

# One Minute To Midnight

by B.D. Flory

**7**n 1947, the "Doomsday Clock" debuted on the cover of *The Bulletin of the Atomic Scientists*. Set at seven minutes to midnight, the clock would track the likelihood of a nuclear exchange. Quickly, the clock became a symbol of the nuclear age: a bogeyman for the modern man.

In 1949, the hands of the clock moved for the first time as the Soviet Union tested their first nuclear weapon. Three minutes to midnight. Four years later, as the Soviet Union and the United States each developed the thermonuclear bomb, the clock moved again. 1953 had arrived, and it was two minutes to midnight. Since then, the "Doomsday Clock" has never come closer to midnight.

Until now.

A madman's plot threatens to plunge the world into a nuclear exchange, and only you can foil his scheme. In this serial taking the agents from a nuclear missile silo in the American Midwest to a hidden stronghold on a secret island in the Bermuda Triangle, a former American intelligence agent plots to spark one last battle with his old enemy, the Great Bear Russia. And he'll force the United States to fight on his behalf.

It is one minute to midnight. Can you stop the clock?

## SPYCRAFT™

Requires the use of the *Spycraft™ Espionage Handbook*, published by Alderac Entertainment Group, Inc., and the

*Dungeons & Dragons® Player's Handbook*,

Third Edition, published by Wizards of the Coast®



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## ***HOW TO USE THIS PRODUCT***

### Abbreviations

This adventure uses standard *Spycraft* NPC abbreviations, as follows:

Atk	Attack
Def	Defense
Fort	Fortitude
Init	Initiative
Ref	Reflex
Spd	Speed
SV	Save
v/wp	vitality / wound points

Ability scores are abbreviated as normal (see *the Spycraft rules*).

## ***SPYCRAFT***

This module requires the use of the DUNGEONS AND DRAGONS® PLAYER'S HANDBOOK, THIRD EDITION, published by Wizards of the Coast,® and *Spycraft™* Espionage Handbook, published by Alderac Entertainment Group, Inc. You won't be able to run this adventure without it.

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## ***SHALLOW GRAVES***

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## ***SERIAL SYNOPSIS***

*One Minute to Midnight* entangles the agents in a plot to visit nuclear annihilation on the former Soviet Union. A retired CIA intelligence agent, Donovan Zane, has compromised the firing codes of twelve ICBMs around the world. He plans to use them to kick-start a nuclear war, which he's confident the United States can win. Even now, his agents are working to seize control of an ICBM in Ohio.

This is where the agents come in. An anonymous tip delivered to the Agency's headquarters claims that someone plans to sabotage a missile stored in a silo near Akron, Ohio. The story begins as the agents stake out the base, hoping to apprehend the culprits. Oddly, the same man who tipped off the Agency is leading the sabotage mission. In all likelihood, they capture him. In fact, he wants to be caught, though his cohorts are not as cooperative.

Upon interrogation, the man informs the agents of Zane's plan, as well as how they can find his headquarters. Quickly, the agents are reassigned by Control, and tasked with foiling Zane. After equipping themselves, they're off to Zane's island stronghold... in the Bermuda Triangle.

Fortunately, the leak has provided them with a homing device with which to find the base. Once there, the heroes face the daunting prospect of infiltrating Zane's fortress.

At the heart of Zane's stronghold, the agents find the madman preparing to launch the missiles. He summons his henchman to deal with them, and sets the final stage of his plan into motion. The agents are plunged into a desperate battle against time — not only must they defeat Zane's minions, but they must decipher the launch codes in time to cancel annihilation.

Zane himself retreats to a hidden chamber, leaving his minions and his henchman Rook to deal with the agents. In case his island was compromised, Zane built in a fail-safe — the island itself can change its position, taking up residence anywhere on the globe! As the battle turns in favor of the PCs, they feel the ground shift under their feet. The island has started to submerge.

And it's taking them with it.

