

MONSTER MASH-UP



**MUTANTS &
MASTERMINDS**

THIRD EDITION

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As fall begins, All Hallow's Eve approaches. Though once a yearly reminder that the dead linger just beyond the living world, Halloween has now become a time of fun and frivolity. Even in Freedom City, where genuine monsters sometimes stalk the streets and sewers, Halloween is a time for candy, parties, fun costumes, and laughter. Protected by their spandex-clad heroes, many Freedomnians feel downright invulnerable. Too invulnerable.

When a Halloween prank ends up calling down far more trouble than anyone expected, Freedom City needs heroes to protect it once again.

Monster Mash-Up is a short adventure for a group of three to five PL 10 heroes. The adventure is set in Freedom City, but can easily be transplanted anywhere in the world that celebrates Halloween and has a large, old theater to gather an audience into.

ADVENTURE BACKGROUND

In the 1930s, actress Lauren Hammond had a short but memorable career as one of Hollywood's earliest "scream queens," starring as the romantic interest and occasional heroine in a variety of low-budget horror movies. But films like *Bride of the Merman* and *The Hornet Women* never led to a career in the dramas Lauren craved, and as she lost the blush of youth, directors and casting agents stopped calling. She eventually returned to her native Freedom City and, after years of growing obscurity and struggle, took her own life. Her restless spirit has returned again

and again as a specter called the Silver Scream, taking out the misery she knew in life on anyone who tarnishes her memory or work.

Fifty years later, a very similar career arc led another young actress, Lily Esther, into the exploitation horror films of the 80s. She never found true stardom, but for years enjoyed moderate fame on the West Coast as "Madame Macabre," a late-night monster movie hostess on television. As cable overtook network television and her years began to add up, Lily likewise found herself destitute and forgotten. Rather than end her life, though, she traded it to a mysterious stranger for power and eternal youth, transforming herself into the real Madame Macabre, Hostess of Horror.

Both actresses are eternally linked to the roles they played in life, and share a common bitterness at the world that used them up, tossed them aside, and then mocked their life's work. They are likewise linked by a supernatural energy that preys upon their powerful emotions and dedication to their roles. Only distance isolates them.

Now the career of Randall Fox is playing out the same story. Young and handsome, he began a career as an internet celebrity, chasing down ghosts and local legends, which eventually resulted in a short-lived television series that waned in popularity as the good life began to erode his good looks. The reveal that his "spirit encounters" were staged hoaxes finally ended his rise. Now past his prime and already fading into obscurity, Fox has begun studying occult rituals, and plans to use those who failed before him to reignite his fading star.

ADVENTURE SUMMARY

Randall Fox plans to trap and exorcise the spirit of the Silver Scream, Lauren Hammond, in front of a live audience as a publicity stunt to re-launch his career. He has learned just enough about true spiritualism to potentially bind the restless spirit, but to attract her attention he has organized the Laugh at the Reaper film festival on Halloween. Fox plans to show several awful horror movies—including one of Hammond's—while he and some of Freedom City's hottest new comedians riff them live on stage.

His plan works too well. His efforts indeed anger the Silver Scream, who attacks the crowded theater, engaging with any heroes present while Fox takes time to work his binding ritual. Eventually he binds Lauren Hammonds' spirit and takes his time basking in the new attention.

But in heavily advertising his worldwide livestream of the event Fox attracted the attention of Madame Macabre, who takes as much umbrage with being publicly mocked as the Silver Scream. Arriving after the Silver Scream, Macabre unleashes her own B-movie monster to terrorize the attendees and chase Randall Fox into her clutches. The battle releases Silver Scream from her mystic binding, and she eagerly joins in on the drama!

INVOLVING THE HEROES

The heroes can become involved in this graveyard smash in any number of ways:

- As a native son of Freedom City, Randall Fox understands all too well that the Silver Scream is potentially very dangerous, and would like to bring in an official hero or two on the off chance that his own preparations fail to contain the ghost. If the heroes are public figures, he invites them as official "celebrity guests" and unwitting security.
- If the PCs aren't public figures, they may simply be interested in attending the show, especially if they're film buffs or fans of any of the comedians appearing that night. Alternatively, a love interest or family member may want to attend, and drag one or more of the PCs along for the event.
- If any of the PCs are performers themselves, they may be friends with one of the comedians performing that night, or may even be invited to perform in place of one of the three.
- Heroes familiar with the Silver Scream's habits may hear about the movie marathon too late to prevent it, and attend in case anything goes terribly wrong. Even psychic or mystic heroes unfamiliar with the ghost of Lauren Hammond may receive a psychic flash drawing them to the event, or be dispatched by their mentors or advisors.

