

Freak Watch

A *Masks* Campaign

Session Four

Freak Watch is a campaign using Magpie Games' [Masks](#), a game Powered by the Apocalypse and emulating teen superheroes in the vein of Young Justice or Teen Titans. Paul is our ever-suffering GM.

The campaign is set in [Hub City](#), IL, the DC Universe city home of [The Question](#) (now retired to a job as a conservative radio talk-show host). It's the most corrupt city in the US.

Our heroes, the self-styled Freak Watch, consist of:

- La Catrina, Maria Lorena Ramirez (The Delinquent), played by Ernest
- The Infamous Wasp, Purcell Stone (The Protégé), played by Chris
- Kid Kafka, Frank LaLone (The Transformed), played by Patrick
- Teenage Vengeance Shadowblade, Grace Lennox (The Doomed), played by Tim

Chris is our faithful session summarian, and Ernest the editor and blogger that posts these for your amusement.

Denny's at 2AM

Kid Kafka takes the team out to Denny's to celebrate their victory in the Hobo Jungle against Reverend Hatch. At 2 AM the Denny's has drunks, teenagers, college students, but not cops... Hub City cops are too corrupt to be a reliable 2AM fixture at Denny's. Into that power vacuum, a local street gang called the Grinning Skulls has stepped in.



The team argues over the virtues of various dishes (Moon Over My Hammy, Rooty Tooty Fresh and Fruity). Someone agrees that La Catrina is cool, which invokes *Masks* team mechanics – influence cards are exchanged.

Later, Catrina's brother calls to demand she quit her antics in the city because she's better than that. She refuses. Then he drops a bombshell: Junior Musto's gang is going to steal an experimental hovercar from the plastics factory. She demands he get safe AND give up some details on the hovercar heist (it's full of weapons, so of course it should be stolen). It's held in building 12 which is inside the factory's high fences, barbed wire, assault rifle armed guards, lots of lights, and check points. The conversation is cut short when a Grinning Skulls ladies auxiliary member bumps Catrina; the phone falls into a bucket of water catching an eternal ceiling leak.

Kid Kafka's parents, who threw him out when his bug transformation started, enter the Denny's. This upsets Kid Kafka, so he and Catrina leave the table to teleport away from the bathroom hallway. A gang member moves in to threaten KK's parents, so Teenage Vengeance Shadowblade intervenes

with that guy and chases him off (after dumping him into the table's syrup rack). Infamous Wasp takes on the rest of the gang who move to aid their friend. This goes poorly for IW initially before he takes away their weapons and shoes. TVS breaks the weapons as they are thrown to her until a Grinning Skull leaps on her back screaming, "Grinning Skulls forever!"

This all comes to a head when another Grinning Skulls starts setting fire to the curtains (pre-1960's highly flammable material). IW takes the lighter and fluid away, but smoke detectors go off anyway. Outside TVS slaps the gang girl onto the diner windows then throws her onto the roof.

Haunted Mansion, then Building #12

Everyone regroups at the Haunted Mansion to give comfort (emotional) to each other and get advice from a 260 years dead ghost of Meriwether Lewis. Later, they decide to infiltrate the plastics factory owned by Rory Limbo and lie in wait for the Los Muertos and their hover craft heist.

The next day the team acquires supplies from a bodega, drives to the plastics factory, then teleports inside a shed like building outside building #12. TVS uses her new found shadow powers to travel the blood stained landscape into building #12, then texts pictures of the interior back to the team. The rest of the team teleports in thanks to Catrina's powers. They hide in the fringes of the hangar and observe the hover craft, which is indeed the Atomic Skull's craft... or at least it was created by his lover, an uplifted black panther. Everyone giggles over that and plays a round of fuck, marry, or kill – Atomic Skull, Red Skull and Crypt Keeper. Everyone agrees "kill the Red Skull".