## ***TROUBLESHOOTING***

The potential problems in this serial are twofold. First, if the agents fail, the world as we know it comes to an end. While this certainly makes for high-stakes adventuring, it can be a problem for your campaign. If this concerns you, the twelve nuclear weapons launched by Zane destroy their targets around the world, but the victimized nations have been briefed on the situation, and the situation is controlled following the first salvo.

The second problem is getting the agents where they need to be. If Larkin isn't captured, he can't turn on Zane. He has a small tracking device, however, that leads the agents to Zane's island stronghold. In order for the agents to discover this, the item likely has to be analyzed by the Agency's technical staff.

## ***OPENING SCENE: NEAR AKRON, OHIO, USA***

This scene operates like the opening scene of a Bond movie (before the opening credits and theme song). It's a quick action-packed introduction to the plot ahead, offering the players a chance to leap into the thick of things with little or no preamble.

### **GEAR**

The agents begin this scene with their full personal gear only.

### **GC DESCRIPTION**

This scene is fairly straightforward. The agents have been assigned to a secret missile base outside Akron, Ohio, based on an anonymous tip. If the Agency in your game is a nuclear power other than the United States, feel free to alter the setting to an appropriate location, such as Siberia if your home office is in Russia. The grounds are unremarkable: plains and scrub, with a few small facilities near the missile silo. The barracks is large enough for about ten soldiers, with a fence surrounding both it and the silo. Two guards man a checkpoint on the north side of the fence.

Read the following aloud to your players:

Twenty-seven hours to midnight.

The night air is chilly enough that you find yourself wiping the fog from the lenses of your binoculars periodically. You should've requisitioned a thermal parka. The moon is full, granting good visibility across the field, and your radio is tuned to the base's frequency. It'll be tough for anyone to slip by you, and if they do, you'll hear about it.

Your agency received an anonymous tip that someone would attempt to sabotage the ICBM housed in the base's missile silo tonight. You hope they try it soon. The tip of your nose is numb.

At this point, all the agents should make a Spot check (DC 20). If successful, they see the saboteurs approaching the missile base. If not, their fight will be a bit harder going in – the guards on duty spot the intruders, but not until it's too late to save themselves.

Two of the intruders move toward the guard post, while two more move toward the missile silo. The remaining four creep towards the barracks. All of the intruders are armed with CZ Scorpion submachine guns.

If the agents make the Spot check and burst in on the intruders, the minions retreat – the operation's been compromised. The henchmen have two jeeps stashed in some scrub to the south, and they flee in that direction. If they make it, get ready for a chase! The agents can use any vehicle they brought for the chase, or "procure" a jeep from the base.

If the agents wait, or fail the Spot check, the intruders take their positions. The two near the checkpoint cover the booth with their weapons, while the four near the barracks cover their target. The remaining two enter the missile silo and compromise the missile's security protocols. From this point on, when the agents interfere, the base personnel are immediately cut down.

Unbeknownst to the agents, one of the intruders (Simon Larkin) is the tipster mentioned in the read-aloud section above. When the shooting starts, he remains under cover. When it's obvious the agents have won, he reveals himself and surrenders. If his fellow saboteurs flee, he trips, ensuring he is captured. He's finally figured out Donovan Zane is crazy.

Of course, if his fellow saboteurs figure out his plan, Larkin's in trouble. Each round of combat Larkin doesn't attack one of the agents, roll an Int check for the minions (DC 15). If the minions make it, they do their best to drag Simon to the escape vehicles by force. After two rounds of resistance, they shoot him on the spot.

### **THREATS**

Once the intruders are discovered, they retreat to their vehicles. If they have successfully taken positions as mentioned above, they shoot the base personnel before retreating, easing their getaway – they only need to flee from the agents, not the base's soldiers. It's important the agents capture Larkin, or failing that, seize his body.

### **SECURITY**

The fence surrounding the base is normally electrified, but the saboteurs interrupt the power before breaking in.

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### **CLUES**

Each minion has a digital watch, counting down to the zero hour. Most other clues in this scene are gleaned by interrogating Simon Larkin. He knows the following, and – once caught – is very cooperative.

