

*Sometimes the mean kids is just mean. In this case, they're possessed by a witch.*

A Savage Tokusatsu Mahou One Shot By: Lauren Parnagian

This adventure is designed for Novice characters, though it is easily modified for more powerful mahou.

## BACKGROUND

Before the current Shimmer Guardians came into power previous heroes held the mantle. The most recent was Shimmer Guardian Blake. Unfortunately, they were the first to be corrupted by the dark mind-altering magic of Empress Grenadier. They now serves as one of her most trust soldiers, the Shadow Guardian. Their newest plan is to have them infiltrate the school and steal the shards of the Pearl of Power when the heroes let their guards down.

## New Kid

Queen Chelonia has taken to living with the heroes, bouncing between their homes and hiding in plain sight as an adorable yet realistic turtle plushy. She's been somewhat distant over the past several days and perceptive heroes might realize that something is weighing on her mind.

In school, the students are preparing for their upcoming fieldtrip to the local aquarium at the end of the week. Amidst the excitement, a new student arrives and joins the heroes' class. They introduce themselves as Blake and appear to be standoffish yet, somehow, cool. The other students quickly take a liking to them, but Blake is quite cold towards any hero that attempts to talk to them.

The rest of the week consists of field trip preparations and borderline antagonistic interactions with Blake. Gym classes where they seem to always throw the ball too hard at the heroes, catching Blake glaring from across the hall, snatching the last cookie from the hero's hand in the lunch line, and more are all possible interactions.

If a hero mentions Blake to Chelonia and describe them, or, through various circumstances, Chelonia actually sees Blake, she informs the heroes that Blake was the most recent Shimmer Guardian before themselves.

## Field Trip

The day of the field trip has arrived. Chelonia steals away into the backpack of one of the heroes so that she too can go to the aquarium. The building itself is quite massive and contains a large variety of tanks, educational exhibits, guided tours, touch tanks, and enclosed observation corridors. The students are quickly put into groups by Ms. Burnham and the heroes are conveniently put into a group with Blake as their only other partner. If Chelonia has not yet learned about Blake, she reacts immediately upon seeing them.

Blake is rude and standoffish for the duration of the trip. They constantly try to separate from the group, but Chelonia is quite insistent that they cannot be left alone because Grenadier is up to something. In truth, Blake isn't up to anything. They are simply playing mind games with the heroes and the Queen. They do, however, attempt to hide after saying something ominous. Finding Blake is a Dramatic Task or a Chase. Failure results in the heroes getting scolded by a figure of authority, such as an employee or teacher. Success ends in embarrassment as Blake mocks them for taking this "game" so seriously.

## The Touch Tank

When the class arrives at the aquarium's touch tank, an open topped container with marine animals that eager youngsters can reach out and touch the various critters contained within, Blake makes their move. They begin to taunt and intimidate the heroes, promising that they don't have a chance to prevent what's coming next. When Blake's hand touches the water a dark magic begins to seep out in gentle ink-like clouds that immediately corrupt and warp animals that come into contact with them.



Chelonia recognizes what's happening and immediately summons the curtain of water to transport the heroes, Blake, and the monsters into a pocket dimension. Once transported, Blake scoffs at the heroes' attempt to contain them. They've seen this before and know all about Chelonia's powers. It doesn't take long before insults turn to attacks.

- **Shadow Guardian Blake**
- **Misc. Fish Creatures (2 + 1 per hero)** *Goblins and Constrictor Snakes, Savage Worlds Adventure Edition*

Shadow Guardian Blake is a potent fighter that uses their ability to blind, debuff, and make creatures Distracted to the fullest extent. They fight more intelligently than anyone else the heroes have battled yet and their modified minions constrict and slash mindlessly, which Blake still attempts to capitalize on when they can.

Once defeated, Shadow Guardian Blake does not disappear like the others. Instead, Chelonia makes the decision to sacrifice the last bit of her power to immediately purify Blake of Grenadier's influence. With what little time she has left, Chelonia urges the heroes to forgive Blake, collect the final pieces of the Pearl of Power, and stop Empress Grenadier. In one final surge of magical power, Chelonia unleashes a torrent of bubbling light at Blake. When the blinding light dissipates all that is left of the Queen is a single tiny turtle shell.

## Just Us

The heroes very suddenly find themselves back in the real world. Chelonia is gone, Blake is distraught at the realization of what they've done, and the field trip continues on as if nothing happened. What comes next is up to the heroes. Will they console Blake or will they abandon them? How will they handle the upcoming battle against Empress Grenadier?

## Shadow Guardian Blake

The most recent Shimmer Guardian, Blake was captured by Empress Grenadier and mind washed by her corrupting magic. Physically imposing, Blake is quite tall and thin and uses their size to their advantage in both battle and social situations. Their Shimmer Guardian motif should be of an aquatic animal that the player characters did not select, while their Shadow Guardian motif is an anglerfish.

When redeemed, they are still somewhat surly as all good villain-turned-ally mahout are, but they can change their Hindrances slightly, gain a proper mahou weapon and armor, and change their Powers as necessary.

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

**Skills:** Academics d8, Athletics d6, Battle d4, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d8, Persuasion d6, Spellcasting d8, Stealth d8, Taunt d6

**Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)

**Hindrances:** All Thumbs, Arrogant, Mean

**Edges:** Arcane Background (Magic), Arcane Background (Transforming Hero, Chosen), Martial Warrior, Retort

**Special Abilities:**

- **Antithesis:** Attack and damage rolls targeting Shadow Guardian Blake made by supernaturally good creatures, such as the Shimmer Guardians, have a +1 bonus.
- **Armor +2:** Mahou costume.
- **Shadow Lure Staff:** Str+d6, Reach 1, struck creatures are Distracted.
- **Powers:** *bolt, blind, boost/lower trait*
- **Rise Again:** Shadow Guardian Blake has a +2 bonus on Soak rolls.

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