

# GUIDE

## **Light - The Prophet**

Shows the invisible to others / has powers

## **Dark - The Confounder**

Turns reality into lies to manipulate and destroy



*#Rule 1: Treat the Woods respectfully*

*#Rule 2: Everyone who enters the Chamber  
has to leave the Woods forever*

*#Rule 3: Only lead the lost & the worthy to the  
Chamber*

## **GENESIS**

Guide used to be a vagabond, living on the road with young Brother. The both of them kept a positive façade, despite suffering from their misery and their status. Guide, especially, always went through great lengths to clean themselves and to fix their clothes. They were too young to remember how they got lost, or what their parents looked like, but Guide wanted to make sure the dirt wouldn't prevent their family from recognizing them, should they meet by chance.

On the road, Guide and Brother met a group of other young wanderers. They were paid to sneak into places full of war vestiges, and bring back some components.

Guide, swift and adaptable, was made for this gig, but Brother was too young and too fragile to follow them. As Guide started their missions, Brother spent his days in the jeep, or driving around with his bike.

## **GROWTH**

During an exploration, Guide passed under a fence with a few other wanderers and found themselves in an uncanny place. The colours, their saturation, seemed different. The ground wasn't quite the same. The air had an odd density.

Most wanderers, confused, went back, but Guide and a few others kept walking.

As they walked, it seemed that the Woods were talking to them, or rather, talking to some little person nested in a deep alcove within them.

They weren't wanderers anymore, they were guides - being capable of listening to the invisible clues meant they were destined to show the way to whomever is lost.

Something that felt important had lit in between Guide's ribs.

And everything started like that: Guide would find lost souls, always wandering around the small bar nearby the Woods somehow drawn to its orbit, then, Guide would take them to the very core of the Woods; the Chamber.

The Chamber would grant their heart's desire, and the lost ones would leave the Woods and never return. And never fulfil their promises of sending money.

That's the way it is, and that's why no guide could ever step inside the Chamber; they'd have to leave the Woods.

Of course, guides were still pariahs, still poor, still disregarded, and sometimes, their calling didn't feel sufficient. But that's a fate most of them could accept, and love.

That's how it's been taught to Guide, and that's how Guide has been teaching it to new recruits – the scouts.

There's a silent understanding amongst scouts and guides. All of them are kindred souls who hardly ever need to talk about the Woods; everything is communicated through their presence, the way they look around them, the way they breath while smelling, the measured weight of their feet on the ground.

## **VERTIGO**

It's been two years now, that Brother is in a deep coma. He's just out of his teenage years, and his pretty face is all swollen, because of his bike accident.

Guide has been taking care of him, but can't afford to take him to a big city to see a specialist.

What if it was too late anyway?

What if only something greater than human power could help him?

Guide's hesitation to violate the Woods's code has been troubling their mind, and their agitation was noticed by Scout, Guide's latest trainee.

Scout was very different from the other wanderers: much more grandiloquent, much more of a thinker, yet it was obvious that they belonged too.

Guide accepted to tell their story, and it's through this sudden personal revelation that the both of them crackled their silent and mystical surface.

Scout was also animated by the desire of

saving their family, but always remained very cryptical when talking about it.

Scout might have wanted to confide in Guide their story, but Guide had the intuition that it might have been an unbearable confession. This distorted mirror was both appealing and deeply repulsive.

As their closeness kept growing, Guide reached a threshold, feeling an impossible urgency to get Scout out of their breathing space.

Without knowing exactly why, Guide rejected Scout, awkwardly and harshly. Perhaps were they dragging each other too close to the point of no return?

### **how Guide met Author**

Author, all wrapped up in their poise, sparkling with febrility, found themselves at the bar near the Woods. They were eavesdropping the



locals, in dire need of finding something, probably anything.

A school case of a butterfly lead straight to the Woods. They might not know it, but everything in their life happened so they would get to you.

They have important things to do.

### **how Guide met Scholar**

Guide met Scholar \*in\* the Woods. It's quite rare that non-guides find their way to the Woods.

When you found Scholar, they were wounded, and trying to get out. There's no doubt that they aren't fit to become a guide, as they have no intuition as to how to navigate or respect the Woods.

Yet, they found you, and so, you will show them the way.

They have important things to do.

## **the way to the chamber**

When taking new people to the Woods, it is crucial to take a lot of stops. Stops prevent them from getting too exhausted, and exhaustion leads to mistakes.

In the Woods, one can only stop walking on very specific spots. You have found those spots, and you always go through the exact same journey.

Each time you return to the Woods, the landscapes are changed, and, although you know when to stop, it never looks quite the

same.

### **the first stop - Doubts**

The first stop is very important. You have to feed the lost ones, so they can trust you, so they can trust that you will take care of them. For that, the Woods always set up a safe space.

### **the second stop - Nostalgia**

The second stop is the most reassuring for the lost ones, and the most difficult for you; as it has an echo with what is out of the Woods.

### **the third stop - Disillusion**

The third stop is when the journey start being tiring, and when the night settles in. You generally need to use your flashlight, and make sure that the lost ones are careful. Keep them calm.

### **the fourth stop - Despair**

You have to stop here.

You must stop here.

Nobody ever wants to be there, and you also feel threatened, but it is a necessary step. It is a preparatory step, so the lost ones can, confidently, enter the Chamber.

### **the fifth stop - Truth**

The fifth stop is the end of the journey, it is where the lost ones will find their truth.

### **The Chamber**

Never enter the Chamber, or you will have to leave the Woods.

**you may ask yourself**

How would Guide feel if Scout was to enter the Chamber?

What was the nature of Guide and Scout's relationship?

Has Guide ever had someone important in her life, other than Brother (and perhaps, Scout)?

What would Guide do, if they were to bump into Scout?

Has Guide ever had to expel someone from the Woods? If not, would they be capable of doing such a thing?

Has anything dramatic ever happened during one of Guide's expeditions?

How does Guide feel about going to a big city?

How open is Guide when it comes to sharing their story?

**potential things to do**

feel free to ignore and interpret Guide very differently

- ❖ Prevent Scholar and Author from misbehaving/reprimand them
- ❖ Take a moment for yourself, find a corner you like and ignore the others
- ❖ Change your mind and enter the

## Chamber

- ❖ Become afraid of one of the others' motives
- ❖ Get yourself killed