

Being Unsealed as a Magical Girl

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 - ❖ **Tags:**
[FF4F] [\[magical girl speaker\]](#) [\[goddess speaker\]](#) [magical girl listener] [fantasy] [magic lesson] [platonic] [lore heavy] small amount of [fictional language]
 - ❖ **Date:**
29 February 2024
 - ❖ **Words:**
[1,149 \(Minori\)](#) + [1,208 \(Neyu\)](#) = 2,357 total spoken words
 - ❖ **Summary:**
You recently made friends with the infamously mysterious and aloof older girl named Minori at your school, and more surprising than that is the fact that she's a magical girl—a "Maiden"—in a world where the Maidens are trained as special agents of the nation's armed forces. And more surprising than even that is that you, yourself, have latent magical powers. But due to a newly discovered conspiracy within the agency, combined with her own personal grief surrounding being a Maiden, she's been unwilling to unseal your powers. Now, the two of you are traveling together during summer break, and you've come to what is apparently a particularly interesting location, and it turns out that Minori has a surprise for you.
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 - ❖ **Editing:**
Small changes to the scripts are okay, but please ask before making any major line changes, additions, deletions, gender swaps, etc. Vocal cues and sound effects are suggestions, so feel free to be creative with those!
 - ❖ **Other notes:**
I find it easier to write the listener's dialogue rather than keep track of half of a conversation, so their lines are given for context but aren't meant to be voiced. The word counts given only include the spoken text.
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Characters:

- **Minori (speaker)** — A powerful and relatively experienced ice-element Maiden and high school student, aged 16–17. Generally calm and collected, she tends to keep to herself,

though she is personable—if aloof—around others. This aloofness is, however, a coping mechanism: she fears connecting deeply with others because she experienced the tragic and painful death of her best friend a year ago, which caused her to retire from the agency. At the same time, however, she's desperate for these relationships, whether she realises it or not. Despite only knowing her for a short time, the listener has begun to get close with her, and Minori—while still fairly reserved—is much more comfortable and at ease around her. As a Maiden, she has an uncanny and unparalleled ability to sense and interpret magical energy, and she's fairly knowledgeable about magical theory and history.

- **Neyu (speaker)** – Considered a goddess by the humans, she's actually a Fae, an ancient, otherworld species of very long-lived creatures with generally very high magical proficiency. Long ago, the Fae created the Maidens by granting a limited power of magic into some human girls. Neyu herself, while proficient in essentially all magic, specialised in water and wind magic. She lived about 2000 years ago, when human-Fae contact was more common, and chose to embed a fragment of her soul in the stained glass mosaic made in her honour in order to, amongst other things, maintain this human-Fae contact, at least in the form of the Maidens. Her continued presence at Aimaéri is considered classified information. [All of Neyu's dialogue is spoken telepathically.](#) Fitting her considered status, she is wise and gentle.
- **Iselle (listener)** – A latent ("sealed") water-element magical girl and high school student, a year younger than Minori. She's generally bright and cheerful, though she's also more clever and observant than she often lets on. She's lighthearted and easygoing, yet also eager to prove herself when people doubt her. After learning of her latent powers and beginning to discover the agency conspiracy with Minori, she's been wanting Minori to unseal her so that she might help in this process, even though she knows that it'd be far safer not to. She's also the one who asked Minori to travel with her during this summer break, partially because she simply didn't want to return home, but also because she wished to grow closer with Minori. Her name does not appear in the spoken dialogue, though her codename, "Azure Otter", does appear.

Formatting Guide:

spoken text (Minori)

spoken text (Neyu)

(tone marker)

[...] = a short pause

[This is a stage direction and/or SFX.]

« example listener dialogue, not intended to be voiced »

Note: There is a point where **Minori** recites a short block of text in the "Faen" language (**Neyu's** native language). This is intended to have roughly the same sounds as Japanese (or, to a certain

extent, Spanish), with the additional note that š ~ "ship", č ~ "church". On the other hand, of course, it's a fictional language, so... as long as you read it confidently, it really doesn't matter.