SCENE 1

ROLEPLAYING

LAUGH AT THE REAPER

Late in the afternoon on Halloween Day, hundreds of Freedomians begin to gather at the Victorian Theater, a historic vaudeville theater in the Parkside District retrofitted into a plush movie theater in the 1940s. Randall Fox, star of television and webcast, is hosting the first *Laugh at the Reaper* film festival, playing four terrible horror films—*Blood Like Wine*, *Night of the Flaptors*, *Pain Portal*, and *Scream of the Swanmaiden*—back-to-back until midnight. Fox has recruited three rising comedians to help him mock the terrible films, and has arranged to stream the performance live on several websites as well. While hardly the event of the season, horror fans and disaffected students alike have come together to fill the large theater.

If the PCs are attending the event, read or paraphrase the following:

The historic Victorian Theater has launched a hundred-thousand dreams of stardom, from the earliest days of vaudeville to the modern days of homespun web celebs. Tonight, three new, rising stars of Freedom City—Robin Grant, Miranda Cho, and Patrick O'Patrick—have gathered for the Laugh at the Reaper film festival organized by web celebrity Randall Fox, and a few hundred of Freedom City's sarcasm-loving citizens are in attendance to watch terrible films and hear gut-busting jokes. Are the muses in attendance this Halloween night, or will the spirits of this stage consume and forget these souls as they have so many others?

The PCs are free to find their seats or mill about. If they attend in their secret identities, they may have a chance to meet one of the three comedians—Miranda Cho, Robin Grant, and Patrick O'Patrick—all of whom are excitedly greeting fans; this night represents the largest house any of them have played to, and they're all giddy. Randall remains behind the scenes for now, reviewing his notes, but if the heroes are special guests he invited, he takes a moment to shake hands and hand out autographed headshots (whether the heroes ask for them or not) before pointing out their front-row seats.

ROLEPLAYING RANDALL FOX

Randall Fox was a big name ten years ago, during America's "ghost hunting" fad. His charm and apparent luck at finding genuine supernatural events catapulted him from an internet celebrity into cable television stardom. Always a bit conceited, fame made Fox short-tempered and difficult to work with, and eventually several of his crew came forward to reveal that almost all his "supernatural" encounters were clever fakes, ironically using practical special effects from thirty years ago.

In the five years since his fall from grace and the cancellation of "Ghost Chaser," Fox has tried a book deal, several live shows, and a short-lived celebrity relationship to relaunch his career. He's now convinced his only chance to regain his fanbase is to give them what they wanted in the first place: real ghosts. Having learned just enough about mysticism to lend his show a touch of legitimacy, he is confident he can perform a ritual to trap and exorcise a hostile spirit. All he needs is to rile one up, like Freedom City's own Silver Scream. Using an arcane grimoire "borrowed" from a local antiques shop, he actually has a good chance of accomplishing his goal.

Given his desperation, Randall is playing his cards close to his chest and hasn't told anyone else about his plan. He still plays the role of the fun-loving, pseudo-academic "ghost bro," just here to have a few laughs, arguing that if all the world thinks he's a joke now, then who's he to not give them what they want?

Randall isn't necessarily a villain. He's a selfish soul who rose and fell, and is now at his wits' end. Ultimately, the adventure assumes the PCs will try to save him when Madame Macabre kidnaps him in Part 3. If he leaves a sour-enough taste in the PCs' mouths that they prefer to leave Randall Fox to his fate, the PCs may instead need to recover the grimoire he borrowed—a magical tome that would be dangerous in either woman's clutches, and may be the only way to banish Silver Scream for now.

RANDALL FOX

PL 3

STR 1, **STA** 1, **AGI** 1, **DEX** 0, **FGT** 1, **INT** 1, **AWE** 0, **PRE** 3
Equipment: Audio Recorder, Video Camera, the Grimoire.
Advantages: Attractive, Connected, Equipment 1, Fascinate (Persuasion). **Skills:** Deception 6 (+9), Expertise: Mysticism 6 (+7), Expertise: Special Effects 8 (+9), Insight 5 (+5), Investigation 2 (+3), Persuasion 6 (+9), Sleight of Hand 6 (+6). **Offense:** Init +1, Unarmed +1 (Close, Damage 1). **Defense:** Dodge 4, Parry 3, Toughness 2, Fortitude 3, Will 3.

MIRANDA, PATRICK, AND ROBIN

PL 1

Use the statblock for the **Reporter** (*M&M Gamemaster's Guide*, page 136), but increase **PRE** to 3 and add Expertise: Comedy 6 (+9) to their skills.

KEY POINTS

This scene serves to introduce the PCs and NPCs, as well as provide a chance to drop in any ongoing character drama you may have in your campaign. The format of the night should be fairly familiar: The theater will play films, while the four celebrities in attendance will sit at a table in front and fill the quiet moments of the movies with wry observations and random quotes. The event is scheduled to run for six hours, from six p.m. until midnight.

