«Narration et Textes de Astray :

Lore #1 :

* On this day, we had lost everything. After fleeing to the woods, we had nothing but regrets. Eolius quickly gathered the survivors and led us towards a haven, an odd grotto buried beneath the trees. From there, we could see the smoke still rising from our previous homes, and we could hear the screams rising from the village. We had lost fights, but we never had lost war. We spent the night counting the dead and tending the wounded.   
  On the morning, Eolius surprised everyone: “we shall not take revenge on thee.” He preached about pacifism, about turning the pages: “We have lived in an era of violence, of carnage and rapes. What we lived yesterday is what we have been inflicting to our enemies. It is time for us to learn of our mistakes, and to evolve. The roots of our new civilization need to be love, empathy, and understanding.”

Septimus #1 (Tutorial)

* “I’m glad you get to talk to me first, Choicemaker. I am Septimus. As you can see, I bear the mask of healing, a symbol of rebirth and atonement. / You have been chosen as the only one able to do the right choice. / Years have passed since we started living in the forest, recreating a society where violence is forbidden, / but now we face a hiatus: are we ready, or not, to leave the forest? I think we still need to atone for our mistakes: / Violence is part of our genome, and we can hardly erase it from our behaviors. / Skip throughs the woods, and think carefully, Choicemaker. Do not stray from the right path.”

Lore #2 (Chemin Jump 1)

* Never shall we resolve conflicts with violence again! Never shall we draw our brothers and sisters’ blood! This is what nature taught us, this is what we must seek, this is what our civilization will be. The forest gave us the space and time to meditate, the war made us pay for our crimes. Now that we have faced the sorrowful mourning and the death of loved ones, we are finally evolving. Harbored by a green halo, many of us are finding the strength to forgive, and the will to break free from savagery. Why leave, when we can become a perfect version of ourselves?

Lore #3 (Chemin Jump 1)

* First, we made sure everyone would be able to agree or disagree with a statement, a law, a rule. Then, we made sure that nobody could be able to take advantage from anyone else. Lastly, we sheltered ourselves behind masks. The days of violence were behind us, but we feared that any of us would go against his own brother or sister. Henceforth, masks shall be used when performing rites, ceremonies that involve judgement or harsh measures, so that any retaliation would be impossible. This is through these changes that we evolved; this is what kept us on the right path.

Septimus #2 (Déblocage double jump)

* “We meet again, Choicemaker. You probably had the opportunities to discover the root of our society and its flaws. I am the direct descendant of Eolius, the last leader of our community. While we became a better community and better human beings, we learnt how to create a new history, new roots. But one must pay attention and grasp what our ancestors suffered and how we must move from it. It is only by remaining longer in the forest that we can take the time to fully understand. What lies outside of these woods other than the consequences of our actions? Are we prepared yet to face those? This is your move, ChoiceMaker. Do not destroy the content of our efforts, do not try to leave this holy place.

Septimus #3 (Troisième rencontre)

* “Choicemaker, what a delight to hear from you again. I assume you are now prepared to make the significant choice that we all expect. And I can sense the resolve in your eyes, your will to put an end to our doubts and wondering. What is the point of leaving after so many good years? What is the point of making the same mistake again? We all know what will happen: our people shall leave the forest, gets humiliated or violented once outside, and our savagery shall be renewed: we will slay, rape, torture those who oppose themselves to us. Discoveries can be made, but inside ourselves: we do not need to see the outside world, we need to explore our inner mantras. Let’s dive deeper in the forest. Let’s dive deeper into our heart. Take the path of atonement and let us take more time to understand who we really are.”

Septimus #4 (Fin du jeu J-J)

* « This is it, Choicemaker. I believe you made the right decision. What’s good in wasting the lives of our people? Why should we leave this haven where we grow in the right way? You have spoken and your words shall be the delicate caress of love that soothe us. Now, leave your mask, be freed of your responsibility, and let us explore the depths of the forest, and the depths of our heart.”

Tuto Lore #2  
  
The masks became a part of the everyday life. When somebody needed to take a decision, to act as a role but not as a person, we crafted precious little masks, tokens of our will to change and to be freed of the violence. When we first settled in the forest, our hearts were filled with anger and resentment. The first decisions led in savage crimes. Eolias' brother, who preached repentance and redemption, had been found gutted down and hanging on a tree. Eolius quickly advocated for the creation of masks, a way to defend ourselves against our own violence, to cast it away. A simple symbol worn to channel blood pulsions. And for those who weren't satisfied, departure was the only option: this is how we suffered even more loss, when our brothers and sisters left because they didn't share our ethics, our way to think. They quickly became known as the astray.

Chemin JJ #1

O, blooded mother, How serene we sang your songs while sweeping with swords the spines of our enemies ! How happily we were after kidnapping men and women, gutting them and torturing them as rites for our delights ! Why were we that cruel, that sanguine, and desperate for violence ? Because we had always been ! This is what we kept repeating ourselves while slashing, because it was easier to admit than to confront. But after a decade in the forest, we started changing. Some called it a cleansing, but there is nothing religious in this : we grew differently, we started discovering a new way of thinking and of communicating.

Chemin DJ, Lore #1

* One day, one of the astray came back, wounded and wearing significant scars on his face. His right arm was missing, and as he crawled near our homes, he cried for help. We immediately took care of him and gave him a warm bed in one of our huts, where we have been able to ease his pain. But a mere question was lying in everyone’s mind: could we keep him in our tribe? Could we allow one who made the choice of violence, of not evolving, to stay amongst us? Because everyone feared one thing: that leaving the forest had been a good choice. That violence was a solution. What to do with the astray?

Chemin JJ, Lore #2

* Fireflies happily dancing around our children as they gather mushrooms for the evening meal. Masks are getting more and more forgotten, as they are hanged inside houses, or sometimes on trees. We overcame the hardest part of our recreation, finally did it. No longer do we have to fear retaliation, no longer will blood be shed amongst us. Our newest generations have transcended our beliefs, our hopes, and have became a better version of ourselves. And we owe it to this place, this sanctuary, that allowed us the deconstruct our myths and roots. Rise up, friends, and bathe in the light that emanates from our heart: this is love, and this is how we shall live forever.

Septimus JD, Fin Sortie Seule

* So it is then, choicemaker. ; did Ignis have anything to do with your decision ? ; This isn’t how you are supposed to solve this conflict. ; but I guess you can give a try. Nothing great lies beyond these trees; and what if you meet tribes we mutilated ? ; What if you encounter the very same people we murdered decades ago ? ; do you think this is the right decision, choicemaker ? ; If so, go on, and bring us good news. You will tell us; what is right, and what is wrong, if we did the right choice, or not. ; Leave now, Choicemaker, and keep your mask as the symbol of your quest for truth.

Septimus DJ, Fin Enlever Masque

* Choicemaker, is this really what you want? To break free from your responsibility? ; From your role? Don’t you want to play along and be the one you are supposed to be ; the liberator of this nonsense? Then if that’s your choice, turmoil shall begin anew, and conflicts shall rise again. ; You have been tasked to help us, and you failed us all. ; Are you that happy with this decision ? Because I think you could have been doing things otherwise.

Septimus, transition de Dash à Jump

* Come along, Choicemaker, and tag along with me in the woods. Ignis would love you to believe that leaving the forest is the right choice, that