[Streets of the city of Tinène, nearing the castle of Aimaéri, just before sunrise. *Minori* and the listener walk quietly together. *Minori* yawns.]

« Weren't you the one who suggested getting up early to visit Aimaéri? »

(half-asleep) **Yes, it was my idea, but I don't have to like being awake this early. It's worth seeing it at sunrise, though... even if there's a superstition against it.**

« (hesitantly) And you're sure we'll be fine? »

(lightly) **Of course. Do you really think we're going to find a selfish and vengeful goddess who's going to be upset that we looked at a mosaic too early in the day?**

(knowingly) **Or... any goddess at all, for that matter?**

« ...I guess not, no. »

I've been here a couple times before. Once, Crim and I came before sunrise, and it was fine.

(mumbled, indistinct) **There were Kotaí, but that's a different issue...**

« Hm? What was that? »

Nothing. Just mumbling to myself.

Besides, if you know the legends, you might remember that it is Neyu who is associated with this mosaic, and she hardly seems the type who would care. I wouldn't worry about it.

« I guess that's fair. It's a bit of a strange superstition. »

[A.N.: The "reasons" which *Minori* mentions here are that the area is reserved at night for classified Maiden-related activities due to Neyu's presence. This fact, however, is also obviously classified, and the rumour or superstition is part of the governmental interest in protecting this use of the area.]

To be fair, there are reasons why it's been so persistent throughout history and why it's so universally believed, but... (trails off)

[*Minori* and the listener approach the base of the castle.]

Well... here we are. Welcome to—

« (excitedly) Come on, *Minori*! »

(lightly) **...Excited for something, are we?**

*[Instead of answering, the listener excitedly runs forward to the entrance, leaving **Minori** behind.]*

(calling after her, playfully) ...I'll take that as a "yes".

*[**Minori** continues walking at a normal pace, resulting in the listener having to wait for her at the entrance.]*

(lightly) ...You could have just walked with me, you know.

« *(playfully) Maybe, but wouldn't have been as much fun. »*

(with a sigh) Fair enough? At least you were nice enough to wait for me.

« *(warmly) Of course. »*

Anyway... shall we?

« *Mhm. »*

*[**Minori** and the listener enter the castle.]*

Do you know this place from your history class, or do I have to be your tour guide? I know we studied Aimaéri when I was in your year.

« *Ah. We haven't gotten to it yet. That's during the next term. »*

I see. Then, for at least the basics...

The ancient settlement of Ithinen—which would eventually become Tinène—was built around the chapel here during the first grand cycle. The chapel bore the name "Aimaéri", which meant something like "haven, place of rest". One of the main reasons this place is of interest is because this is the oldest known continuously-standing building in the country.

Most of the areas have been repaired or replaced over time, of course, and the surrounding castle fortifications were built much later... though still a long time ago... as a precaution should the monarchs ever need to flee the capital. But the building has never been torn down to build anew.

And after the dissolution of the monarchy, it was established as a public historical site.

« *That's... impressive. It really does feel old. »*

(wistfully) Mm. You can really feel the history here.

*[**Minori** and the listener continue to walk quietly through the hallway until they reach the entrance of the interior chapel.]*

Here we are. Are you ready to see the chapel and its famous mosaic?

« (excitedly, yet contained) Yes(!) »

[*Minori* opens the large door to the chapel's interior, allowing the listener to enter first. Covering much of the opposite wall is a massive, gorgeous, colourful stained glass mosaic displaying the ocean and various aquatic life—fish, turtles, plants, etc.—and which beautifully catches the light from the sunrise behind it. *Minori* closes the door behind her, making sure to lock it to prevent anyone else from entering.]

« (in awe, breathlessly) It's... beautiful... »

(quietly) **It really is... isn't it? This is hardly a small room, which makes it all the more impressive. An ancient stained glass mosaic facing east over the ocean it represents, perfectly positioned to catch the light from the sunrise...**

It's essentially impossible to convey the scale and beauty through any means but to actually visit it.

