into the Lipero, so please don't go around mentioning it. But, now I think you understand why we can't help you; we have enough troubles to deal with...

However, if you were to help us to solve this problem, then we would gladly help you with whatever we can. Could you travel to the Parliament and negotiate a way to keep them from stealing our children? Please do this for us!!! We beg you!

Task: You will work as a group to unlock the meanings of each of the underlined words. Each person will take 4 words to look up in a dictionary and/or encyclopedia. Please work together so that you don't look up the same words as the other people in your group.