

## THE BRAINS OF DR. ZARKON!

Goal:

Stop Dr. Zarkon from stealing any more brains!

Obstacles:

Dr. Zarkon's Science Raiders

Dragut Rais: Corsair of the Sky

Details:

- At a science symposium, Science Raiders attack through the skylights and attempt to kidnap a couple of the scientists. Maybe they succeed with getting one or two. But the majority of them are defeated by the characters.
  - Hazard of 1. They're mooks. Armed with electro-shock pistols and using jet-packs. The pistols are a Hazard of 2 to resist the effects. The Raiders bundle unconscious scientists into nets which are then carried by two of them.
- The characters take the captured gear to a scientist friend of theirs. He tells them that only Dr. Zarkon is skilled enough in electricity to make something like that. He also tells them that Zarkon was last known to be working at his ancestral estates in the Balkans.
  - Then the many angled airship with lots of horizontal propellers shows up, Science Raiders descend and try to capture the professor.
- Zeppelin to Europe on the trail of Dr. Zarkon
  - Jazz parties
    - ❖ Illyana Dyanchenko is a Trotskyite on the run from an NKVD death squad. She's posing as a flapper. She approaches one of the male characters at a dance and, while dancing with him, asks him to protect her. Illyana has spy and gun skills. Illyana's idea will be to take a stroll around the promenade to draw the assassins out. Fisticuffs, gunshots, scurrying through the interior of the balloon ensue. If the characters have other plans to protect Illyana, they'll work as well. The assassins will strike when characters are isolated. They are a Hazard of 1 with gun, knife, shadowing, and garroting skills.
  - Dragut Rais, Corsair of the Sky, Barbary Pirate of the Air.
    - ❖ Giant airship, big gas bag with two arms on each side. Each of those arms holds a plane. Above the cradle that holds the plane is a horizontal propeller, adding to the airship's lift. The cradles release the planes, they fall, pull out of their dive, zoom upward to attack, threaten. Dragut's airship pilot's maneuver their ship above any target airship and boarders will rappel down on ropes. Once they've secured their target, they will pass cables down to the target and run containers for treasure and captives down.
    - ❖ Dragut attacks with the boarders, one of the first across. He's a handsome, sheik style man. Will flirt with any and all women. And maybe a few of the handsome men. Has gun and sword skills with a Hazard of 2. One possibility, if he's being defeated, will be to be thrown or jump over the side or through a window. There will be a trailing rope from his ship conveniently there and he'll escape to fight another day.
    - ❖ His men have gun and sword skills with a Hazard of 1.
    - ❖ When the zeppelin is attacked, a man from the passengers will step forward. He is Lothar von Hammer, WW1 flying ace. Turned Dadaist. He will tell the characters that he has his plane stowed in the cargo space, but he'll need a gunner. His aircraft is somewhat odd. It's a two seater bi-plane. In the shape of a duck. A rubber duck. The kind that goes in the bathtub. And it stays in the air as long as von Hammer recites Dadaist tone poems by Hugo Ball or Richard Huelsenbeck (tressli bessli nebogen leila flusch kata ballubasch zack hitti zopp) <http://www.ubu.com/sound/ball.html>. He has flying skills, pistol skills, fisticuff skills. He and his gunner will engage Dragut's planes. It will be exciting, filled with Immelman loops, machinegun fire, and Dadaism and the complete breakdown of local semiotic reality.