If the PCs want to check what they know, an Expertise (Pop Culture) check reveals the following:

THE COMEDIANS

RESULT INFORMATION

- | | |
|----|--|
| 13 | Each of the three comedians has their own small following online and at local comedy clubs, but all are largely unknown outside Freedom City...so far. |
|----|--|

THE FILMS

RESULT INFORMATION

- | | |
|----|---|
| 12 | Each of these films is a flop, though they all have their own fandoms who appreciate the effects, the directing, or the acting. |
| 16 | These films feature some major B-movie actors who helped define the genre, like Lily Esther, Wes Carpenter, and Lauren Hammond. |
| 18 | Lauren Hammond is more famous as the urban legend Silver Scream, a ghost who haunts Freedom City from time-to-time. |
| 23 | Lily Esther shares a similar fate, having become a supernatural creature called Madame Macabre. Fans debate whether or not B-movie actresses somehow attract the supernatural in real life. |

RANDALL FOX

RESULT INFORMATION

- | | |
|----|---|
| 13 | Randall Fox was the host of a web series where he investigated supernatural events, which eventually led to his own cable TV series, <i>Ghost Chaser</i> . |
| 15 | Fox's show was cancelled when a crewmember revealed in an interview that most of their encounters were faked with various practical effects. |
| 20 | At least a few episodes of <i>Ghost Chaser</i> seem to have featured real supernatural events, and Fox did much of his research for the series in legitimate occultist libraries and on message boards. |

ENVIRONMENTAL FEATURES

Much of the action in this adventure takes place in a large, historic movie theater, the Victorian. The theater can seat up to 1800 people between its ground floor, balcony, and box seats. Originally constructed for vaudeville and live performances in the 1890s, it was converted into a movie house in the late 1920s, though it still hosts frequent live performance by bands, comedians, and various celebrities. As a historical landmark, heroes should be careful not to damage one of the city's great

treasures. Many of the gold-leaf-covered statues and archways are over a century old, and easily damaged by reckless power usage or throwing rubber monsters around. Characters with complications like Accident are especially prone to horrible (and horribly expensive) damages.

The cavernous interior provides excellent views from nearly any seat, and also allows flying heroes (and villains) plenty of space to move. Ground-bound heroes are limited to the stage itself, the orchestra pit, and the eight-foot-wide aisles. Falling into the crowd is a potential complication for heroes without any flight or climbing powers.

The balcony is forty feet above ground level, and the theater ceiling and lighting rigs another sixty feet above that, providing plenty of dark corners for brooding heroes to lurk in or swing from. The rigging also provides possible complications for the heroes: a loose blast may threaten to drop a heavy lighting rig onto the panicked crowd below, while the lights themselves may be turned to blind opponents as if they were a **Ranged Affliction 5** (vision impaired, vision disabled, vision unaware; resisted by Fortitude) attack.

There are several camera operators present, filming the entire event for worldwide broadcast, adding further trouble for characters with complications Secret Identity or Fame, or easily imperiled if the fight goes too well.

As curiosity and roleplaying quiets down, begin the show.

SCENE 2

COMBAT

SCREAM GEMS

Film aficionados generally consider *Blood Like Wine* to be Lauren Hammond's magnum opus, where the late actress portrays a woman with multiple personalities—all of them killers with different modus operandi. Naturally, it only made sense to start with this "timeless classic," and the show wastes no time tearing into the awkward dialogue, mediocre effects, and overuse of Dutch Angels. After forty-five minutes of hilarity, strong winds whip the power lines, causing the theater lights to flicker, the sound system to screech, and the film to stop. Just a few minutes after this jump scare, however, the projector is re-started and the show continues.

Read or paraphrase the following:

As the film reaches its climax, revealing not one schizophrenic killer but murderous septuplets, a cold wind whips through the theater. The temperature plunges until your breath escapes in visible puffs.

A sing-song voice carries over the wind, echoing the film's opening line: "This. This life. You slither and slink and play-act your superiority over those who would bare their souls. And this is what you call life? So be it. I will pay what it is worth."

The lights and film flicker as they did earlier, and the seven figures on the screen turn from their intended victim and glare out across the audience, then step free of the screen, wielding blades, guns, and a hangman's noose.

Once the **Filmland Figments** step free of the screen, they leap into the audience to attack.

KEY POINTS

Silver Scream's powers normally only allow her to conjure illusions from her film career, but the concentration of psychic energy directed at her—humiliating as it might be—coupled with the auspices of All Hallows' Eve, allows her to summon flesh-and-celluloid images of herself from the film.

Randall Fox has the ability to trap Silver Scream, thanks to his grimoire, but the ritual takes four full rounds for him to cast, and he cannot begin it until the real ghost makes herself visible three rounds after the attack begins. He keeps to the wings of the stage during the fight, and requires a successful DC 22 Perception check to spot.

