

That's right, you, unremarkable school child, have been chosen to be a mahou!

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

The undersea kingdom of Nacrestia has been led by the powerful and benevolent Queen Chelonia for eons. She harnessed the magical energies of the Pearl of Power to protect her people from the wicked machinations of Empress Grenadier, who covets power in all its forms. Grenadier's most recent plot successfully saw Queen Chelonia transformed into an adorable baby turtle, saw Chelonia's allies captured and brainwashed, and caused the Pearl of Power to shatter and scatter to the tides and winds. Chelonia raised the Bubble Barrier, a magic dome that can only be safely traversed by Chelonia's Chosen, around Nacrestia and pushed Grenadier and her forces back.

The players take on the role of ordinary kids who each stumbled across a shard of the Pearl of Power and took it home. Grenadier has sent one of her underlings, the mind-controlled Abalone, to collect any shards of the Pearl he finds. Can they transform and save the world from this nautical nightmare that Grenadier plans to unleash?

Setting Rules: Conviction, Emotional Support, Fanatics, Heroes Never Die, Master Caster, No Power Points, Transformation Recovery

Tide Comes In

The players should be allowed time to establish their normal, everyday lives. Family, friends, and school can all be explored, but groups that are pressed for time should feel free to jump directly into the inciting incident of the adventure.

During a normal day of school, a massive curtain of water suddenly appears over the school.

To make matters worse, no one else in the school can seem to see the slowly descending curtain except for the players! The pearl shards that they carry begin to emit a stronger and stronger light as the curtain quickly grows closer and closer. Before they can do much to react, the water completely envelops the school and themselves.

Under the Sea

When the players come to they find themselves in a massive bubble that seems

to be under the sea. Sitting at the center of this air pocket is a massive coral castle. The area seems empty but the characters all hear a voice in their mind, beckoning them to enter. The voice is feminine and sounds friendly, referring to the players as "chosen ones."

Upon entering the castle, the group comes across rows of massive statues depicting frilly dressed heroes with sea animal motifs. Further investigation of the statues and surrounding placards reveals that they belong to a group known as the "Shimmer Guardians."

At the heart of the castle rests a massive throne room with an impressive clamshell throne sitting atop a large raised platform. Sitting on the throne is an adorable baby turtle wearing a tiny crown. The turtle speaks in a feminine voice that is much squeakier than the one that spoke to the players in their head. She tells the heroes that there isn't much time to explain but quickly reveals the most important information from the Backstory section of the adventure.

Abalone's Homecoming

After spending enough time discussing the strange and magical events unfolding around them, the bubble encircling the castle of Nacrestia begins to waver. A powerful negative energy can be felt by everyone in the throne room. They know something has entered the castle and that it's advancing on the throne room.

Chelonia quickly explains that the heroes can use their shards of the Pearl of Power to transform into the newest members of the Shimmer Guardians! When the characters make the decision to transform, they gain the Chosen Framework. You can design the aesthetics and mechanics of the new powers before or during the session, depending on your playstyle and time constraints. Remember, all Shimmer Guardians are Chosen, gain the Arcane Background (Magic) Edge, and have aquatic animal motifs.

Just as the transformation completes, Abalone, the former royal guard and lifelong friend of Chelonia, and Empress Grenadier stride into the room with a loud declaration that they are here for the shards. Empress Grenadier is an imposing with shiny purple skin, yellow-ish green hair, and an authoritarian posture. She figure quickly detects that the shards are held by the



players and begins to threaten them. If they refuse to hand the shards over she instructs Abalone to seize the shards before disappearing on a puff of inky darkness. He and his shell soldier squadron quickly attack.

- **Abalone**
- **Shell Soldier (1 + 1 per hero)**

Abalone fights and fights. He can be reasoned with by heroes using Persuasion who attempt to use Emotional Support and their knowledge of his lifelong friendship with Chelonia to give him pause, get him to second guess, and make him struggle against Grenadier's mind control. Abalone can be defeated through combat or through reasoning with him. When Abalone is defeated or breaks free, his form bursts into a spray of bubbles before a small prismatic shell clatters to the ground. He cannot yet free himself from Empress Grenadier's mind control but can enter this dormant state to await purification.

A Friend in Stasis

With Abalone dormant, the heroes put his shell into a glittering bubble. Chelonia promises that she will be able to return him to his original form once she is returned to her own. However, in order to do that, the Pearl of Power needs to be restored to its full glory. This adventure line is a play in four parts, but Game Masters who want to expand the adventure can create additional stories where the heroes recover additional shards.

Chelonia asks if the heroes will be able to help her recover the Pearl of Power, protect the world, and stop the dangerous Empress Grenadier. If they accept or reject the proposal, Chelonia uses her powers to return them to the school.

⚡ Abalone

A brainwashed snail creature with a prismatic shell, Abalone was once a trusted friend of Queen Chelonia. Now a servant of Grenadier, Abalone does not want to fight but must. Abalone is a cunning fighter who utilizes his reflective shell to blind

enemies before smashing them with the snail flail. He has been empowered with a shard of the Pearl of Power and is a dangerous foe.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Battle d6, Fighting d8, Intimidation d4, Notice d4, Stealth d8, Taunt d8

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Hindrances: Big Mouth, Ruthless (Minor)

Edges: Brute, Sweep

Special Abilities:

- **Armor +2:** Reflective shell.
- **Flashing Shell:** As an action, Abalone can make a Taunt Test against all enemy creatures within a Large Burst Template.
- **Snail Flail:** Str+d6, Reach 1
- **Size +1:** Abalone is quite large.

Shell Soldiers

These small monsters of fleshy meat and calcium rich armor serve as the primary foot soldiers for Sea Sorceress Grenadier. Mundane clams imbued with malicious magic, shell soldiers are mindless monsters that maraud for their mystical mistress. They have the ability to withdraw into their shells and increase their defensive abilities when threatened. When defeated, they simply revert into normal clams. You should probably get them into some seawater.

Attributes: Agility d4, Smarts d6(A), Spirit d6, Strength d8, Vigor d6

Skills: Athletics d8, Fighting d6, Intimidation d6, Notice d4, Stealth d4

Pace: 5; **Parry:** 5; **Toughness:** 6 (2)

Hindrances: Thin-Skinned (Major), Yellow

Special Abilities:

- **Armor +2:** Clam shell body.
- **Forking Trident:** Str+d6, Reach 1
- **Size -1:** Shell soldiers are the size of very dangerous toddlers.
- **Withdraw:** As an action, the shell soldier can reduce its Pace to 2 and gain +1 Armor and Parry until the end of its next turn. This must be the first action taken by the shell soldier on its turn.

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