[There's a momentary lull before *Minori* continues explaining.]

It's generally associated with Neyu, though legends disagree about her involvement. Some say she made the mosaic herself as an expression of appreciation for her followers, others say she imparted a form of divine inspiration upon its creator, others say it was created as a tribute to her which she later blessed, and yet others say that she has never learnt of it.

[*Minori*'s hidden sarcasm in the following line is because she knows the truth as Neyu has simply told her. However, Neyu's presence and even true identity is classified information, so the legends are forced to remain unresolved.]

(flatly, bearing a bit of sarcasm) **I wonder if we'll ever find out the truth.**

[Another lull while *Minori* and the listener take in the view.]

(giggling) **It's not often you're this speechless.**

« (brought to focus) ...Sorry. It's just... amazing. »

You don't need to apologise. (gently) Here, give me your hand.

[The listener do so, and *Minori* leads her down the centre aisle of the chapel, hand in hand. Once they reach the front of the room, *Minori* places the listener's hand against the glass, deep in the waters of the mosaic.]

Eira!

[At *Minori*'s word, she transforms into her magical girl form, having full access to her magical powers and adopting her magical girl outfit.]

« (slowly, confused) Min...ori? »

[The listener can vaguely feel **Minori**'s magical energy flowing over her, searching for its strongest point. Once **Minori** finds it, she draws a small necklace from her pocket, stepping behind the listener.]

(quietly) **Lift your hair for me, if you would.**

[Confused, the listener does so, lifting her hair. With the listener's neck exposed, **Minori** is able to fasten the necklace around it. Given the situation, the listener's thoughts are racing, though she can take a guess at what's happening.]

« Is this...? Are you...? »

[After a deep breath, **Minori** begins the unsealing, speaking clearly and fluidly in the Faen language, aloud. Simultaneously (perhaps panned to opposite sides?), **Neyu** speaks the translation telepathically in the listener's head.]

ilia amuči kueria, ka kurin pareria fei-tara se.

I call out to you, fellow daughter of the Fae.

ilia amu se filasu aši liruči aferia katate iliatara nu, masireya, esiflasu vera se liria.

I promise to be your protector, just as we, together, are the protectors of the world.

kučika sine, amu se limi aši sakurače!

As is destined, release your seal!

iliatara nu, amu vi, dakiria.

We welcome you.

[At the conclusion of the spell, a pale glow emanates from the listener as her regular clothing fades into her magical girl attire throughout her magical girl transformation sequence. As it finishes, a blast of magical energy radiates outward from the listener as her seal is broken. This exchange between **Minori** and **Neyu** may be slightly muffled or out of focus in the listener's daze, or masked by the sounds of the listener's new power rushing through her.]

(warmly) **Minori, daughter of ice. Welcome once more.**

Thank you, Neyu-ryo. This place is comforting to me, and it seemed a fitting place for her to be unsealed, especially when she seemed so eager to come here anyway.

She may have felt drawn here... Magic does work in strange ways, after all.

But since you are here and she is likewise a daughter of water, would you entrust her to me?

I would be grateful, and I am sure that she would be honoured.

[As the listener is brought back to focus, she falters slightly, leaning against Minori for support.]

« (slightly dazed) ...Sorry. I just felt really tired all of a sudden. »

No need to apologise. If anything, it's my fault for not warning you.

« What do you mean? »

When a Maiden is unsealed, she releases a large amount of magical energy. It's almost like a blast wave, though it doesn't carry any force on its own.

Either way, you just spent a lot of energy that you're not used to spending. Nor did you get to funnel that release...

(in thought) **You might think of it as similar to how you might feel more exhausted after a short sprint than a long jog, even if they actually take the same amount of energy.**

« I guess that makes sense. But... »

Hm?