- Donovan Zane wants to start a nuclear war between Russia and the United States; he misses the "good old days" of the Cold War, and figures a nuclear exchange is the next best thing.
- Zane's minions have sabotaged twelve other ICBMs, altering the launch codes so he can control them from his stronghold.
- This scene's target is the last of the ICBMs Zane wants, but he can move forward without it. He plans to launch at midnight tomorrow night.
- Zane's fortress is somewhere in the Bermuda Triangle. Larkin doesn't know where, but he does have a tracking device he would have used to locate the base upon completion of his mission.

- Zane has a small army on his island — at least eighty minions and his henchman Rook.
- Of course, if Larkin dies, most of this information isn't available to the agents. The other minions know it, but won't talk. That said, the tech boys back at headquarters are able to figure out the function of the tracking device, if need be.

### **REWARDS**

Immediately reward your agents with experience if they accomplished the following tasks:

- Arriving in this scene: 25 xp per agent.
- Spotting saboteurs as or after they enter the compound: 25 xp per agent.
- Spotting saboteurs before they enter the compound: 50 xp per agent.
- Preventing the saboteurs from escaping: 50 xp per agent.
- Keeping the base personnel alive: 50 xp per agent.
- Killing Larkin: 50 xp per agent.
- Capturing Larkin: 100 xp per agent.

### **DEVELOPMENT**

Once the agents capture Larkin (or his tracking device) they move on to the Mission Briefing/Gearing Up stage of the serial.

## **MISSION BRIEFING**

Control is aware of what's happening by the time the agents receive their briefing, and lays out the mission parameters quickly and concisely. The agents are to gain entry to Zane's headquarters and foil his plans by any means necessary, capturing or otherwise neutralizing the madman. They are given his tracking device, and told they should take a company aircraft with water-landing capability, so they can put down a short distance from the island itself.

If the agents capture Larkin alive, they are given more information about what they're up against (anything they didn't find out for themselves during Scene 1). If not, they proceed more or less blind. Either way, it's recommended that they be as stealthy as possible.

## **GEARING UP**

This mission is Code: Black.

As mentioned in the briefing, the agents should acquire a means of transportation. If none of the agents has the appropriate Piloting skill, they're provided with an NPC Wheelman to fly them where they need to go. He stays with the vehicle during the remainder of the serial.

Otherwise, there are no special restrictions on equipment.

## **SCENE 2: THE BERMUDA TRIANGLE**

### **GC DESCRIPTION**

This scene details the agents arriving at and gaining entry to Zane's island stronghold. The vegetation on Zane's island is thick, and should give the agents plenty of opportunities to circumvent his minions without fighting, if they choose to do so.

Four hours to midnight.

The waters of the Caribbean stretch forth below you, as the tracking device counts down the miles to Zane's headquarters. Abruptly, it appears on the horizon, a patch of green surrounded by the deep blue of the ocean. It's a small island, only about two hundred meters of vegetation separating the beach from Zane's stronghold, a super modern fortress at the heart of the island.

As your aircraft begins to descend, you check your gear, retrieving the inflatable raft stowed in the back. It's going to be a long row to the beach...

Once the agents hit shore, they need to decide how to approach the fortress. Zane's men patrol the jungles around his stronghold regularly. The agents must either sneak past them, or dispose of them somehow (preferably as quietly as possible).

The agents can enter Zane's fortress three ways. (*See Security, below, for how these methods affect the scene.*)

### **THREATS**

Four squads of Zane's minions patrol the jungle. If they spot the agents, they radio for backup before engaging. If the agents launch a surprise attack, they radio for backup at the start of round 3. Once the radio call is made, it takes one full minute (ten rounds) for a second squad to arrive. Additionally, once Zane is warned, circumstances on the island grow worse for the agents for the duration of their stay (*see Scene 3*).

The front gate to Zane's base is guarded by a patrol of six minions who operate under the same rules of engagement.