TACTICS

Silver Scream is beyond enraged by the evening's humiliation. She floats invisibly near the ceiling, while her illusion powers seem to make her face appear and vanish in reflective surfaces around the room. While her Filmland Figments attack, she spends three rounds monologuing about the "small minds and weak souls of this modern world," then finally makes herself visible and unleashes her Psychic Attack. She targets anyone battling her Filmland Figments, losing focus of the real target of her anger.

The seven Filmland Figments are nearly identical to Silver Scream in appearance—beautiful 1930's Hollywood starlets rendered in black and white, but they lack most of their creator's powers (including flight). They simply attack with their weapons, helping spread their mistress's rage. If the heroes destroy one or more of the Figments, Silver Scream uses her power to rewind the projector and draw a new Figment from earlier in the film as a free action on her turn. If the PCs think to destroy the projector itself (or shut it down, though this requires a successful DC 25 Expertise: Magic or Technology check, thanks to supernatural meddling), all the Figments immediately vanish.

ROLEPLAYING SILVER SCREAM

Not much of the original Lauren Hammond is left in Silver Scream; now she is little more than a bundle of rage, jealousy, and narcissistic hunger for approval. An evening

of mockery has charged her with a white-hot rage. She wants nothing more than to make everyone present pay for laughing at her brilliant work, and the circumstances of her appearance, along with the magic of Halloween, grant her a +2 bonus to all her Defenses.

FILMLAND FIGMENTS

PL 4

Minions. Use the statblock for the **Police Officer** (*M&M Gamemaster's Guide*, page 141), but the Filmland Figments have several additional offenses available: Candlestick +3 (Close, Damage 4), Dagger +3 (Close, Damage 4), Noose +3 (Ranged Snare 3), Poison +3 (Close, Affliction 5 [hindered, stunned, dying; resisted by Fortitude]), Revolver +5 (Ranged, Damage 3), Strangulation +3 (Close, Damage 2, Fast Grab, Improved Hold), Sword +3 (Close, Damage 5); Any given Figment only has a single attack ability.

SILVER SCREAM

PL 12

See page 10. Silver Scream currently benefits from a +2 bonus to all her Defenses.

OUTCOME

Silver Scream makes herself visible after three rounds of combat (unless somehow forced or tricked into revealing herself sooner), and Randall finishes his binding spell four rounds after that, if the PCs still haven't stopped the glamorous ghost. The effect creates a beam of blue light from the floor, trapping and paralyzing the restless spirit, rendering her a twitching, pained-looking figure held helpless in the light.

If the PCs manage to defeat Silver Scream, Randall instead finishes his spell a moment later, binding her reeling spirit before it can vanish back into the spirit world.

Once this happens, read or paraphrase the following:

Silver Scream hangs helplessly in the air, face frozen in a grimace of pain as her body trembles as if held taut.

"Ladies and gentlemen, how about a round of applause for these amazing examples of Freedom City's selfless hero community!" Randall Fox walks to the center stage, one hand extended to the heroes, the other clutching an aging, leather book. "What would we do without them?"

Randall continues. "I can tell you, we might be better off with regards to spirits like poor Lauren Hammond here—the Silver Scream. Heroes have been trying to solve this problem with punching since the fifties, and she's still visiting her old... haunts. No, for this, Freedom City needs a different kind of a hero. A Ghost Chaser."

Fox then politely tries to shoo any heroes offstage, but only spends a moment doing so. He wants to enjoy a few more minutes of attention and praise before moving along to the real meat of the show: banishing this infamous spirit forever. If the PCs try to argue with him, he switches off his

microphone and tries to throw around everything from his expertise to his bigshot Hollywood lawyer friends to get them to step away and "let me do my job."

You may drag out this confrontation as long as you want, even throwing out some audience cheer or jeers depending on the heroes approach Randall. Ultimately the scene is interrupted by a newcomer before they can resolve the argument or banish Silver Scream.



SCENE 3

COMBAT

REEL MONSTERS

As Randall Fox attempts to cast the rest of his spell to exorcise Lauren Hammond, all the theater doors burst open. Read or paraphrase the following:

The audience gasps in shock as all the theater's doors whip open with deafening force, and a crack of thunder booms through the air. A sinister laughter echoes through the hall.

"Good evening, boils and ghouls! We've interrupted your dead-ularly-scheduled programming to bring you a terror treat. If you scare easily, plug in your fright-light, because—I... wait... What the heck? Are you... Are you thwarting someone during my big entrance? This is so typical."

A sigh echoes through the chamber. "Whatever. I'm still doing it. Get 'em, Natas!"

A towering, three-horned demon appears on stage in a coil of black smoke, though even heroes schooled in the mystic arts cannot identify it. Film buffs may recognize the figure (with a DC 18 Expertise [Pop Culture] check) as Natas the Agonizer, the primary villain from the 80's "satanic panic" movie, *Pain Portal* (starring Lily Esther and Troy Barbanell).

