

BRAIN IN A JAR

A **BRAIN IN A JAR** IS THE PRESERVED BRAIN of a sinister being who sought to escape death. Through ritual magic and complicated alchemical processes, the brain is kept alive, retaining all the memories and mental faculties of its former host. The creature usually has some malevolent goal that could not be achieved in life, which drove the brain's former host to take desperate measures to achieve longevity.

Brain in a Broken Jar		Level 4 Controller
Small natural animate		XP 175
Initiative +2	Senses Perception +5; darkvision	
HP 50; Bloodied 25		
AC 18; Fortitude 14, Reflex 14, Will 18		
Speed fly 4 (hover)		
✈️ Dominate (standard; at-will) ♦ Charm		
Ranged 10; +7 vs. Will; the target is dominated until the end of the brain in a broken jar's next turn.		
⚡ Mind Stab (standard; at-will) ♦ Psychic		
Close burst 3; targets enemies; +8 vs. Will; 1d6 + 4 psychic damage, and the target takes a -2 penalty to Will (save ends).		
👁️ Faulty Invisibility (minor; recharge 2) ♦ Illusion		
The brain becomes invisible until the start of its next turn.		
Alignment Evil	Languages Common, telepathy 10	
Skills Arcana +11, Bluff +9, Diplomacy +9		
Str 6 (+0)	Dex 10 (+2)	Wis 16 (+5)
Con 10 (+2)	Int 18 (+6)	Cha 14 (+4)

BRAIN IN A BROKEN JAR TACTICS

Despite the brain's insanity, it recognizes its physical vulnerability. It tries to maintain invisibility while keeping distant from enemies. A brain in a broken jar uses *mind thrust* to weaken an opponent's Will before attempting to use *dominate* on the target. The brain typically orders a dominated creature to either defend it or to leave the area.

Brain in a Jar		Level 6 Controller
Small natural animate		XP 250
Initiative +3	Senses Perception +6; darkvision	
HP 68; Bloodied 34		
AC 20; Fortitude 16, Reflex 15, Will 19		
Speed fly 4 (hover)		
✈️ Dominate (standard; at-will) ♦ Charm		
Ranged 10; +9 vs. Will, the target is dominated (save ends). A brain in a jar can dominate only one creature at a time.		
✈️ Telekinetic Thrust (minor; at-will)		
Ranged 6; +9 vs. Fortitude; the target is pushed 4 squares, and if the target ends the push adjacent to a wall, it is knocked prone.		
⚡ Mind Stab (standard; at-will) ♦ Psychic		
Close burst 4; +10 vs. Will; 1d6 + 6 psychic damage, and the target takes a -2 penalty to Will (save ends).		
Alignment Evil	Languages Common, telepathy 10	
Skills Arcana +13, Bluff +11, Diplomacy +11		
Str 6 (+1)	Dex 10 (+3)	Wis 16 (+6)
Con 12 (+4)	Int 20 (+8)	Cha 16 (+6)

BRAIN IN A JAR TACTICS

Anything that disturbs this brain's private meditations antagonizes the creature. However, the brain knows its physical weakness, so it enters combat only as a last resort. The creature attempts to threaten, negotiate, or fool a foe before attacking.

If forced into combat, a brain in a jar uses *mind thrust* on the opponent that appears most susceptible. It then *dominates* the target and orders it to attack other foes. The creature employs *telekinetic thrust* to push away opponents, especially toward obstacles and other dangers.

Brain in an Armored Jar		Level 9 Artillery
Medium natural animate		XP 400
Initiative +7	Senses Perception +6; darkvision	
HP 77; Bloodied 38		
AC 22; Fortitude 20, Reflex 18, Will 20		
Speed fly 6 (hover)		
⚡ Slam (standard; at-will)		
+12 vs. AC; 1d6 + 4 damage.		
✈️ Psychic Overload (standard; recharge 2) ♦ Psychic		
Ranged 8; +12 vs. Will; the target loses a healing surge, and the brain in an armored jar makes a secondary attack against another creature in range. <i>Secondary Attack</i> : +10 vs. Will; the target takes psychic damage equal to the first target's healing surge value.		
⚡ Electrical Discharge (standard; at-will) ♦ Lightning		
Close burst 3; +14 vs. Reflex; 1d10 + 4 lightning damage, and the target is dazed (save ends). <i>Miss</i> : Half damage, and the target is not dazed.		
Alignment Evil	Languages Common, telepathy 10	
Skills Intimidate +9		
Str 18 (+8)	Dex 17 (+7)	Wis 15 (+6)
Con 17 (+7)	Int 18 (+8)	Cha 10 (+4)

BRAIN IN AN ARMORED JAR TACTICS

This is the quickest type of brain in a jar to leap into combat. It unleashes *electrical discharge* to daze opponents and then slams into them with its heavy jar. A brain in an armored jar uses *psychic overload* when possible, targeting the most threatening creatures.