### **SECURITY**

The jungle has no security devices in place, only Zane's patrols. However, Zane's headquarters is not as vulnerable. The jungle has been cleared fifteen feet away from the steel walls. Motion sensors are placed at thirty-foot intervals along the walls, which alert the security office inside to any movement outside normal guard activity (two people passing by every two hours, on the hour).

An Electronics check (DC 10) identifies the sensors, which don't pick up the agents until they leave any natural cover they have (such as foliage). To approach close enough to

tamper with the devices (or sneak past them), requires either a Sneak check (DC 15) or a Balance check (DC 20). Once close enough, an Electronics check (DC 20) disables the sensor, allowing the other agents to approach safely.

The main gate is monitored by a video camera. In order to open the gate, a code must be typed into the keypad mounted on the wall to its right. This code changes hourly. Only Zane, Rook, and the guards manning the security office and gate know this code. Both the camera and the keypad can be disabled with an Electronics check (DC 15), though disabling the camera silently alerts the security office.

The agents can also enter through the ventilation system. No additional security covers the vents, which are placed about fifteen feet up the exterior walls.

Finally, the agents can enter through the sewage outflow pipe. It empties at ground level into a creek running to the ocean. Motion sensors cover the outflow pipe, using the same statistics described above. Guard patrols avoid the area.

### **REWARDS**

Immediately reward your agents with experience if they accomplished the following tasks:

- Arriving in this scene: 25 xp
- Avoiding combat with the roving patrols: 50 xp
- Gaining entry to fortress without alerting base personnel: 100 xp
- Successfully getting through...
  - ...the sewer outflow: +50 xp
  - ...the ventilation system: +75 xp
  - ...the main gate: +100 xp

### **DEVELOPMENT**

One way or another, the agents should be inside Zane's headquarters at the close of this scene. If the guards are alerted to their presence, things are tougher from here on in (*see Scene 3*).

## **SCENE 3: THE ISLAND STRONGHOLD**

### **GC DESCRIPTION**

This scene leads up to the serial's final climax. As the agents make their way to Zane's office, the urgency of their mission should be reiterated. Each section read to the players so far has started with a countdown to midnight, and this scene is no different. Thanks to the non-linear structure of this scene, it is incumbent upon the GC to "fudge" a little bit, depending on how the agents have progressed thus far. Just remember they first saw the island at four hours to midnight, and they should arrive in Zane's office at three minutes to midnight.

1. Entryway: This sparse room is at the south end of the main corridor (#2, below). No wall separates it from the main corridor, though a locked door in the west wall leads

into the security office. This door is secured with a keypad lock (*see Security*). Three video cameras cover this area, one each from the southwest and southeast corner, and one positioned directly over the security office door.

2. Main Corridor: The main corridor runs a circuit around the base, from which the agents can reach virtually every other room in the facility. The doors noted on the map as "secure" utilize keypad locks (*see Security*).
3. Barracks: There are two barracks facilities, both of which hold enough bunk space for fifty men each. It's very cramped, and Zane's men only put up with it because he rotates them out on extended leave to various Caribbean islands every six months. At any time, there are 1d10+5 minions here.
4. Zane's quarters: This room is secured by a keycard lock, to which only Zane has the key. An Electronics check (DC 20) is required to disable the lock. The room can also be accessed through the ventilation system. A thorough search of Zane's extravagantly appointed quarters — and a successful Search check (DC 15) — reveals a wall safe concealed behind his wardrobe. An Open Lock check (DC 25) opens the safe. Alternately, the safe can be blown using a small explosive, but this alerts the compound to the agents' presence. Within the safe are the command codes for Zane's device (*see Scene 4*).
5. Rook's Quarters/Office: There is very little of interest here, as Rook keeps most of his possessions in an apartment away from the island fortress. With Rook on duty, only his cot and a computer terminal (devoid of useful information) are found here. Like Zane's quarters, this room is equipped with a keycard lock system. Only Rook has a key (and Zane, though Rook isn't aware of it), and all skills checks made against the lock use the same DC as the security for Zane's quarters, above.
6. Sewage Processing: This is a central point from which sewage is drained out of the fortress. If the agents enter through the underground, this is where they begin this scene.
7. Storage: Many items are neatly shelved in this room, ranging from spare camouflage gear to extra paper towels.
8. Refrigeration: The kitchen staff uses this area to store perishable food. It's obvious from the sheer volume of supplies here that the base only rarely restocks its larder.
9. Kitchen: A mundane kitchen, with nothing of interest to the agents.
10. Galley: This is where Zane's minions eat their daily meals.

