



MONSTER FREAK

A Ready-To-Go Module for
Henshin!: A Sentai RPG

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Bell Hill, a town renowned for ghastly folktales and classic monster movies filmed on location, is home to a scary secret discovered by a group of young citizens. When they find out that the long-gone monsters were real and were protecting the town from a far greater evil, these teens are bestowed with the monsters' powers and a duty: Protect the people of Bell Hill!

Designer Notes

This module borrows from classic movie monsters, especially those featured in Universal Studios films from the 1920s to 1950s. The aesthetic is distinct and anchored in popular imagination, which helps get “Monster Freak” to the table. Also, *sentai* heavily features monsters as the antagonists, much like in these classic films, except we often sympathize with these horrific creatures when we see the transformations they underwent to become that scarier self.

What if when the teens in “Monster Squad” transformed into masked heroes, they also took on these monstrous forms, and the civilians then had to reconsider who the true monsters *really* are?

Color Aesthetics

Dracula

Mysterious, elegant, and cunning, the vampire lurks in the shadows...

Suit detail: Shadow cloak

Weapon: Dual daggers

Mech: Mega bat

Named attack: "Brooding Wings!"

Frankenstein's Monster

Enormous, hideous, and sensitive, the monster knows it has no place in society...

Suit detail: Patchwork stitching

Weapon: Electric bolt

Mech: Colossal monster

Named attack: "I Am...Alive!"

Mummy

Decaying, estranged, and forlorn, the corpse seeks to act out an ancient curse...

Suit detail: Loose wrappings as fringe

Weapon: Flaming ankh

Mech: Nile crocodile

Named attack: "Scroll of Thoth!"

Werewolf

Primal, unstable, and yet human, the beast roams the moonlit lands...

Suit detail: Fur stole

Weapon: Lupus bite

Mech: Dire wolf

Named attack: "Full Moon Howl!"

Gill Person

Strange, amphibious, and somehow familiar, the missing link rises from the water...

Suit detail: Gills on helmet

Weapon: Neptune's trident

Mech: Sea horse

Named attack: "Missing Link!"

Community & Cast

Setting: **Bell Hill**, a sleepy town that was once the filming location of old monster movies

Base: The abandoned **Bela Theatre**, a once-ornate movie house that is home to the Phantom

Community locations: Movie memorabilia **tourist trap**, cobblestone streets of **Old Town district**, historic **cemetery**, crumbling **castle** on the edge of town, labyrinthine **underground caverns**

Squad obligation: A **promise** to carry on the classic monsters' legacy

Squad principle: **Duty** to protect the civilians of Bell Hill

Custodian of power: The **Phantom**, a classic monster who lost their powers and now lives alone in the abandoned theater

Big bad: **Hostess of the Dark**, a glamorous monster (who appears as a human) who is bent on terrorizing citizens and hosts her own late-night horror show on cable access television

General: **Tomb Warden**, the acerbic ghoul who reanimates monsters from their resting places and dallies in dreadful puns

Foot soldiers: **Ygors**, loyal hunched-over minions that arise and return from the dirt

Power source: **Ancient rings**, gaudy accessories that could be confused for stage jewelry

Signature hand motion: Fingers curled like claws, hands reach forward then arms cross

Weapons combine into something **piercing** and **antique**

Mechs combine into an Ultimate Form that is **gigantic**, **terrifying**, and **winged**

First Session Hooks

An opening scene to draw the Colors into the action could include:

- An out-of-town amateur film crew arrives in Bell Hill to dig up local legends for their documentary.
- A mass haunting erupts in the dead of night, causing citizens to take refuge in the abandoned theater.
- A pirate broadcast of Hostess of the Dark takes over Bell Hill airwaves from an unknown source.

Further Scene Ideas

When appropriate, a scene to progress the continuing action could include:

- Civilians are terrified by the monstrous Squad and hold a town hall meeting in response.
- The Hostess discovers that the local tourist trap is home to a powerful relic hidden among the memorabilia.
- Monstrous transformations (fangs, fur, gills) start mysteriously appearing on the Colors even in their normal civilian form.

Ongoing Season Arcs

Finally, future episodes that advance the season arc could feature:

- The Phantom rediscovers their lost powers, causing the Hostess to extend an 'invite' to her show that cannot be refused.
- The Tomb Warden reanimates monsters specifically based off each Color's deepest fears.
- The Hostess reveals Bell Hill to be the portal to the Underworld, the realm of ghouls, which can be opened only when its citizens produce enough fear.