Madame Macabre has only just arrived at the theater's backstage area, and begins broadcasting her introduction via a tweak of her "Tune In" power before realizing she's butted into another specter's dramatic scene. Irritated but committed, she conjures a movie monster to scare Randall Fox into fleeing right into her clutches backstage.

KEY POINTS

Randall is paralyzed with fear for the first round of combat as Natas plods towards him. The demon's primary purpose is to scare Fox into fleeing backstage, where Macabre

can take her time inflicting a suitable punishment for her humiliation. The ploy works, and Randall flees the second round, whether the demon is defeated or not.

Once Randall flees, Silver Scream is released from her binding and is now free to resume her attack as well.

One round later, the heroes hear Randall Fox scream in terror from backstage, where Madame Macabre has seized him. The curtain comes crashing down to reveal the newly-arrived villainess hovering in the air with her squirming prize.

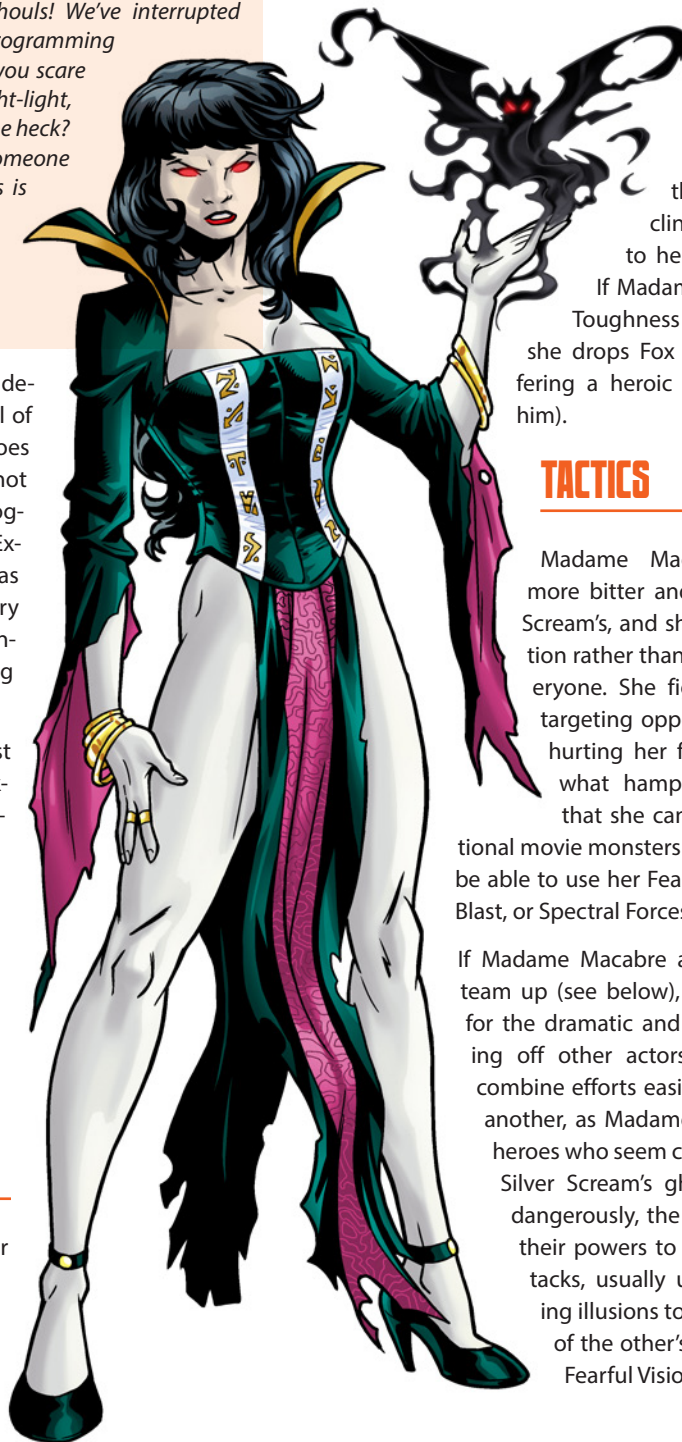
Attempting to save Randall from Macabre's clutches requires a successful opposed grab check, though Madame Macabre gains a +5 bonus thanks to Randall clinging desperately to her so he won't fall.

If Madame Macabre fails a Toughness resistance check, she drops Fox automatically (offering a heroic chance to catch him).

TACTICS

Madame Macabre's anger is more bitter and cold than Silver Scream's, and she acts with intention rather than lashing out at everyone. She fights thoughtfully, targeting opponents capable of hurting her first. She is somewhat hampered by the fact that she cannot conjure additional movie monsters to aid her and still be able to use her Fearful Vision, Hellfire Blast, or Spectral Forces powers.