11. **Armory:** An assortment of arms and equipment are stored here, ranging from sidearms to several of each type of grenade. Enterprising agents are able to “confiscate” anything listed in the Firearms section of the gear lists, as well as any grenades they want. In addition, a small amount of C4 can be found here (just enough for a charge that can breach the safe in Zane’s quarters). Video cameras are positioned both inside and outside the door to this room.

12. **Firing Range:** This area is used by Zane’s troops during firearms practice drills. A security camera is mounted above the door in the hallway.

13. **Security Office:** This office is the nerve center for the stronghold’s security measures. From here, four security officers can monitor any of the video or motion-sensing equipment throughout the base. The door is always locked and secured by an electronic keypad identical to the one guarding Zane’s quarters. Should the agents gain entry to this area and catch the guards unawares, they have two rounds to prevent them from sounding the general alarm (*see Threats*). From this room, all of the keypad locks throughout the entire compound can be deactivated.

14. **Zane’s Office:** *See Scene 4, below, for what happens when the agents enter this room.* A security camera is mounted above the door in the hallway.

15. **Ventilation System:** Not shown on the map, the ventilation system’s central shaft runs above the main corridor, and branches off to provide fresh air to adjacent rooms (not including Zane’s office). All access vents are located in ceilings, and are large enough for agents to crawl through. The GC should occasionally require Sneak checks (DC 5, unless someone is below the agents, in which case the DC is 20; if the agents can stop moving when base personnel pass by, the DC drops to 10).

### **THREATS**

So long as the agents remain undetected by Zane’s personnel, roll 1d20 every time they enter a new room in the base. When the roll is 5 or less, the agents encounter 1d4+2 minions, whose presence should be appropriate to their locale (eating in the galley, testing their accuracy at the firing range, etc.).

If the security forces are alerted (either because a patrol detects them outside and alerts security, or because one of the many surveillance devices alerts the security office), double the frequency of encounters (to 10 or less on 1d20).

### **SECURITY**

Security within Zane’s fortress is made up of electronic locks and video cameras; the latter are monitored from the security office (location #13). In order to bypass any of the keypad locks, an Electronics check (DC 15) is required; disabling them requires a separate DC of 20. Bypassing the

security cameras requires careful maneuvering – anytime an agent crosses a camera’s field of view, he must make an opposed Sneak check against the monitoring security guard’s Spot skill. Unless the agents disable a video camera with an Electronics skill check (DC 15) beforehand, this alerts the security office that something is amiss, and a squad of guards is dispatched to investigate.

### **CLUES**

Most important in this scene is the scrap of paper with the command codes in Zane’s safe, though it is by no means necessary for successful completion of the mission. As soon as the agents enter area 15, proceed to Scene 4.

### **REWARDS**

Immediately reward your agents with experience if they accomplished the following tasks:

- Arriving in this scene: 25 xp
- Avoiding detection by base personnel throughout the scene: 100 xp
- Finding the command codes in Zane’s safe: 100 xp



## **SCENE 4: ONE MINUTE TO MIDNIGHT**

### **GC DESCRIPTION**

The final scene of the serial pits the agents against Zane's top man — and the clock.

Read the following aloud when the agents enter Zane's office:

Three Minutes to Midnight.

