

Antagonists

The Werewolves: These are the main antagonists. They also want the moon rock, on the theory that they can use it to control their shape-changes. They know almost nothing of magic, but are physically powerful, especially in comparison to the players. They have no interest in the fairies one way or another. They are in general unwilling to kill, but will chase the fairies away from the moon rock and claim it for themselves.

In wolf form, they cannot speak English, but can still understand it (and can nod or shake their heads). It is possible to negotiate with them; they will accept any deal that ends with them carrying off a sizable lump of moon rock. In order to accomplish this and win the scenario, the rock will need to be shattered (as there is only one rock). They are extremely reluctant to accept any deal that does not leave them with a piece of moon rock. They will generally not attempt subterfuge, relying on physical might to protect the rock. If one of them gets hold of the rock, he will be unwilling to let it go.

There are three of them; Larry, Steve, and Diane. Their plan to retrieve the moon rock runs as follows:

- All three hide in the bathroom when the museum closes. Larry hides in a stall without a window; he wants to avoid moonlight.
- Once the museum is closed, Steve and Diane sneak out. As they pass through the cafeteria, the moonlight streaming in through the skylight forces them to take on wolf form.
- They steal a pack of cigars and a lighter from the gift shop, and some tomato sauce from the kitchen. The characters may hear them moving around; they don't make enough noise to wake the sleeping security guard.
- They return to Larry, who is still in human form. Larry lights the cigar for Steve, and applies tomato sauce to his feet.
- Steve sneaks into the space travel room. He uses the cigar smoke to see where the laser beams are, and carefully steps between them, leaving tomato-sauce dog footprints that show a safe path. This takes him a while; he moves carefully and slowly, and will still be at this when the players enter the room (assuming they haven't met the wolves beforehand).
- Diane waits outside the room, ready to help should something go wrong. In case of minor trouble, she will carefully follow Steve's safe route; but if they think they would lose the moon rock, both Steve and Diane will ignore the alarm and leap for the rock.
- Should the alarm go off, or should either of his companions howl, Larry will rush out of the bathroom to help; as soon as he enters the cafeteria, he will change to wolf form. None of the werewolves can revert to human form before morning.

Any non-silver weapons will do no more than irritate the wolves; they take injuries as normal, but will regenerate one health level per round of combat. Any silver in contact with a wolf will burn them, reducing their health one level every round and preventing regeneration for that round and three rounds following. (Naturally, the werewolf will attempt to remove itself from the silver). If sufficiently injured, the wolves will flee in order to regenerate and return.

Strength: High (D8)

Agility: Below average (D20)

Health: Very high (D6) – can be reduced by silver

Knowledge: Average (D12)

Perception: Average (D12) (note – will often roll twice and pick highest for scent and sight)

Mice: The mice are mainly found in the cafeteria, but one or more may be seeing out crumbs in other rooms. In an open room, they are easily avoided. Should the players elect to travel by mousehole, however, they will almost certainly meet a mouse in his home territory. There isn't space inside a mousehole for the players to use their agility to escape injury; fortunately, a mouse's strength is as low as their own. Mice will flee from any other antagonist.

Strength: Low (D30)

Agility: Average (D12)

Health: Below average (D20)

Knowledge: Low (D30)

Perception: Average (D12) – lacks the intelligence to query illusions, consider as D30 for rolls to see through illusion

Security guard: This is an elderly man, with grey hair and a bald spot under his cap. He is not expecting trouble. He does not believe in the supernatural, and will continue not to believe in the supernatural even when given direct evidence. He is asleep at the start of the module, and will remain asleep unless awakened by e.g. a sufficiently loud noise. The alarm going off is a sufficiently loud noise; if this happens, he will first call the police, and then investigate. (It takes the police several minutes to arrive).

Faced with werewolves in wolf form, he will panic (thinking them real wolves), and empty his pistol at them (since his bullets are ordinary lead, not silver, the werewolves regenerate from this almost instantly). Faced with Larry in human form, he will hold Larry at gunpoint and attempt to arrest him; if he sees Larry shift to wolf form in the cafeteria, then he will panic and shoot Larry.

Faced with fairies, he will immediately assume that it is all a dream.

Strength: Average (D12)

Agility: Average (D12)

Health: Average (D12)

Knowledge: Low (D30)

Perception: Average (D12) – refuses to believe in fantasy

Spiders: There are a few of these, generally living either within the exhibits or near the ceiling. They prefer not to enter into a confrontation, and will run and hide if attacked.

They have a poisonous bite; if forced into battle, and prevented from hiding, they may use it. If they succeed in biting a fairy (by taking at least one Health level in an attack) then the poison will take effect; the fairy will lose one rung of Agility immediately, as he begins to feel sleepy. If this takes his Agility below Low, then he will promptly fall asleep (and may take additional damage from falling to the floor and landing badly, if the battle takes place near the ceiling). This rung of Agility cannot be recovered within the confines of the module (a good night's sleep should do it, but then you'll miss the opportunity to open the Gate).

Their poison is too weak to affect a creature as large as a human, or a werewolf. It will affect a mouse in the same way as it would a fairy.

They also have a number of Webs, placed throughout the museum (generally in shadowy corners, or near the edge of the roof). These may entrap any fairy that runs into them. Escaping the web

requires rolling less than 20 on a Strength check (taking a full action in the process). However, until he can carefully clean the remaining webbing off his wings (easily done as soon as one is out of combat) he will be unable to fly. Fortunately, between a fairy's small size and inherent agility, a conscious fairy is unlikely to take damage in a fall of a mere few metres.

When a creature is trapped in their webs, the spiders will want to wait a few hours (until the prey is too exhausted to struggle anymore). Once the prey stops moving, they will wrap it in more webbing and bite it a few times until it falls asleep. They will then proceed to eat it. They are usually unable to take prey as large as a fairy.

Strength: Low (D30)

Agility: Below average (D20)

Health: Low (D30)

Knowledge: Low (D30)

Perception: Average (D12)