

# The Hungry Brains

By Eric Avedissian

Doc Reaper hatched a devious plan – to steal the brains of noted criminals throughout New York and implant them into robot bodies! His new enforcers would have the same human intelligence but be virtually indestructible!

## Brain Drain

Reaper's henchmen, the Undertakers, orchestrated a jailbreak at the City Penitentiary one week ago. Ten of the most vile, wicked and heartless murderers were sprung from their cells and escorted to a waiting delivery truck where they were taken to the Morgue, an old abandoned ice house by the Hudson River that Doc Reaper uses for a hideout.

There the criminals were killed and their brains surgically removed from their heads and transplanted into liquid-filled cylinders and given an electric shock to stimulate them. The cylinders were fastened onto robot bodies equipped with broad metallic arms ending in sharp pincers.

The bodies of the criminals were dumped in the marshes outside of town where the police discovered them. Since the case appeared bizarre and freakish, the authorities called the Ravaged Earth Society to investigate.

## Police Theories

New York City Police Detective Captain Herbert Sloan is investigating the case. Sloan believes the brainless corpses have something to do with an occult ritual, but he doesn't know which cult to investigate first. His men looking into the city's chapters of the Golden Dawn Society and Cult of Anubis have had no luck. Sloan said the ten bodies were found in the marsh area a mile north of a collection of abandoned buildings on the waterfront, one of which is an old ice house. Detective Sloan shares the police photographs and lab results with the heroes. The photographs show the ten men, each lying in silt, naked with their heads carved open revealing an empty skull cavity.

A Knowledge (Medicine) roll reveals the victim's heads were cut with some sort of sophisticated saw, the kind used in autopsies.

## The City Morgue

The City Morgue is located at St. Matthew's Hospital in the city. The coroner, Dr. Eugene Bronowski, says he examined the bodies when the police brought them to him. Bronowski says the men were drugged with a potent poison, which likely killed them before the "surgery" began. Bronowski tells the heroes the city morgue is occupied all hours of the day or night so the men could not have been killed there.

Bronowski adds the person who removed the criminal's brains must have been a doctor or someone with a keen knowledge of pathology.

If the heroes want to investigate the bodies, they're in a freezer at the city morgue. Police identified the bodies as Daniel O'Callahan?, murderer; Niles Foreman, arsonist; Jake "the Snake" Pestore, mobster; Bubba McCork?, murderer and rapist; Rex "the Texan" Steele, murderer; Boris Yankanov, contract killer; Casey "the Bat" Roarke, mobster; Melvin "Fingers" Botalico, thief and murderer; Harvey Edward Leech, grifter and arsonist; and Julius "Hacksaw"

Bodine, serial murderer.

### **Don't Fear the Reaper**

The icehouse was abandoned 15 years ago. It's a stone building by the Hudson River complete with boating docks, a garage and underground storage where ice was kept. Now the villain Doc Reaper uses the place as his secret hideout, where he conducts his diabolical experiments. The building is foreboding, decorated with gargoyles and stone statues of skeletons and mythological beasts. The place houses laboratories, living quarters and a makeshift mortuary where Doc Reaper keeps a few of his more unsavory "experiments." The place is guarded by the Undertakers, Doc Reaper's henchmen. The Undertakers dress in Victorian undertaker costumes, with high top hats and black frock coats. They sport automatic pistols or submachine guns. There are six Undertakers patrolling the grounds outside the Morgue and 15 more inside the building. A fleet of black hearses are parked outside, each one equipped with an arsenal of pain, including concealed submachine guns, jet propulsion and the ability to shoot caltrops and a smokescreen at other cars.

Doc Reaper is putting the finishing touches on his experiment when the heroes investigate.

### **The Attack of the Brains!**

Doc Reaper doesn't want to fight the heroes personally – yet. If the players find their way to the main lab, Doc Reaper introduces them to the Mecha-Brains! He unleashes ten of these monstrosities on the heroes. The Mecha-Brains? attack the heroes while Doc Reaper escapes through a secret passage only he controls.

### **MECHA-BRAIN**

Mecha-Brains? are brains preserved in bulletproof glass cylinders and hooked to robot bodies. The brains can "see" through a special camera hardwired into the cerebral cortex and control the robot body.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d10, Stealth d6, Shooting d8, Throwing d8

Pace: 6; Parry: 7; Toughness: 10

Special Abilities:

Metal Claws: Str+2

Armor +5: Mecha-Brains? have bulletproof glass cylinders that contain human brains.

Fear: Anyone viewing a Mecha-Brain? must make a Guts check at -4.

Construct: Mecha-Brains? get a +2 to recover from being shaken. Called shots do no damage and piercing weapons do half damage. Robots do not suffer from disease or poison.

Weakness (Brain): Though the Mecha-Brain? looks menacing, it's controlled by a human brain encased in fluid. If the bulletproof cylinder is shattered, the fluid drains, exposing the brain, which had a Toughness of -4.

### **Aftermath**

If the heroes defeat the Mecha-Brains?, they are free to explore the laboratory. A Notice roll uncovers Doc Reaper's journal and the secret to preserving the brains. This is valuable information and shouldn't fall into the wrong hands. If, however, the Mecha-Brains? get the upper hand, any captured heroes will be transformed into Mecha-Brains? themselves and must fight to escape such a horrible fate!