

Lipero Story Quest Ch. 5 – Negotiations with the Owls

You are now at the base of the Parliament. This tree is just huge! It's bigger than a skyscraper! It is nearly a kilometer high and as twice as wide as a church. Wow!

You enter the tree through the enormous opening that looks surprisingly like a doorway. When you look up all you see is darkness. If it weren't so scary, you'd probably think it looked a bit like the cloudy nighttime sky. Ahead, you see a giant spiral staircase made from the hollowed-out tree. Are the Lipero sure it's owls? Owls can fly, right? Why would they need a staircase? Despite the oddities, you continue, traveling around and around the staircase upward...

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After what feels like eternity, you finally reach a landing where you can stop and rest. To your left you can barely make out some carvings on the wall and on your right are a bunch of doorways. You ponder if these are rooms for the owls. Curious. This place sure is weird. It doesn't look like an owl's home at all.

Once you feel rested, you climb further as your goal is the very top, where you imagine the owls are perched...

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As you near the top, you hear voices. You can't make out what they are saying, but you definitely hear something just above you. You creep up the remaining stairs. Once you reach another landing, sunlight suddenly pours in and blinds you. You are captured in a bag and dragged along the ground until you finally pass out...

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When you awaken, you see two very strange sights: The first is an owl tied up to the wall. The second is an older Lipero with burn marks on his fur.

You call out to the Lipero and he slowly lifts his head to meet your eyes. He says:

"Dorto. That's what they used to call me years ago back in my beloved city. I've been here for a long time, my friend. Ha ha. We thought it was the owls that were the enemy. No! We were wrong! Very, very wrong. The real enemies left this place just before the Lipero children started going missing. You see, they took over this tree about nine decades ago and forced the owls to hunt for them. We know neither where they came from, nor where they disappeared to, but they came and took everything! The owls only started kidnapping our children because those wicked creatures forced them to over-hunt the forest, leaving very little food for them. The only reason I survived was because I know how to find and collect grub worms, which are one of the owls' favorite snacks, but I can't collect enough on my own to satisfy the owls' appetites. I feel sad and exhausted, so please let me sleep for a bit before they make me go out to find more worms."

Dorto quickly falls asleep and your mind starts working. "What can I do to help?" you ask yourself. These grub worms seem to be the key to fixing this entire mess... No matter what, we need to help both the owls and the Lipero. I believe they can work together to come up with a solution that works for both of them. But, first, I need to get an audience with the owls...

You wake up the tied-up owl. He screeches and struggles a bit to get comfortable before opening his huge eyes. He says his name is Rondo and that he was tied up for refusing to kidnap the Lipero children. The rope he is tied-up with seems weak, so you take out your knife and cut him free. He dances around for a bit, then gives you a big, bird-hug. You tell him that you need to have an audience with the owls and he agrees to help. You are to hide in the shadows while he makes noise and tries to escape, which will distract the guard just enough to let you slip away. Ready... set... GO!

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You make it to the main room. The owls are sitting all around, on branches, on the floor, in chairs, etc. They are surprised to see that you have escaped and are so stunned they decide your bravery deserves a reward, so they grant you an audience with them...

Task: You will work as a group and each person must contribute to your success.

You will need to propose a creative solution using what you have learned in the story that will help both the Lipero and the owls of the Parliament. To help you, remember the key reasons why the owls started eating the Lipero and also remember the skills that the Lipero have. Most importantly, it might help to know that the owls don't like eating the Lipero; they have other favorite foods...

Your proposal should be at least 3-5 paragraphs long and should include good reasoning, creativity, teamwork, and a detailed plan for getting it started.

Good luck!