Then they decide to sneak aboard and look for clues and/or trojan horse it. But two men enter the warehouse – a tall man in a cowboy hat, boots, etc... And a huge, heavily muscled man wearing a hood and dressed in purple and blue. Infamous Wasp uses his communicator to access the Questions files to identify them: Duke of Oil, a cyborg cowboy who can control tech, and Major Disaster, who can control weather to destroy!

TVS releases a reality storm on the two villains, aided by Catrina's illusion powers. The pair are sent sprawling. And as collateral damage she drops crates upon her own team; Catrina uses her stolen seismic gauntlets to push the crates away temporarily. Kid Kafka climbs the wall and ceiling to drop on the villains from overhead. Infamous Wasp delivers a not quite disabling blow to the Duke of Oil, who cries out, "Yee-haw!" He rips out of his clothes and flesh becomes whirling, stretching, and clacking metal tentacles.

The Atomic Skull's hover craft lights up, guns turn and hose down Infamous Wasp when Kid Kafka drops between the gun fire and IW.

Major Disaster tries to seize control of the falling crates from La Catrina, but TVS creates a barrier that leads instead to an inky darkness that redirects his blasts back to him. La Catrina redirects the crates toward the Duke of Oil who flees into the hover craft. But TVS beats him there to punch him with super strength in the face – the blow is strong enough to rip the flesh off his terminator frame. He drops into a heap of sparking parts.

Major Disaster turns his sights on Kid Kafka. He pulls an asteroid from the heavens – it pierces the roof and showers the large chamber with shards. La Catrina defends against the shards with the seismic gauntlets saving everyone but herself, and she's knocked out by the impact. Kid Kafka tackles

Major Disaster flat but the villain then causes the earth to shake. TVS flies at him and punches him out of the building and loses consciousness too.

Kid Kafka and Infamous Wasp look at their surroundings and note that the building is about to collapse. They carry La Catrina and TVS aboard the hovercraft quickly. Major Disaster is outside. KK drags Duke of Oil aboard as a prisoner.

The Hunt for Junior Musto

The hover craft drives up through the roof, collapsing the building, then drifts towards the fences. A screen lights up revealing Rory Limbo and Atomic Skull ordering the guards to stop shooting their own vehicle – it costs money!

La Catrina attempts to disguise her team via illusion as Junior Musto but Rory doesn't buy it. Rory tries to reason with the heroes – let's combine forces against Junior Musto! But TVS punches that monitor into shards.

They decide to ditch the vehicle under the river – they aim for the most populated section of the river but decide that is bad for many reasons. Meanwhile, the Duke of Oil is self repairing, so they opt to take him to prison first. The Duke is teleported into Hub City's uber low tech jail under the theory that the Duke can't tech control his way out. The heroes steal a bunch of items from the inside, tag it, then scuttle it in the river.

An hour later the Question contacts Infamous Wasp, “We need to meet at the usual place. And check the news.” The local news channel shows footage of a meteor striking the plastics factory (building #12), followed by footage of the Atomic Skull's attack on the factory. A considerably less enthusiastic team drives over in the Wasp mobile to meet the Question.

They meet the Question at the Econo Lodge's bar at the edge of town. They file inside and directly into a back room. Vic Sage is there already; an old man, red hair peppered with white, and no longer in the fighting trim of his younger days.

The Question accuses TVS of being more dangerous than helpful. TVS agrees and her savior and danger labels shift. He then shifts his attention to Purcell demanding more leadership; Purcell agrees and shifts his labels accordingly. The group decides to hunt Junior Musto as the most dangerous element in the criminal gene pool.

The end of session check list is run through.

The End Of The Session

Missions:

- Smorgus Corpse is after the shadowblade.
- Atomic Skull as an old scientist looking guy – plot to use Dr Tawayne's gas to fight Junior Musto.
- Lloyd Gage, university geologist and criminal, why did his safe contain tremor gauntlets?
- Junior Musto and his plot to poison the city's water.
- Dean, the band member, who always wears gloves.