

# Staff briefing: Taal

It is advisable that the staff member acting as Taal briefs himself with the entire gameplay beforehand, so as to better understand the Character he is enacting, and present him to the participants in the most realistic manner possible.

## Who are you playing as?

Your Character is Taal, demon pretending to be a human, to obtain the Keys of Whispersteel. It is cunning and self-confident. The gender of the demon, as well as its age, is not important for the gameplay so you can improvise.

## What's Taal's motivation?

Taal knows that in order to obtain the Keys it cannot act by himself. Demons are unable to pick up the Keys nor their fragments with their own hands and are forbidden to take them from anyone by force. Thus Taal waits for the squads to collect all the fragments and bind them into Keys, when he will possess few of them, forcing the rest to give back the complete Keys willingly.

## What is Taal's connection to the plot?

Demon Hunter Robin Locke summoned Taal in a forbidden ritual. They made a bargain where Robin sacrificed "the most treasured of memories" in exchange for lifting the curse binding Robin and Alex with a sinister Book that was draining them of life and soul. Taal agreed to sever the connection of the Book with the demon hunters duo, but in exchange took their shared memories, as they were "the most treasured ones". Demon Hunters were left senseless and Taal gained free reign over the area utilizing the situation to his benefit, luring other demon hunters to regain the rest of the Keys of Whispersteel for its own dark purpose.

## Tasks:

- \* Until the end of the Fourth Act, you pretend to be a demon hunter concerned with the loss of memories of your colleagues.
- \* You help out the squads if they are stuck with any challenge.
- \* You are actively supportive and kind to the players.
- \* At the end of the Fourth Act, you possess one participant out of every squad (take the one that had been chosen as the bearer of the Key Fragment most of the time).
- \* Then reveal your true intentions informing the participants about the story written above.
- \* The act of "possession" may be allegorical. For instance, touch the forehead of a participant and say "from now on you obey me and you follow me. Now come!"
- \* You conduct a short workshop for the "possessed" participants preparing them to act as Taal in the Fifth Act.
- \* During the Fifth Act helping out players that have problems enacting that role. Just remember, you do not act instead of them. Make it so

that you whisper advice in their ear or act as a looming shadow over others.

- \* The final scene of the game depends heavily on you; you need to inform participants (in character) what is the outcome of their collective effort. If the majority of participants chose to rescue their comrade instead of keeping the key Taal is defeated. Make it flashy! If not you mock them and inform of Taal's success and their short-sightedness.

## How to conduct the briefing?

During the showdown, participants will speak with the demon played by... well, one of their own, a "possessed" (by Taal) participant. Your task is to prepare him to play that role, as the demon "controls" his body keeping that "pure soul" as a hostage to his whim. The participant may:

1. Allow the rest of his squad to keep the final Key (composed of Four Fragments), and thus succeed in their mission of retrieving the memories of Alex and Robin. In that scenario, the "possessed one" is kept in demonic possession.
2. Acquire the Key, and thus stopping them from fulfilling the mission. In that scenario, however, the possessed participant is returned to sanity and the squad is whole again.

In both scenarios, it is all about making the participants talk and use the arguments made up earlier. They need to really show they care about that participant and want him back. Encourage the acting participant to improvise and go with the flow, as long as they keep their eyes on the objective.

## DISCLAIMERS!

1. Do not fear that they won't try to save their colleague. The choice they have is, in fact, an illusion, as that person is already established in their minds as important throughout the game. Besides, human consciousness tends towards attaching to things and people that are more familiar. And that participant is certainly more familiar than imagined heroes of the story. Thus it is really unlikely that they won't try to get him back.
2. A lot depends on your acting, as the world of the game will come alive only if you convey it with conviction and determination. Don't fear to improvise and make things at the spot. As long as you understand the story and objectives of the game you will be golden.
3. If participants are hooked by narration and roleplay try to invite them to as many scenes as possible. Make it their world as well. If not, stick to the script and do not hesitate. The message will already be planted in their heads even if they are not ready to act upon it.