

Kanak Dorking

You're always busy fixing things everyone else broke. Why can't everyone else just follow the rules like they're supposed to? Your colleague Jayesh was taken prisoner by the enemy just weeks ago because he thought the "strictly separate spy communication from normal life" rule was nonsense, and you had to rescue him. This is why we can't have nice things.

You're a secret agent, working for the YWK, the local spy agency. You're sent out to investigate rumors of strange happenings and to infiltrate the enemy's government - all in a day's work.

Twenty years ago, you decided to join the local hunting lodge with your extra free time. You're good at sniffing out secrets, and it didn't take you long to find out that there was a secret society based there, the Secret Nocturnal Order Of Zoological Enthusiasts [SNOOZE], who taught you about the strange beasts that live around these parts. You hunt them not only for sport but to protect the citizens of Sleepy Valley from Manticores and Hydras alike.

After a few years in SNOOZE, you sniffed out a secret society *within* the secret society. You joined the Maintainers of the Sanctity of the Stones [MOSS]. Not the flashiest of names, but it does important work. You learned the secret magicks, the Divination of Dreams, diligently, until you were judged worthy. On one of the monthly hunting expeditions on a cold January day 13 years ago, you were brought to the Lake at the End of the World and shown the Stones of Renewal. Ekta, your mentor in the Maintainers, told you about the importance of these Stones. She told you the story that has been passed down through the generations, of the invasion by people from another world, of the Divination of Dreams that the founder Niha used to learn the secrets of the world, and of the breaking of the Old Mirror, to break the portal the invaders used. It all revolved around these stones, which were too powerful to be left in enemy hands. Finally, in the ceremonial ritual of induction, you, the newest member of the Maintainers, were passed the Shard of the Old Mirror, an artifact of the war.

You have done your duty dutifully in the intervening years. Except for a few false alarms five and ten years ago, the Lake at the End of the World had been blissfully peaceful and you had been able to dedicate yourself mostly to your secret agent work. But then a few days ago you had to take a detour on your way to a foreign realm to see what was going on at the Lake. You found some hoodlum who had stolen a Stone and seemed to be headed in the direction of Sleepy Valley, several days away. No matter, you put them into a deep dream, took their stone, and sent them away. If they come back you'll give them a talking to.

You'd barely gotten back to your duty late last night and you were ready to dive back in, but then someone *e/se* messed up yet again. You were brushing your teeth and getting ready to head out to spend your day getting to know the foreign land in which you're working lately, and you heard a piercing ringing. It turned out to be coming from the mirror shard around your neck,

and, before you knew it, you were sucked into the mirror and ended up in this Library. Something isn't right here...

People You Know

- Meher Madoff: Another member of SNOOZE, but not one of the Maintainers. They know the Divination of Dreams too, and you respect them a little for it. They're not much a fan of following the rules, you're not looking forward to when you eventually will need to bail them out of hunting peril. When not hunting, they're a stockbroker.
- Kendall Rodgers: It's the rascal who tried to steal the Stone of Renewal. What are they doing here??? Definitely up to no good, can't trust anything they say. Maybe they're trying to reopen the portal between the worlds or something.

Goals

- Protect Sleepy Valley and the world surrounding it, from dangers both mystical and mundane (especially mystical).
- Protect the Stones of Renewal and ensure that they are not used to reopen a portal between the worlds.
- Figure out what the deal is with these trees? They seem like interesting folks. Maybe they can help you figure out how to stop these invaders from ever visiting your world again.

Items and Sheets

- A Shard of the Old Mirror. A symbol of your ascendance within SNOOZE, and a symbol of your life's work. Also a symbol of the portal by which the invaders entered your land generations ago.
- A Stone from the Lake at the End of the World that you took from that hoodlum. You haven't had a chance to return it to the Lake yet.
- Some Runes.
- "Sleepy Valley" bluesheet.