If Madame Macabre and Silver Scream team up (see below), their shared flare for the dramatic and experience working off other actors allows them to combine efforts easily. They cover one another, as Madame Macabre targets heroes who seem capable of harming Silver Scream's ghostly form. Most dangerously, the pair can combine their powers to perform Team Attacks, usually using their terrifying illusions to amplify the effect of the other's Psychic Attack or Fearful Visions.



ROLEPLAYING MADAME MACABRE

Like Silver Scream, Madame Macabre is a diva who feels like she never got the respect or attention she deserved, though her years as a cheesy late-night movie hostess have blessed her with a sarcastic and pun-filled sense of humor. While deadly serious, she gains a certain confidence from her cheesy banter, and loves to mock, comment on, and threaten heroes.

Madame Macabre is more controlled than the ghost of Lauren Hammond, but ultimately no more friendly or merciful. She is furious.

NATAS THE AGONIZER

PL 8

Minion. Use the statblock for the **Brute Demon** (*M&M Gamemaster's Guide*, page 137).

MADAME MACABRE

PL 11

See page 9.

SILVER SCREAM

PL 12

See page 10. Silver Scream currently benefits from a +2 bonus to all her Defenses.

A GHOUL'S BEST FRIEND IS HER MONSTER

At this point in the adventure, events can take one of three directions.

- By default, the adventure assumes the two dead women spend a round arguing over which of them deserves to torture Fox more, before finally agreeing that they can do far more damage to his mind and body together than they could independently. Thereafter, they team up to crush any heroes so they can hold the audience hostage and turn the rest of the night's entertainment into a "comedy of terrors."
- If the PCs think quickly, they can turn the two egomaniacal monsters against each other. If they attempt this, they can at least keep Silver Scream and Madame Macabre from coordinating their attacks. Turning the villains against one another is a challenge sequence, requiring five successes before accumulating three failures. PCs can attempt DC 20 Deception, Expertise (Pop Culture), Insight, or Persuasion checks, but any one character can only succeed with a given skill one time. A PC successfully using the Redirect advantage to turn one woman's attack against the other gains an automatic success. If the PCs succeed, Madame Macabre and Silver Scream turn their wrath on each other long enough for the audience and Fox to be evacuated before Madame Macabre finally uses a power stunt to banish Silver Scream, though she is badly injured herself and retreats to recuperate.

- If they think to try, the PCs can attempt to engender some empathy in Macabre and Scream, pointing out the same obsessive rise and fall that claimed them both is being repeated in Randall Fox, and that they have a chance to save him from that same fate, and maybe unburden their own souls just a bit. As above, doing so is a challenge sequence, but only requires three successes before accumulating three failures. PCs can attempt DC 18 Deception, Insight, or Persuasion checks. If the PCs succeed, Madame Macabre and Silver Scream reluctantly release Fox and tell him to leave the scary movies to the professionals before vanishing into the night.

OUTCOME

The goal here is simple: take down two powerful, supernatural creatures on Halloween. Defeating Silver Scream dissipates her form—for now—while Madame Macabre teleports away if she fails five or more Toughness resistance saves (or upon waking up, if she is knocked unconscious or otherwise defeated).

EPILOGUE

With Silver Scream and Madam Macabre defeated and the crowd and performers (hopefully) safe, the heroes can rest and enjoy the rest of the holiday evening. The Victorian theater announces that they are cancelling the show, and have some choice words for anyone who caused damage to the theater.

Meanwhile, how Randall Fox reacts depends on his interactions with the PCs. If they've been relatively patient with him, or went out of their way to protect or save him, he sheepishly thanks them, and returns his "borrowed" grimoire either to the antiquities dealer or the PCs. If the heroes were instead dismissive, bossy, or cruel, he blames them for the accident, insisting he had everything under control until "amateurs" barged in and endangered everyone. He may remain an angry has-been, or this experience may drive him down the same road Lauren Hammond and Lily Esther followed, eventually transforming him into some kind of supernatural creature with an ax to grind against the world that never gave him the glory he thought he deserved.

REWARDS

The heroes earn two power points for the night's adventure. If they manage to resolve everything with a minimum of combat or damage, they gain an additional power point. You may decide that their brush with celebrity earns them any or all of the NPCs as supporters or contacts. In addition, their fight was livestreamed across the world, possibly earning them an international fanbase!

CONTINUING THE ADVENTURE

There are several ways to potentially extend this short battle into a longer adventure or story arc:

A GHOUL'S BEST FRIEND

Unknown to Randall, though deducible with a successful DC 30 Expertise (Magic) check (actually reading his grimoire provides a +10 circumstance bonus to this check), his ritual works by binding Silver Scream's spirit to him and his magic book, actually anchoring her far more solidly in the living world and temporarily granting her Immortality 5. This allows her to reform after defeat every night, at midnight! The only way to end this effect is by slaying Randall Fox, or spiritually cleansing the grimoire (which may be as simple as sanctifying it in a church, or performing a ritual over it, depending on the needs of your game). With this unintended binding effect, Randall's attempts to banish Silver Scream fail miserably. For now she seems safely contained, but a new threat is about to burst onto the scene.

