

Teachers don't get enough appreciation. Now go save your math teacher from monsters.

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 heroes have returned to their normal lives and have not seen Queen Chelonia or any strange magical happenings since they defeated Abalone. They still have their shards of the Pearl of Power and can still transform into Shimmer Guardians but have otherwise been normal students.

The character's math teacher, Ms. Burnham, recently found a beautiful pearl shard while out for a walk. She went home and turned it into a nice new necklace. Unfortunately for her, it's a shard of the Pearl of Power and Empress Grenadier has sent Char-a-cuda, another mind-controlled minion empowered by a shard, to take the Ms. Burnham's necklace by force.

School Daze

The heroes might have a hard time adjusting to normal school life, but the flaws of our educational system quite literally wait for no one. They continue their mundane days of studying, extracurricular activities, friendships, and family.

One day while visiting their locker, one of the heroes is startled to find an adorable baby turtle floating on the upper shelf. The hero must make a Spirit check or yelp in surprise, drawing unwanted attention from other students or a teacher. Chelonia tells the hero that she detects a shard of the Pearl of Power somewhere within the school and that means Empress Grenadier is surely going to send someone to seize it.

The heroes have to work together to find the person with the shard before things go wrong. This might be a single check or a Dramatic Task that utilizes Academics, Notice, or even Thievery to canvas the teachers and students in a variety of ways. On a success, they find the math teacher, Ms. Burnham, is in possession of the shard. On a failure, they don't find out in time.

In either event, Char-a-cuda arrives, heralded by the taunting disembodied voice of Empress Grenadier, and makes her presence known. The fire alarm activates and sprays water all over the school. The water sizzles against the burning body of the pyromancer barracuda woman who menaces the heroes and Chelonia. In response, Chelonia summons the curtain of water from the first adventure and crashes it down over the school. This greatly fatigues her and she opts to hide inside of a locker after completing the spell.

Pocket Dimension

The curtain of water descends, sending anyone with a shard of the Pearl of Power to a facsimile dimension that appears the same as their school. Thankfully, only the heroes, the villains, and Ms. Burnham are present and any damage done here does not carry over into the real world. The heroes must deal with the dangerous forces of Char-a-cuda while still protecting Ms. Burnham who is too confused and scared to even move.

If the heroes failed to discover that it was Ms. Burnham who was in possession of the shard then they must track her down in the school while contending with the minions of Grenadier. This might take the form of a Chase that emulates a footrace around the school or a Dramatic Task where they use Athletics and Notice to rush through the halls.

However they find her, Ms. Burnham is inconsolable and quite scared. Talking her down is a Dramatic Task utilizing Persuasion and possibly Taunt for surly characters. Failure results in Ms. Burnham running away or otherwise doing something to compromise herself and the heroes. Success builds her confidence in the heroes and gets her up and mobile.



Things Heat Up

The heroes and villains find themselves face to face. Game Masters looking for a simple combat can set the battle in the gymnasium or a sports field while those looking for some more interactive environments could use the home economics room with its various island tables and stoves to create a more dynamic place of combat.

Char-a-cuda continues to taunt the heroes as she menacingly flips and twirls her long thing descaling knife and flares her burning magic. She demands not only Ms. Burnham's shard but the shards of the heroes as well. If they refuse, Char-a-cuda orders the shell soldiers under her command to attack before leaping into the fray herself.

- **Char-a-cuda**
- **Shell soldiers (2 + 1 per hero)** Shimmer Guardians: Bubble Pop Panic

Char-a-cuda uses her potent fire magic to separate the heroes from one another with large burning walls or she attempts to group them together before unleashing a massive cone of flame with *burst*. She tries to activate *smite* before the combat begins or the first time with a Multi-Action coupled with *barrier*. She uses the descaling knife on isolated heroes while the shell soldiers mindlessly swarm foes in groups.

She can be fought with magic and muscle but empathetic characters can also use her love of cooking and her friendship with Chelonia to make use of the Emotional Support Setting Rule. When defeated, Char-a-cuda implodes in a large pillar of flame that is quickly extinguished with a flood of water. She has been sealed within a single orange scale, much like Abalone was in the prismatic shell, and can be purified once Queen Chelonia's curse has been lifted.

Heroes who scramble to find the shard cannot locate it. As the world around them begins to return to reality, Chelonia emerges onto the battlefield and reveals that she has captured it in her tiny turtle beak and has lifted the transportation spell.

Two New Shards

Ms. Burnham awakens as if from a scary dream, completely unaware that anything magical has even occurred. She does wonder where her new necklace went to but doesn't seem terribly perturbed beyond a minor inconvenience. She does, however, seem to think very highly of the heroes as students now.

The heroes have secured two more shards of the Pearl of Power and Queen Chelonia takes the orange scale of Char-a-cuda back to the castle where it can await purification. What comes next is up to the Game Master. They can create additional adventures and shards to recover or simply advance to the third and final adventure in the Shimmer Guardian quadrilogy.

⚡ Char-a-Cuda

Somehow, this monster is capable of producing magical flame, even underwater. Char-a-cuda was a leisurely chef when he still lived in Nacrestia but the large orange fishwoman now serves Empress Grenadier. Remember, this setting uses the No Power Points Setting Rule.

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

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

Pace: 6; **Parry:** 6; **Toughness:** 8

Hindrances: Clueless, Mean, One Eye

Edges: Arcane Background (Magic), Humiliate

Special Abilities:

- **Descaling Knife:** Str+d4, Parry +1.
- **Powers:** *barrier*, *burst*, *smite*
- **Size +2:** Char-a-cuda is truly massive.

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