« Thank you, Minori-ryo. »

(quietly) **You are welcome, though I merely hope you are not too hurt by my hesitation, nor by the surprise.**

Welcome, Azure Otter.

« (shyly) Snow Leopard... »

I'd been thinking about this moment for some time, and I knew you must be unsealed sooner or later, for better or worse. And even now, while I wish that you could be saved from the dangers of our calling... I thought you might find this a pleasant surprise.

« (excitedly) I did. I am thankful, and this is a very memorable sort of moment and place to do it. »

(warmly, quietly) **I'm glad to hear it.**

« ...So, what now? Are you going to report me to the agency? »

The agency oversees the nation's magical girls, so I'm certainly supposed to inform them about this, but... given the current situation, I don't believe that to be wise. Besides, they'd just pawn you off for training anyway.

Since I left, they'd be unlikely to request me to handle it. Not that it matters now, but you'd probably be given to... Crim? Could be far worse, I suppose.

« *What would that training entail?* »

Normally, the first lesson would be in activating and deactivating your powers, learning to control them. However, these aren't normal times, and I suspect this won't be a normal first lesson.

[*Minori turns her attention to the mosaic.*]

Neyu, if you would?

(gently) Thank you, Minori. Are you ready, daughter of water?

« *(surprised) ...Neyu?!* »

(chuckling) Indeed, though your legends do not shy from exaggeration, and it has been some time since our people were in common contact.

For one, this mosaic was a tribute which I learnt of after its completion, and hence could not have possibly been part of.

Well, you certainly are part of it now.

..Yes, it has served well as a home of sorts for many, many years... since the ancient days when this settlement was yet named Ithinin.

« *(confused) What are you talking about?* »

Your confusion is understandable, little one. But a portion of my soul is bound here, allowing for my continued presence, despite what lengths of time have elapsed.

« *You... You can do that?* »

It is a difficult feat, and one rarely attempted, but... yes.

Her kind are masters of magic of all sorts, and perhaps we should expect no less of the progenitors of the Maidens, blessed with our own magical powers.

Neyu herself, while immensely skilled in all elements, specialised in wind and water magic.

And since your magic is of water, there are... certain things which I can show you, bestow upon you.

« (stunned) I... I would be honoured. Even just being unsealed at all, but here... and to meet Neyu... »

(gently) **It is a lot to take in. Take your time, though I'm sure that people will be here to see this place soon.**

(to listener) **You're in good hands. Trust me. [...] When you're done, deactivate your transformation and meet me in the hallway.**

[*Minori gestures to a doorway in the side wall.*]

You can take the stairs through here and get to the front that way. There's another staircase at the end of the hall that comes down behind the main entrance.

« What are you going to be doing? »

I'm going to make sure no one comes in, so you two can have this space.

« Ah, I see. That makes sense. »

Thank you.

No, thank you. You have done much for us Maidens, and for humanity at large. And I can think of none better to begin her training.

You flatter me, but go. I will take care of her.

[*Minori hesitates, then exits to the hallway to ensure that no other visitors enter the chapel before Neyu has finished her lesson. Neyu no longer projects her voice to Minori, though Minori can still sense the flow of magic—especially the listener's—from the other room. As an explanation for why the chapel is currently off-limits, Minori will lie and say that the space is being used by a shrine maiden who needs the chapel for some ritual.*]

Are you ready, little one?

« (nervously) I'm... not sure yet. This is a lot to take in. »

(gently) **That's okay. It would perhaps be easier if Minori had told you this context and history... (lightly, giggling) though, knowing her, I suppose your sense of awe and wonder was intentional on her part for several reasons.**

« (surprised) You seem to know her well. »

I have met her a few times, yes. One of her first missions took place here, in fact. And she last came to visit just over a year ago.

« (with realisation) You mean when... »

(sadly) **Indeed, though that is perhaps not a conversation best had now.**

[There's a momentary lull before Neyu speaks again.]

If you would, return your hand to the glass, close your eyes, and take a few deep breaths.

