

Meher Madoff

Another day, another dollar. Well, for you, another million dollars. You are a carnivore, a hunter, a winner, the alpha, and, some might say, an asshole. But that's their opinion.

You are a high-powered stock broker by day, wearing suits that cost more than some of the locals make in a year. You make deals involving enough money to buy your little town of Sleepy Valley several times over.

By night, you go to your hunting lodge as the head of the Secret Nocturnal Order of Zoological Enthusiasts [SNOOZE]. That means you hunt manticores. And unicorns. And all sorts of creatures thought purely mythological.

You are one of the privileged few to know of the magical world. In truth, magic only works well in a few places, and your home town is one of those places. The center of this magic is somewhere in these woods, and strange things pop up here all the time. So, you hunt them down and kill them before they can wreak havoc on the town. It's a dirty job, but someone's gotta do it, and nobody does it better than you.

It's not without its perks. You've learned to master the Divination of Dreams. It allows you to only need sleep when you want to, and when you do sleep, you can enter the dreams of others. That also gives you the ability to learn things about other people -- things that can give you inside information that can give you advance warning on your stock trades.

With the money you've made via stock trading, you've added to the hunting lodge's finances, and in turn, it owns these magical woods. You may have inherited your position as head of the lodge as a family legacy, but it has prospered and grown under your guidance (and funding). Plus, you like to pick up the odd artifact that appears on occasion.

Speaking of strange things popping up in the woods, a kid showed up there a couple of years back. They kinda reminded you of yourself -- hungry, eager to learn. You took them under your wing and taught them to hunt. Damn good at hunting - they helped you hunt dire tigers, wyverns, basilisks, and maybe more you've forgotten. They said they came from a place called Shady Springs. The lodge has some history mentioning other worlds, and you suppose the monsters must come from somewhere, but you never really thought of it too much before. Besides, you never really cared much about history. Supposedly, travel between worlds is taboo, but the kid seems all right. You might want to visit this Shady Springs yourself one day. See what they have to kill over there.

Anyway, life's been pretty good, but there's a fly in the ointment. Your dream magic has called to your attention that an asteroid is on track to collide with Sleepy Valley in several years' time. You've hushed it up, so as not to cause any unnecessary panic, but you have to deal with it.

Fading Lights - Character Sheet

Dream Magic does a lot of things, but deflecting an asteroid from its course is not one of them. You need to find a way to fix the problem, but you're not sure where to turn to.

But you're good. If anyone can figure something out, it's you.

People You Know

- Cass Peterson -- kid who popped up in the woods one day, claiming to be from another place called Shady Springs. You taught them all about killing monsters.
- Kanak Dorking -- another SNOOZE member, but more of an academic and historian than good at killing things.
- Noshi Sutherland -- a local kid, fan of HP King.
- Henna P King -- a local novelist made good. Tends to write about a place called Shady Springs. Hmm - where have you heard that name before? Probably just a coincidence.
- Rudra Brehm -- a local. Relatively reclusive. Your families never really got along.

Goals

- Be in charge. You're the best, and if anyone can save the day, it's you.
- Protect the kid. You've got a soft spot for Cass. You're their mentor.
- Find a way to Shady Springs. You've always wanted to see it.
- Save Sleepy Valley. An asteroid will crash into it, if you do nothing.

Items and Sheets

- A shard of glass that might have once been part of a mirror. You found it while hunting with the kid, and it matches a similar piece the kid found.
- Some Runes.
- "Sleepy Valley" bluesheet.
- The "Substantiation of Dreams", a ritual of Dream Magic.

Sleepy Valley

Sleepy Valley is a calm, ordinary town, nestled among forested hills in a remote part of the country. It's a nice peaceful place to live away from the noise and stress of the big city.

It doesn't have much that makes it stand out from other towns, so it doesn't have much of a tourist presence, but it does draw some hunters and hikers in the warmer months who appreciate the untouched old-growth forest. The rest of the townsfolk live here year-round, working at shops and restaurants, farming, and making handicrafts.

The one distinction Sleepy Valley has, perhaps, is that over a hundred years ago, strange invaders came out of the forests and took over the town, using it as a base to expand into other areas before eventually being driven out. Some strange tales of the invasion have been passed down from people's grandparents and great grandparents, but no one alive today remembers it, and the details have passed into legend. There's a war memorial in the town square, but no one pays it much attention.

It's not that Sleepy Valley has been completely left behind by time. The highway makes it easier to visit the city than it was in the past, and supplies the market with fresh fruit and vegetables even in the winter. Snow plows and heating oil certainly make the winters easier than they were for previous generations.

All in all, it's an idyllic town, one that provides a nice, safe environment for children to grow up in. It may not look impressive, but to residents, it's home.

Familiar Faces

- Noshi Sutherland: local high schooler who grew up here.
- Rudra Brehm: only child of a local family, grew up here before going off to join the Peace Corps.
- Kanak Dorking: well-dressed local who's away on business a lot but frequents the bars when in-town.
- Meher Madoff: wealthy stockbroker who summers in a nearby hunting lodge.
- Hema P. King: well-known fantasy author who calls the town home.

Substantiation of Dreams



This is a ritual of Dream Magic. It allows the participants to verify that someone does not plan to break a promise.

This ritual requires 3 participants. The Leader must have been to Sleepy Valley, and each person may only lead this ritual once.

This ritual uses 1 ritual flashlight and the Magic Mirror.

- (1) Designate one participant (who has been to Sleepy Valley) as the **Leader**. One participant will be the **Reflector**. A third participant will be the **Dreamer**.
- (2) The Reflector will hold the Magic Mirror, the Leader will hold the flashlight.
- (3) The Dreamer lies down¹ and closes their eyes, dreaming of their plans for the future.
- (4) The Leader says, "We seek to substantiate a pledge."
- (5) The Reflector says, "We see will see your promise in your dreams."
- (6) The Leader turns on the flashlight and points it at the Magic Mirror. The Reflector points the light at the Dreamer.
- (7) The Leader says, "tell us your dreams." and the Dreamer speaks a promise.
- (8) The Reflector says "we see your dreams".
- (9) The Leader turns off the light. The Reflector learns if the Dreamer intends to break their promise.

¹ If you're comfortable with it. Sitting down is an okay replacement.