GHOUls AND BOYS

The widely-broadcast battle involving two powerful supernatural woman attracts the attention of yet another scheming egomaniac: the vampire lord Dracula (see M&M Threat Report, page 46). Ever in search of new brides, this cadaverous Casanova sets his heart on collecting both

women as new mates, creating a supernatural trifecta that would secure his position as King of the Night. The lord of vampires doesn't realize that his newest "brides" are as strong-willed as he, and command their own mind-warping powers. The three-way magical war that erupts between them threatens to transform all of Freedom City into a haunted ruin.

GHOUls JUST WANT TO HAVE FUN

Neither Silver Shriek nor Madam Macabre have ever felt understood by anyone before. Even their fans were just hangers-on and admirers, not equals. But each woman may see a kindred spirit in the other, and they join forces. The result is less a plot to destroy the world and more a string of supernatural joyrides, as these new friends test their limits and—perhaps for the first time—have the time of their afterlives.

WHAT LITTLE GHOUls ARE MADE OF

Madame Macabre has ulterior motives for appearing in Freedom City: her mysterious patron dispatched her to collect the grimoire Randall Fox "borrowed." While nearly useless in the hands of a mortal, it reveals new text to creatures of the night, detailing the dark pact used to bind Madam Macabre's soul and transform her into an ever-living servant. Decoding the book—reading it in different magically-charged locations or bathing it in the blood of arcane creatures—may even reveal how Lily might break her contract while retaining her eternal youth and power.

MADAME MACABRE

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	2	1	1	1	2	4	4

POWERS

Eternal Beauty: Enhanced Advantage (Attractive); Immortality 1 (2 weeks), Immunity 2 (Aging, Disease) • 5 points

Infernal Powers: Array (33 points)

- **Fearful Visions:** Perception Area Affliction 11 (Resisted and Overcome by Will; Fatigued, Defenseless, Paralyzed) • 33 points
- **Creature Feature:** Summon 8 (120 pt. Minion), Active, General (monsters from horror films and stories), Mental Link • 1 point
- **Dramatic Exit:** Teleport 7 (1/2 mile), Extended (120 miles), Increased Mass 4 (800 lbs.); Movement 2 (Dimensional 2 (Mystic Dimensions)), Increased Mass 4 (800 lbs.) • 1 point
- **Hellfire Blast:** Ranged Damage 11, Affects Insubstantial 2 (Full Damage), Homing 2, Incurable, Penetrating 6 • 1 point
- **Infernal Domination:** Cone Area Affliction 11 (Resisted and Overcome by Will; Dazed, Compelled, Controlled), Selective • 1 point
- **Special Effects:** Illusion 11 (Visual and Audio) • 1 point
- **Spectral Forces:** Perception Ranged Move Object 10 (25 tons), Affects Insubstantial 2 (Full Effect), Precise • 1 point
- **Tune In:** Remote Sensing 8 (1 mile, Visual and Audio), Subtle • 1 point

Levitation: Flight 4 (30 MPH) • 8 points

Protective Wards: Impervious Protection 8; Enhanced Defenses 25 (Dodge 8, Parry, 8, Fortitude 4, Will 5) • 41 points

EQUIPMENT

HEADQUARTERS: HORROR HOUSE • 25 POINTS

Size: Huge **Toughness:** 12 **Features:** Dimensional Portal, Dual Size (Colossal), Grounds, Gym, Holding Cells, Library, Living Space, Personnel, Power System, Secret 3 (DC 30), Self-repairing 2, Temporal Limbo 3 (8 times faster or slower based on owner's preference)

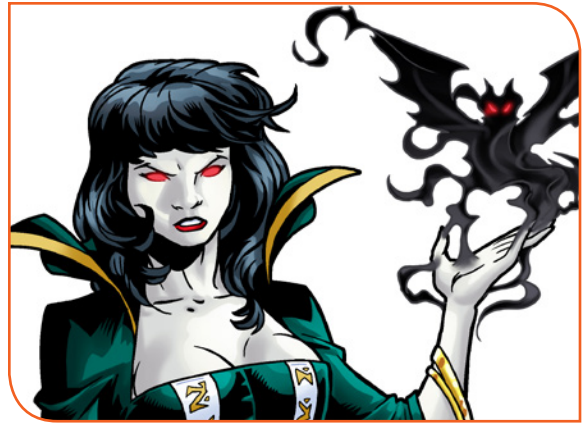
SKILLS

Deception 6 (+10), Expertise: Infernal Powers 10 (+12), Expertise (PRE): Performance 4 (+8), Insight 4 (+8), Intimidation 4 (+8), Perception 2 (+6), Persuasion 4 (+8), Ranged Combat: Magic 10 (+11), Stealth 4 (+5)