[The listener does so. Neyu flows her own magical energy through her, helping the listener feel the flow of her own.]

Good girl. It is often easier for a new Maiden to sense foreign magic than her own, even when the two are fairly resonant, like ours are. Can you feel my magic gently flowing through you?

« Yes, I can. »

Magic, even magical potential, has a natural flow to it, though this differs for each source.

« Is this what Minori was talking about when she said that she could identify Imprints? »

Exactly. Minori is a special case. Due to... *(faltering slightly)* some nuances in magic theory, her ability to detect and read magical Imprints is essentially unparalleled by other Maidens and surpasses even some of my kind's, yet it is a skill which each Maiden develops as she grows more familiar with her magic.

« I see. That makes sense. »

Regardless, my first task for you is to get the flow of your magic under conscious control. I am tracing the edges of your magic's flow with my own. Can you sense these boundaries?

« *(after a moment)* I... I think so? »

Good. I am going to withdraw some of my magical energy. As your sense of it weakens, do you yet feel the same boundaries of your own magic?

[It takes more concentration, but the listener is able to do so after a moment.]

« ...Yes. »

Okay. It is a process somewhat difficult to describe, but I would like you to... for lack of a better phrase... "draw in" this power, bring it closer to your core.

« Okay. I'll try. »

[After a few moments, the listener is able to bring her power more in control.]

« I think I got it. Is that good? »

Perfect. Are you ready for your next task?

[The listener nods.]

I am going to have you attempt to cast a spell, known to us as "katače". It serves to amplify magical power... Often one's own, though it can be used to amplify another's.

« Okay. How can I do that? »

One's magic is sometimes compared to a spring: compress it, and it naturally tends to expand; expand it, and it will naturally detend. One method of casting magic involves drawing one's magic in closely, then directing the recoiling expansion in a particular way, depending on the desired effect.

« That sounds rather difficult. Isn't that like trying to control an explosion or something? »

Yes, it can be quite challenging, especially at first. It is something which generally requires practice and training in order to perform it reliably and with ease. With experience, one begins to develop an intuition about how magic will operate, and subsequently, learning new effects becomes much easier.

In some ways, performing magic is like having a conversation with one's magical energy.

« I guess that sort of makes sense. But how am I supposed to know, especially right now, how I'm supposed to release that tension and let the magic flow back outward? »

Ah, that is the crux of learning new spells. Perhaps the most straightforward method is to witness, to feel, another "inura"—another magic user—perform it. *(sadly)* It is unfortunately difficult for Maidens to learn in this manner, as each of you is generally only competent in magic of a single element, by virtue of a somewhat unavoidable limitation in the way the Maidens were formed.

« What do you mean? »

You see, each element behaves a bit differently. You could say the elements each have their own personality, of sorts. Your magic is of water. As a result, Minori, whose magic is of ice, may have difficulty showing a flow of magic that may be beneficial to you despite the close relation between your elements...

« Are the different elements really that disconnected? »

Yes and no. Some elements are more closely related than others. Water is certainly more similar to ice or even wind than it is to fire, for example.

« That makes sense. »

(after a moment, mumbling to herself) ...**Though with her particular affinity for magical Imprints, she may yet find some success.**

« Hm? What was that? »

No matter. Regardless, this was part of the reason I chose to stay here. *(lightly, warmly)* **Return your hand upon the glass. I do know your water magic, little one.**

[The listener puts her hand on the glass once more.]

Focus on the shape of my magic as I..

[In the next moments, Neyu casts the spell a few times, giving the listener an opportunity to sense the pattern to the magic's flow.]

Could you feel the flow of my magic as I cast it, as well as the amplifying effects on yours?

« Yes, I can. It feels really strange to feel it rushing over me. »

Good. And yes, it seems most Maidens are surprised by the way that magic feels.

But, if you're ready, it's your turn to try casting.