Exalted Brain in a Jar		Level 12 Controller
Medium natural animate		XP 700
Initiative +7	Senses Perception +9; darkvision	
HP 123; Bloodied 61		
AC 26; Fortitude 22, Reflex 18, Will 24		
Speed fly 6 (hover)		
⚡ Teleportation Field (immediate reaction, when an enemy hits the exalted brain in a jar with a melee attack; at-will) ♦ Teleportation		
Targets the triggering creature; +16 vs. Will; the target is teleported up to 8 squares.		
✈️ Fearful Recoil (minor; at-will)		
Ranged 8; +14 vs. Will; the target immediately moves its speed plus 4 squares away from the exalted brain in a jar. The target avoids hazardous terrain and difficult terrain if possible.		
✈️ Supreme Domination (standard; recharge 2) ♦ Charm		
Ranged 10; +15 vs. Will; the target is dominated (save ends).		

◀ **Mind Stab** (standard; at-will) ♦ **Psychic**

Close burst 5; +16 vs. Will; 1d10 + 8 psychic damage, and the target takes a -2 penalty to Will (save ends).

Alignment Evil	Languages Common, telepathy 10
Skills Arcana +16, Bluff +15, Diplomacy +15, Intimidate +15	
Str 12 (+7)	Dex 12 (+7) Wis 16 (+9)
Con 19 (+10)	Int 21 (+11) Cha 18 (+10)

EXALTED BRAIN IN A JAR TACTICS

This brain is a master of deflection and evasion. An exalted brain in a jar uses *teleportation field* to send away attacks while bombarding its enemies with attacks. The creature uses *mind thrust* to weaken an opponent's willpower before employing *supreme domination* to capture the target's mind.

BRAIN IN A JAR LORE

A character knows the following information with a successful Arcana check.

DC 14: Different kinds of brains in jars exist, though each is created using the same principles.

A brain in a broken jar is created through incomplete rituals, spoiling fluids, or damaged containers. A brain in a broken jar is usually deranged.

A brain placed within a more heavily armored container retains its sanity. The armored jar protects the brain from harm or serves as an eternal prison for the brain inside. In a few rare cases, these armored brains exist to chronicle past history and lore.

The most powerful of these creatures is the exalted brain in a jar. This is a brain taken from a powerful creature by devotees to preserve the subject's knowledge and wisdom.

In general, a brain in a jar prefers an isolated existence. Some wall themselves within former laboratories and dungeons, where they slip into madness.

DC 19: The preservation fluid within a brain's jar is a valuable alchemical material, especially useful for crafting undead. Some alchemists claim that the fluid can be distilled into an elixir that imparts the memory and knowledge of the jar's occupant brain.

DC 21: The brains of these creatures often come from cult leaders or advisors, whom the subject's associates have tried to eternally preserve. While such brains are usually evil, it is sometimes possible to return a brain to its host body to grant it a peaceful death.

ENCOUNTER GROUPS

The brains often draft constructs and undead to guard them against intruders.

Level 3 Encounter (XP 775)

- ♦ 1 bonewretch skeleton (level 4 skirmisher, page 180)
- ♦ 1 brain in a broken jar (level 4 controller)



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- ♦ 1 clay scout (level 2 lurker, MM 156)
- ♦ 2 iron defenders (level 3 soldier, MM 156)

Level 6 Encounter (XP 1,200)

- ♦ 1 brain in a jar (level 6 controller)
- ♦ 2 crawling claw swarms (level 4 soldier, page 142)
- ♦ 4 skeletal archers (level 3 artillery, page 180)

Level 9 Encounter (XP 2,100)

- ♦ 1 brain in an armored jar (level 9 artillery)
- ♦ 2 shattergloom skeletons (level 8 soldier, page 181)
- ♦ 2 skeletal tomb guardians (level 10 brute, MM 235)

Level 12 Encounter (XP 3,300)

- ♦ 1 cadaver golem (level 12 elite brute, page 156)
- ♦ 1 exalted brain in a jar (level 12 controller)
- ♦ 4 putrescent zombies (level 11 minion, page 196)
- ♦ 1 spine creep skeleton (level 11 soldier, page 182)