Before you, spread across the curve of a vaulted dome soaring 30 feet over your head, the fruits of Zane's labor play out in a macabre abstract. Thick red lines slowly traverse a map of the world, projecting the paths and impact points of the twelve ICBMs. A thirteenth line, in yellow, sprouts from Akron, Ohio, the path of the final missile denied to Zane. One by one, cities disappear in flowers of red, an incongruously beautiful representation of the horror to come. Moscow falls first, followed by eleven more cities spread throughout the former Soviet Union and Warsaw Pact nations. Beneath the map, a squat electronic device with a red digital display slowly counts down the final minutes before the launch.

"Beautiful, isn't it?" a deep, gentle voice intones from behind you.

You turn to see Zane himself, seated behind a great mahogany desk, admiring the end of the world. A computer terminal sits at his right hand, and a beatific smile covers his face. "Finally, the greatest threat to world peace will be destroyed."

At this point, the agents are likely to attempt one of two things: kill Zane, or convince him that his plot can only lead to death for everyone — himself included. In the former case, Zane uses his first available free action to trigger a button on his desk, raising a bulletproof, transparent cylinder around it. (If agents have already been discovered, this shield is in place when they arrive.) Zane can still hear the agents, and he can still speak to them through the office's intercom system.

If the agents try to reason with Zane, they find him unsympathetic. He refuses to accept that his plan can backfire, and sees the destruction of the Russian Federation as an evil necessary to preserve the United States. If the agents push too hard, Zane accuses them of being KGB operatives (Zane believes the KGB controls the current Russian government).

In any case, Zane eventually loses patience and summons Rook, along with six of the base's security guards, and raises the shield mentioned above. When the guards arrive, read the following:

The door to Zane's office slams open, revealing a heavily scarred, bald man with a submachine gun slung over his shoulder. Behind him, six of Zane's security guards enter, leveling their weapons toward you.

"My assistant Rook will dispose of you," Zane says idly, "Rook, our security has been breached. You know the protocols."

Rook nods coldly, and draws his weapon.

Zane turns to the agents once again, "I'm truly sorry that you can't understand: what I do, I do for the good of the Free World." With that, he reaches underneath his desk and his chair descends into the floor. Seconds later, the room's digital display begins to flash.

One minute to midnight.

At this point, Rook and his minions attack the agents. Five rounds into the combat read the following:

In the swirling maelstrom of melee and gunfire, you almost missed it. That sound. A deep, grating rumble from beneath your feet. Suddenly, seawater washes over your feet, flooding in from the open door. The island is sinking!

Zane's island is a mobile fortress, and it's *submersible*. Certain sections of the fortress (such as the one to which Zane so recently retreated) are watertight. Zane's office is not. The agents have five more rounds (thirty more seconds) in which to put their opponents out of action and cancel the launch — before the room is filled to the ceiling.

Three rounds into the flooding, everyone (agents and villains included) suffer a -4 penalty to all Reflex saves and initiative, attack, and skill rolls. At six rounds, the room is full of water and rules for underwater combat and drowning apply (*see page 231 of the Spycraft core rulebook*).

### **THREATS**

Not only must the agents deal with Rook and his minions, they must disarm Zane's device before the ICBMs are launched. The device may be disarmed several ways. First, if the agents located the command codes (Scene 3, location #4), they can input them into the device, canceling the launch. Second, the device may be disabled directly with an Electronics check (DC 30!), requiring three full rounds for each attempt. Finally, if the agents can access Zane's desk computer (still inside the cylinder), they can cancel the launch with a Computers check (DC 20), requiring one round per attempt. The cylinder lowers into the floor two rounds before the launch, but until then, it's a barrier with a Hardness of 20 and 40 wound points.

### **REWARDS**

Immediately reward your agents with experience if they accomplished the following tasks:

- Arriving in this scene: 50 xp
- Preventing the launch: 200 xp
- Killing Rook: 100 xp
- Capturing Rook: 200 xp

### DEVELOPMENT

One way or another, both Zane and his island get away, and you can bet he's going to remember the agents. After all, the man still harbors a grudge against the *Soviet Union*.

If the agents capture Rook alive, he won't last long. He bites down on a poison capsule embedded in a tooth, dying seconds later. He's just as fanatical as Zane.

