

Staff briefing: Mentor



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.

Your Character is the Mentor, you are the supervisor and teacher of young demon hunters. Recently you were notified about terrible occurrences and the loss of memory suffered by your colleagues Robin Locke and Alex. As both of them were renowned for their abilities their current state and its implications are a cause for great concern to you. As the participants (your students) will investigate the case, they will find fragments of Keys from Whispersteel items of immense worth, They should collect them as they may be the key (pun intended) to unraveling this mystery.

You rendezvoused with Taal, another demon hunter investigating the case and claiming to be Locke's friend. You haven't met him before and you cannot overcome your suspicions toward him, but you need any help you can get.

Tasks:

- * You play as a human really concerned about the state of affairs in the area.
- * You help out the squads if they are stuck with any challenge.
- * You are actively supportive and kind to the players.
- * You convey the rules to the participants
- * You take away the "Soul Shards" should a squad fail a challenge (they have four in total), and give them back (one at the time) for successful challenges
- * You hand out to the players the items they obtain threw completing the tasks
- * Reenact a scene at the end of the Fourth Act, when Taal reveals his true identity it hurts you with his power, and you know that the resolution of the conflict is in the hands of participants.
- * You assist them in the Fifth Act in their task

World rules:

- * The memories are to be collected one at the time. To gain another part a squad needs to meet up with the Mentor after succeeding in their task.
- * The task is considered successful if its effects are visible on the FB post related to the respective squad.
- * Squads have no more than 30 minutes for the entirety of a particular task. They must return to the Mentor before that time runs out. Should they fail to do it, or fail in their task, they receive the next fragment of R. Locke's journal and next Key Fragment but lose one of their Soul Shards
- * The Key is entrusted to one of your squad in a vote. No one may vote on himself. The vote is conducted in the following manner:
 - Stand in a circle
 - Close your eyes
 - Count down together loudly from ten to one
 - During the count point one of your colleagues with an open hand, palm upwards.
 - When the countdown ends open your eyes and count the votes
 - In case of a tie repeat the procedure.
- * The person entrusted with the Key Fragment MUST NOT lose it, or allow it to be lost!
- * You vote for the person to carry a Key Fragment after EVERY chapter, meaning that the same Key Fragment may be given to different people at different stages of the game, should you consider another person to be more appropriate as a Key Fragment Carrier.
- * One person may carry only One Key Fragment at the time!!