

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

Scout comes from an affluent family of pious and rightful figures. Child of Lawyer, Sibling of Lawyer, Grand-Child of Lawyer, as a student, they were destined to be Lawyer as well.

Despite the apparent coldness of such functions, Scout's family had a sincere core and used their faith as a shield for their compassionate actions.

From their childhood to their adult life, Scout would love to have walkabouts and discuss with the poor, the misfit, the sexworkers, the old - widely, the other.

Scout would be perceived like a bit of a marginal, but their good situation and their

success at university would keep the judgmental mouths shut.

GROWTH

While they were studying Law & Ethics, Scout met another student; equally driven, strikingly beautiful. They fell in love.

After graduating and before they started working, Scout decided to travel and to encounter more people outside of their city. They convinced Lover to follow them, despite Lover's parents' disapproval and threats.

As they discovered more of the lands, they also discovered more of the misery. It was one thing to know about those starving and those fighting, but to see them and to live with them changed everything.

Their rational, educated ideas crumbled, and it's in the ruins of a chapel that Scout and Lover got married.

The lands were so damaged by pollution and chemicals that nothing grew on them. Scout joined the expeditions to find healthier grounds, while Spouse worked at the free school.

One year after vanishing from their railroaded lives, Scout and Spouse had their first child, and immediately after, their second.

The tighter their family got, the more Scout felt the need to venture further away in solitary journeys. Scout wanted to keep an eye on the misery which was spreading visibly like a skin disease, seemingly in unison with the ever more desolate land.

VERTIGO

The air was red and sizzling; descriptions that Scout recognized from the holy books...The world was dying.

Scout's obsession matured into the need to find a solution. They just needed to temporize it a bit. Scout built devices to purify the air and arranged an underground bunker for their family.

Scout would gather the whole village to expose their concerns, yet, spouse and the people weren't ready to change their way of life, and none of Scout's warnings seemed assertive enough.

Scout knew they had to go further, to find either the origin of the rotting, or a land of solace. But that would be a long trip. A year, perhaps more.

They couldn't stand the idea of leaving and then coming back to their dead family, and so, they got them to visit the bunker, and locked them up there.

As they traveled, always to more remote areas, Scout found what they had been looking for - to them, it seemed as though they had walked straight in the right direction, led by its scent.

Scout caught a group of oddly groomed strangers as they were entering some magnetic Woods, through a hole in a fence. Without much words being spoken, Scout joined them. Their silent understanding was so obvious and natural, that, once more, Scout's ideals crumbled.

What if there was no such thing as having to live together, as having to carry burdens and responsibilities forever?

What if some people were simply meant to be somewhere else, or meant to be on the move?

One of the strangers, called Guide, led Scout to the Chamber, deep within the Woods. Anyone who steps inside that place has their most intimate, truest desires fulfilled, but has to leave forever.

To Scout, the Chamber instantly became a holy place, and despite the urgency that brought them here, Scout's calling to serve the Woods was too strong for them to step in.

Scout followed on Guide's lead and became a true scout, picking up those who, like

butterflies, ended up wandering aimlessly around the Woods and the small bar nearby it.

Scout however, wasn't at peace. Not a day passed by without them thinking about Spouse and their kids.

This agitation, Scout recognized it too in Guide's gestures. Evening after evening, Scout worked their way closer to Guide, to the point that they managed to crackle Guide's shell of duty and mysticism.

Guide too wanted to save their family – their dying brother - and was tortured by the thought that the Chamber could be the solution.

Such similarity between their two paths was uncanny and Scout felt that Fate was pulling them together.

They grew closer, despite everything, until it got too intense.

uide backed off suddenly and Scout had to sober up.

The collision of their souls had taken Scout's mind off of their people, off of their guilt, and they understood that they had to go back to their village.

When Scout got to the bunker, it was ripped open. One year had passed. When Scout asked about their family, people ignored them or jostled them. When Scout went back to their parents, they refused to see them.

And so Scout's ideals crumbled yet again. What if Scout couldn't live without their forgiveness; the forgiveness of them who don't even know the scope of Scout's guilt?

What if some holy force was to take her grudge against Scout by punishing their family?

With the mind ecombered, Scout went back to the Woods, the only place that they still knew.

At the back of their mind, like a pulse, Scout had the thought that, maybe, their own desires could fix the world better than others, or, at the very least, undo their own wrongs.

But if they couldn't be Scout anymore, what could they be?

How Scout met Artist

Artist is new in town. Scout has been seeing them at the bar, getting more and more drunk every night. One night, Artist got knocked down by another wino and started rambling about the lack of solidarity and human warmth in the world. Scout took care of them that night and offered them to join Scout's next, and perhaps last, expedition.

How Scout met Scientist

Scout was just going back to recharge their batteries in the Woods, when they saw Scientist, about to cut a fence. They stopped Scout from disrespecting the Woods and, probably, from getting

hurt. Instead, Scout invited Scientist to join the group.

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 theChamber.

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