Larkin can be an excellent resource to the agents in future confrontations with Zane. As a former henchman, he has good working knowledge of Zane's operations, facilities, and resources.

### DEBRIEFING

Reward each agent with 100 xp at the end of this serial, plus another 200 if the team managed to foil Zane's plan.

## NEW HENCHMAN

### CURT CASTLE ("ROOK")

An old associate of Zane's from their days in the intelligence community, Rook carries many scars, both physical and emotional. A KGB officer killed Rook's wife and son fifteen years ago, and he would pay any price for revenge – even Zane's price.

3rd-level Soldier	Saves: Fort +6, Ref +5, Will +1
Size: Medium	Abilities: Str 15, Dex 17, Con 16, Int 12, Wis 10, Cha 10
Vitality/Wounds: 30/16	Skills: Balance +6, Climb +5, Demolitions +5, Driver +4, First Aid +3, Intimidate +7/+4, Jump +4, Spot +2, Survival +2, Swim +6
Initiative: +6 (+3 class, +3 Dex)	Feats: Point-Blank Shot, Weapon Finesse (Survival Knife).
Speed: 30 ft.	Equipment: Weapons, steelweave vest
Defense: 14 (+1 armor, +3 Dex)	Gadgets: poison tooth
Attack: Ingram MAC-10 +6 (1d10+1) / Colt M1911A1 +6 (1d12) / survival knife +6 (1d6+2)	
Face: 1 square	
Reach: 1 square	
Special Attacks: Per class	
Special Qualities: Per class	

### ZANE'S ARMY

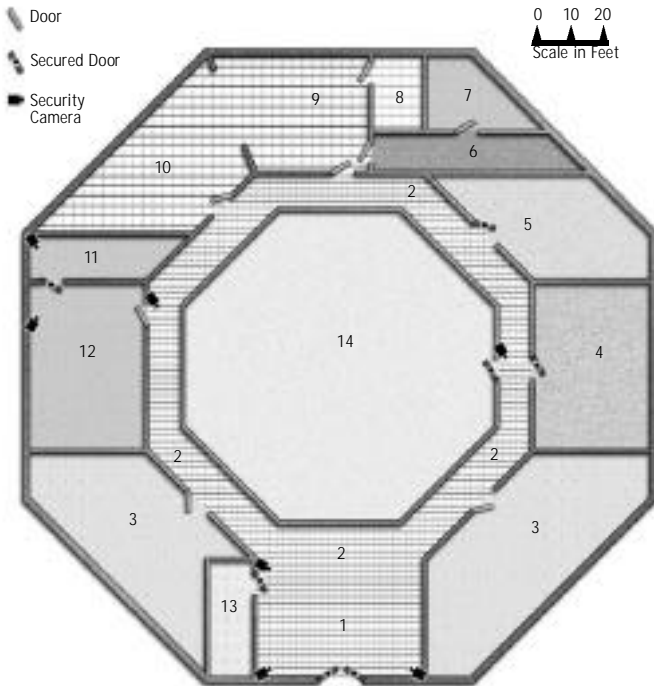
Zane's troops provide security for his island fortress and carry out operations such as the raid on the silo in Scene 1. They are unaware of the extent of Zane's madness.

Zane's Troops: 1st level minions; v/wp: 1d8+1 (9)/13; Init +3 (+1 class, +2 Dex); Spd 30 ft.; Def 13 (+1 armor, +2 Dex); Atk: CZ Scorpion +3 (1d8); Face 1 square; Reach 1 square; SA per class; SQ per class; SV Fort +3, Ref +3, Will +1; Str 13, Dex 14, Con 13, Int 11, Wis 12, Cha 11; Skills: Balance +4, Bluff +2, Climb +3, Intimidate +3/+2, Jump +3, Listen +3, Search +2. Feats: Point Blank Shot. Equipment: Weapons, kevlar vest.

### SIMON LARKIN

Larkin has the same statistics as one of Zane's soldiers, but he has v/wp: 10/15 instead of 9/13.

### ISLAND STRONGHOLD



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