- ❖ The rest of the characters can repel boarders using guns, fisticuffs, and any mad scientist gadgets they might have on hand.
- ❖ Dragut Rais has a robot harem. Sexbots in harem pants. Guarded by large Mongolian eunuchs who were trained in sexbot programming at Ada Lovelace's School for Advanced Techno Pervs.
- ❖ If a female character is captured by Dragut, "Come with me to my castle, flower of joy, and rule with me as you rule my heart."; or if the zep is captured, Dragut's headquarters are his ancestral castle on the Algerian coast. High cliffs, and a mooring tower for his airship.
  - This would also be the place to introduce the Monkey in a fez, from Fez. Islamic uluma study at the university there, from the colony of intelligent primates in Central Africa. Captured and is the court philosopher of Dragut. Has knowledge of Zarkon's raids. He started out with primate brains and then moved on to human brains. The monkey's name is Sa'iyid Abdullah bin Kreee.
- Zeppelin docks at Trieste.
- Train down the Dalmatian coast to Dubrovnik
  - Something needs to happen here. Some sort of action. Jewel thieves? Science Raiders? Does Zarkon know the heroes are after him? Maybe throw in something from the character hooks. That would give the heroes something to achieve.
  - Encounter with D'Annunzio supporters. Maybe. Only if worked into other action.
  - At Dubrovnik, get some sort of transportation inland. Hard to find drivers when they find out where the heroes want to go. Might have to buy cars. Or some sort of mad science contraption. Heroes are approached by local inventor, Istvan Kovacs, who, in exchange for introduction to Tesla, will fly them there in his Electro-Mobile. Very rattletrap, lots of arcing electricity. Of course they run into a storm, "No, the weather this time of year is very clement, no storms at all. It is very rare that we see a summer storm. No worries." Cue thunder. The storm is a Hazard of 2. Istvan has piloting skills and gadgeteering skills.
- Zarkon's Lab/Village
  - Zarkon's lab is the largest building in his ancestral village. There is an old wall around the village cupping it against a cliff. The lab extends back into cliff face.
    - ❖ The people living in the village fear and hate Zarkon. He keeps them in bondage as their feudal lord as test subjects for his early experiments. His Science Raiders enforce his will. They force the population to attend Zarkon's speeches and cheer. Zarkon honestly feels that they love him. The people will break into the lab and destroy all the equipment they can find if they see Zarkon and the Science Raiders being defeated.
  - The landing place for the airship is a hangar carved from cliff face, above the lab. The hangar is also the barracks for the Science Raiders. There is a big elevator in the back of the hangar to bring prisoners and Zarkon and Gorgo and Mormo up and down. There are lots of scaffolds and catwalks in the hangar for maintenance of the airship. Not only Science Raiders but also technicians and pilots live in the barracks in the hangar.
  - Gorgo and Mormo are Zarkon's first and continuing experiments. They were a very bright brother and sister who Zarkon took in, telling their parents that he would teach them and they would help him in his experiments, that they would have a better life. He was, of course, lying. Unless you consider life as a deformed science experiment a better life. They have been injected with growth serum, resulting in their great height, 8 feet tall. Their brains have been warped into devotion of Zarkon but their intelligence has also increased. They run the Brain Extraction lab and were responsible for the creation of the Vita-Fluid which sustains the brains in their carboys.
    - ❖ Hazard 2. Armed with Electro-Pistols.
  - Zarkon will be found in his lab with the brains in carboys hanging overhead, breath masks extending from each one. Lab has a little bit of everything in it, since he's

getting knowledge from the brains. He started out as a biologist, so there's dissection tables and test tubes and retorts and bunsen burners. There's an engineering section, drill presses, van de Graaf generators, furnaces.

- ❖ During the final confrontation, Zarkon will breath deeply from different breath masks, gaining knowledge from each brain. A hideous bubbling in each carboy as he fills his lungs with the fumes and his brain with stolen knowledge. There are two experiments that he is minutes away from finishing and if he's given those minutes and the knowledge, he will turn those experiments on the players.
  - ❑ Attack robot. Hazard 2. Crab like. Maxim guns on the carapace and spinning blades on the claws.
  - ❑ Electro-cannon.
- The brains can be restored to bodies or robotic shells or whatever else the players can think of, if they have the skills.
- If it works during the climax, Zarkon should be killed in a way that would make it easy for him to come back, unrecoverable body: falling off a cliff, falling off bridge in his underground escape route into a raging underground river, lab explodes.