

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.

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.