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, the appointed leader of our community. / 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)