ADVANTAGES

Attractive, Benefit 1 (Minor Celebrity), Benefit 2 (Independently Wealthy), Daze (Deception), Equipment 5, Fascinate (Deception), Ritualist, Seize Initiative, Taunt

NOTES



OFFENSE

INITIATIVE +1

Hellfire Blast +11	Ranged, Damage 11, Affects Insubstantial, Homing 2, Incurable, Penetrating 6
Infernal Domination —	Close, Cone Area Affliction 11, Selective, Resisted by Will (DC 21)
Fearful Visions —	Close, Perception Area Affliction 11, Resisted by Will (DC 21)
Unarmed +1	Close, Damage 0

DEFENSE

DODGE	12	FORTITUDE	8
PARRY	10	TOUGHNESS	10
WILL	14		

POWER POINTS

ABILITIES	30	SKILLS	24
POWERS	94	DEFENSES	11
ADVANTAGES	13	TOTAL	172

COMPLICATIONS

Always Has Time for a Fan: Appeals to vanity, celebrity status, and similar tactics work exceptionally well on Madame Macabre. She is no fool, but she loves adoring fans.

Horrorphile: Madame Macabre loves horror films and stories, creepy locations, and other such things. She often forms capers or plans around such themes.

Infernal Bargain: To keep the grim reaper at bay and sustain her powers, Madame Macabre owes 666 favors to her mysterious benefactor. So far she's accomplished only a few.

Motivation—Immortality: Madame Macabre doesn't want to grow old. She wants to remain young and beautiful forever. She's managed to forestall aging—now to restore her youth!

DAMAGE

DAZED?



One standard action each round

STAGGERED?



One standard action, -1 movement

INCAPACITATED?



Defenseless, Stunned, Unaware

Madame Macabre originally appears in *Emerald City: A Campaign Setting for Mutants & Masterminds 3rd Edition*.

THE SILVER SCREAM PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-	-	1	0	0	0	1	4

POWERS

Ghost Form: Flight 5 (60 MPH), Immunity 30 (Fortitude Effects), Insubstantial 4, Senses 2 (Darkvision) • 62 points

Invisibility: Concealment 2 (Visual) • 4 points

Phantasms: Illusion 10 (all senses), Psychic, Selective, Resistible by Will • 60 points

Psychic Attack: Perception Ranged Damage 10, Resisted by Will • 40 points

SKILLS

Deception 8 (+12), Expertise: Acting 8 (+8), Expertise: Cinema 12 (+12), Insight 6 (+7), Intimidation 10 (+14)

ADVANTAGES

Fascinate (Deception), Fearless, Taunt

OFFENSE

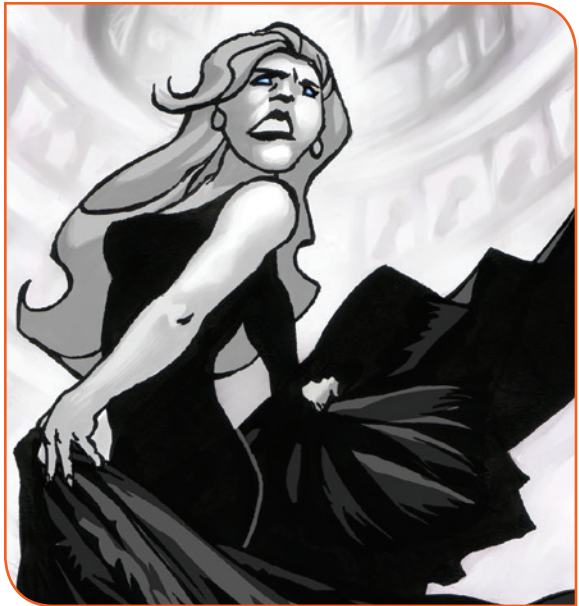
INITIATIVE +1

Psychic Attack — Perception Range, Damage 10

DEFENSE

DODGE	6	FORTITUDE	Immune
PARRY	6	TOUGHNESS	0
WILL	10		

NOTES



POWER POINTS

ABILITIES	-8	SKILLS	22
POWERS	166	DEFENSES	26
ADVANTAGES	3	TOTAL	209

COMPLICATIONS

Motivation—Vengeance: Silver Scream is a vengeful spirit with a hatred for the living.

Ghost: A supernatural ghost, the Silver Scream can be exorcised and held at bay by mystical means. Deceased for decades, she no longer has a place in the modern, living, world.

DAMAGE _____

DAZED?
One standard action each round

STAGGERED?
One standard action, -1 movement

INCAPACITATED?
Defenseless, Stunned, Unaware

Silver Scream originally appears in *Freedom City: A Campaign Setting for Mutants & Masterminds 3rd Edition*.

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