

Freak Watch

A *Masks* Campaign

Session Six

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 Protege), 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.

Return to the Haunted Mansion

Teenage Vengeance Shadowblade spends quality time with Lady Shiva learning martial arts and taking in Shiva's world view, which boils down to "Hub City has no room for mercy, compassion, or the weak. Therefore, helping those people is pointless. Just perfect those skills that make you a perfect killing machine. And kill. And embrace the chaos."

She returns to the Haunted Mansion to find her teammates watching mansion from a nearby hill... it is surrounded by a horde of zombies of the type they encountered while dealing with Reverend Hatch.

Everyone stares at the horde while discussing recent events including how La Catrina teleported her demon possessed mother inside the mansion which fixed the possession but released a demon inside. This in turn leads to the revelation that TVS' sword being a necromantic device previously owned by Smorgascorpse.

TVS uses the sword to order the zombie horde away; it works. Except for one armless, legless zombie that slowly crawls after the horde. TVS orders it to answer questions: "Smorgascorpse wants his sword back so he can perform his big ritual which is going on right now inside."

La Catrina teleports inside to the balcony above the ball room to spy on Smorgascorpse, a skull floating amongst black draped tables covered in black candles, necromantic devices, and lots of bowls. With Smorgascorpse are the ghost Meriwether Lewis and the zombie Marco. Both seem to be under control of the floating skull. She observes that zombie Marco retains some semblance of humanity.

The team discusses a plan and acts on it:

- They rush the ball room
- La Catrina uses illusion powers to send TVS' sword into the phantom zone.
- Smorgascorpse orders his minions to attack.
- Kid Kafka, freshly en-scrolled with ghost grasping claws, flees with La Catrina and Wasp with ghost Meriwether and zombie Marco in pursuit. They enter arrive at the library.
- TVS darts away and then circling back.

The Fight

Kid Kafka grabs Meriwether Lewis easily, but the ghost counters by waving his hands which brings the books in the library swirling and spinning violently thru out the room. Pages cut and bindings pound our heroes. La Catrina is able to force Meriwether to break Smorgascorpse's control.

Wasp and zombie Marco apply their martial arts against each other; both land blows. Wasp is able to strike fear into Marco who withdraws into the swirling books and disappears. Kid Kafka points out Marco's hiding place allowing the pair to collapse shelves on the zombie, trapping him.

TVS rushes the magic barrier protecting Smorgascorpse Her body bounces off the barrier but her spirit passes thru. Her companions return to the ball room to find her body collapsed on the floor and her spirit, translucent and white, battling the necromancer. Kid Kafka grabs up a table and throws it at the altar. TVS defeats Smorgascorpse and exiles him to the phantom zone.

Zombie Marco enters the room, clearly under his own control. TVS with help reunites body and soul. They discuss how to seal the mansion from Smorgascorpse. TVS picks up shards of Smorgascorpse's skull while her team mates discuss an intervention.

The Deals

The team confronts TVS about her Doom Track and force her to promise to spill the beans on her dark doom. She explains poorly her doom and promises to help her friends undo it. From there the team puts together a plan to sacrifice the shadowblade and four more necromantic devices to permanently imprison Smorgascorpse. But the four devices are in the hands of the League of Assassins.

Phase I – talk to Vic Savage and establish that their plan will work with Lady Shiva and the League of Assassins will work. Vic stares daggers at TVS but gives good advice. The team decides that Lady Shiva is a no go, so switch gears and...

Phase II – make peace and cut a deal with Rory Limbo (Plastics and big business) and his partner Albert Michael, aka the Atomic Skull. Our heroes arrive at the Plastics Plant, approach the gate and request a meeting with Rory Limbo. Soon enough the meeting happens and a deal is cut: The heroes will remove Junior Musto from Hub City, SKULL science and equipment will be used to analyze the shadowblade and find more such energy patterns, and both groups will work amiable together in the future. Everyone agrees to the deal, though Albert Michael tells Purcell Stone, “You are a SKULL experiment and you were... freed before the experiment ended. Your health might be in danger. We should schedule a follow-up to make sure everything is OK.” Purcell nods, “Sure. But lets

wait a couple of weeks. I feel fine and I want to make sure everyone can work together awhile before I let anyone poke and prod me.” La Catrina asks Purcell, “What the hell? You let him experiment on you?” Purcell, “Nope. They kidnapped me and I don't remember most, well anything that happened.”

Phase III – SKULL science examines the shadowblade and locates duplicate energy sources in the Philippines. Everyone cheers!

League of Assassins Vault

The SKULL detection equipment and satellites zero in on an abandoned amusement park in the Philippines. La Catrina teleports the team immediately onto the grounds there, then cloaks the team with an illusion making them look like three German tourists and a Filipino guard. They quickly locate the ventilation system and enter the underground.

They come up underground vault of artifacts, each item is in an alcove sealed with heavy bars. There are two dozen such alcoves. Each hero lines up on a single alcove of the cup, throne, ring, and crown to snatch the items at the same time. Before they can act multiple forms drop from the ceiling... robotic ninjas land around and amongst our heroes. A single man stands in their ranks, a man wearing a bronze tiger mask. He explains, “We don't let tourists into this area... wait, where did you learn Dragon style.” TVS replies, “My abuela trained me.” She and the Bronze Tiger clash.

La Catrina moves to steal the crown, robots move to intercept her, so she activates her stolen SKULL device. An electromagnetic pulse washes out of it and over everything in the chamber. The robots seize up and freeze.

Kid Kafka tears several bars loose and wraps them tightly around Bronze Tiger, but the Tiger struggles and pushes them into an artifact book that begins to glow and hum. TVS uses her TK powers to slam the throne into the Tiger. The Tiger bounces off the throne and into the magic book.

Tiger seizes the book (Libras Moratorium Versos) and utters words of power. Magic tentacles spring forth to attack our heroes. TVS uses tk to snatch the book away. La Catrina teleports the remaining artifacts out of their places and into her pack.

Bronze Tiger screams, “No! You must be working for Lady Shiva! I remain loyal to Rhas Al Ghul! We'll hunt her down!”

La Catrina teleports the team out and back to the Haunted Mansion.

The End Of The Session

The gm (Paul) and heroes run down the “end of session” check list:

- TVS grows closer to the team.
- Kid Kafka grows closer to the team.
- Wasp grows closer to the team.
- La Catrina grows closer to the team.
- Influence cards are exchanged and some stats change because players already have an influence card.