« Okay. I'll do my best. »

[The listener takes a deep breath, steadies herself, then attempts to cast the same spell. Her flow of magic is just slightly wrong, however, and nothing of note happens.]

(gently, without judgment) **Ah, you were close. Worry not, it's uncommon that a Maiden—especially a newly-unsealed one—can faultlessly cast a spell on a first attempt. Here, a subtle adjustment is all you need. A bit closer to...**

[Neyu casts the spell once more as a demonstration.]

...that, okay?

« ...Okay. »

[Once again, the listener takes a deep breath, and casts. Her flow of magic is again slightly wrong, and nothing of note happens.]

(gently, without judgment) **Again very close. It seems you compensated slightly too far. Somewhere between those two attempts should be perfect.**

[The listener attempts one more time, without an interceding demonstration from Neyu. This time, her flow of magic is, whilst not optimal, yet correct enough to produce the desired spell.]

(brightly) There you go, little one. How did that feel?

« (awed) It felt... unreal, in a good way. I'm not quite sure how to describe it. »

**(lightly, giggling) Then it seems that we have met Minori's other goal for you as well, hm?
(wistfully) ...Magic is rather wonderful and mysterious, isn't it?**

« It really does seem like it. Things have been... a lot more interesting since I met Minori and learned of magic. »

(lightly) Yes, I can imagine.

Now, before you return to her, allow me to give you my blessing.

[Neyu casts a gentle spell over the listener, "blessing" her.]

(slightly sad) I wish I could grant you more, but I am unfortunately limited in this form. Yet I do hope that you should find it of value.

« Thank you, Neyu. »

(gently) You are very welcome, daughter of water.

[There's a short lull before Neyu speaks again.]

We have taken, perhaps, too much of the other visitors' time. Release your powers to deactivate your transformation, then you may return to the foyer via the upstairs hallway. And... look after her, hm?

[The listener releases her transformation and goes toward the stairs. Before she can get there:]

(gently) And remember, you're always welcome here.

« (warmly) Once again... Thank you, Neyu. For everything. I hope to return someday soon. »

(warmly) Likewise.

[The listener makes her way up the stairs into the connecting hallway as Minori instructed her earlier. At this point, Neyu projects to both the listener and Minori in order to inform the latter that she has finished.]

Her being a daughter of water, I have given to her what I am able to give in this form and in this time. It will be up to her to master her potential, and to you to help cultivate it.

(telepathically) Thank you, Neyu. Even if no one else is to know the truth of the matter, it is perhaps appropriate that you are considered gods and goddesses in our world.

In only some ways, perhaps... In others, it is a title no more befitting of me than it is of you or any other.

You should know, Minori, that the winds and waves do seem to turn a certain way, though I cannot know what should unfold. It is nothing but mere speculation, but as I can sense your concern, I feel it in me to satisfy it with mine.

(warmly, hopefully) Take care of her, Minori.

I will.

[After a moment, the listener comes downstairs near the front of the castle and approaches where Minori and a few other visitors are waiting.]

« (as an excuse) Ah, sorry I'm late. I hope I didn't make you wait too long for me. My alarm didn't go off this morning. »

(playing along) Ah, it's fine. We've all had to wait anyway, actually.

« Hm? »

It seems there was a shrine maiden using the chapel for something. I wonder if she's still there.

« I don't think so. There was a girl coming from upstairs who looked like she might be the shrine maiden you're talking about. Should I check the chapel? »

[Obviously, given that the listener is the so-called shrine maiden, there's no danger in being caught. Yet Minori continues to play along and feign ignorance.]

(sighs) I won't stop you from checking, I guess. Just don't blame me if you get scolded, okay?

« (playfully) You know full well that I absolutely will blame you. »

[The listener goes up to the door, opening it slightly to find the empty chapel.]

« But it looks like you're safe from my wrath for now. Shall we? »

Sure. [...] When you saw her as you came in, she told you to let everyone in, didn't she?

« (giggling) You caught me. »

(with an exasperated laugh) You silly girl. Let's go.