

It all comes to an end! Stop Empress Grenadier!

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

Empress Grenadier is ready to spring the last step of her plan into motion. Losing the pieces of the Pearl of Power she'd already assembled was part of the plan. She knew that Queen Chelonia would sacrifice the last bit of her power to save Shimmer Guardian Blake and that her sacrifice would weaken the defensive bubble around Nacrestia and the seals protecting the final few fragments of the Pearl of Power contained within its vaults.

Now comes the time to launch the final stage of her plan. Empress Grenadier is ready to storm the castle with her remaining forces, smash open the vaults, bait the Shimmer Guardians into attempting to stop her, defeat them, and finally complete the Pearl of Power before taking control of the ocean.

Chum the Waters

The heroes do what they can to continue their school lives while preparing for Empress Grenadier's inevitable attack. Without Queen Chelonia's guidance the heroes are left to their own devices and Blake's insights. Unfortunately, they don't know much about what Grenadier is planning as she intentionally left them in the dark.

It's not long before they sense a potent disturbance. Their magic ripples and bends as if detecting some wrongness. They receive a powerful vision of Grenadier entering Nacrestia through force, an army behind her. Whatever she's doing there can't be good.

Reaching Nacrestia without the guidance of Chelonia is a difficult feat of magic. This is a difficult Dramatic Task that utilizes the Spellcasting, Occult, and Academics Skills. Success sees the heroes and Blake delivered to the throne room of Nacrestia. Failure drops the group outside the castle. Reaching the throne room is a trying event that

might take the form of a Chase as the heroes simply run past their foes, a stealthy Dramatic Task, or a running combat against hordes of shell soldiers and other monsters.

Battle of Nacrestia

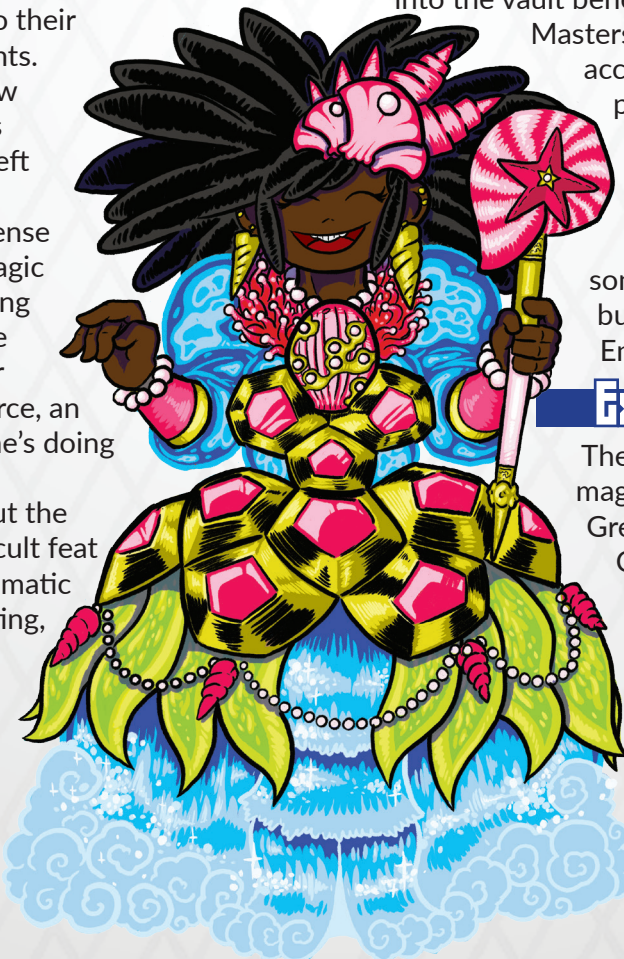
The throne room of Nacrestia is currently occupied by a considerable detachment of monsters that have been ordered to seize the shards possessed by the heroes. The physical throne has been pushed backward, revealing a downward spiraling ramp. The ramp seems to be the most heavily guarded location.

- **Hungry Eellings (1 per every 2 heroes)** *Wolf*, Savage Worlds Adventure Edition
- **Jelly Hawks (1 per hero)** *Raptor*, Savage Worlds Adventure Edition
- **Shell Soldiers (2)** *Shimmer Guardians: Bubble Pop Panic!*

After the battle is won the heroes can descend into the vault beneath the throne. Generous Game Masters with heroes who don't have access to the *healing* Power might place a magical water that heals Wounds in magical alcoves on the ramp's walls. They might also allow the resonance of the Pearl of Power's shard to heal them in some way. This is not mandatory but it is worth noting that facing Empress Grenadier is no small feat.

Explosive Finale

The vault is a sparse but somehow magnificent chamber. Empress Grenadier and her trusted pet, Mr. Chomper, have shattered the bulkhead of enchanted mother-of-pearl that once sealed it. Very few treasures rest within the vault but the entire arena appears to be flooded with magical water that is easy to breathe and move around in. Grenadier monologues to the heroes about how they're too



late and how they've played directly into her hands. She has no problem revealing every last detail first.

- **Empress Grenadier**
- **Mr. Chomper**

Grenadier and Mr. Chomper are a dangerous duo. Mr. Chomper zips around the battlefield, biting and grappling heroes with his powerful jaws. Grenadier acts twice each round and first makes moves to buff herself with *arcane protection*, *damage field*, and *protection* before unleashing devastating attacks. She fights smart but never once loses confidence that she will destroy the Shimmer Guardians.

Once defeated, Grenadier howls in disbelief, swearing to return, somehow, and destroy the Shimmer Guardians before dissolving into seafoam. Suddenly, the shards in the possession of the heroes fly toward the shards in the vault and those possessed by Grenadier. The Pearl of Power pulses with a powerful, healing light.

Friends Again

With Empress Grenadier defeated and the Pearl of Power restored to its former glory, the Shimmer Guardians can use its power to revive and purify Queen Chelonia and all of her previously defeated friends. They are all returned to their friendly and healthy states. The Shimmer Guardians have done it!

Chelonia, in her true form as a short, chubby, and kind looking queen, thanks the heroes for their actions. They've not only saved her and her friends but the entire ocean. She throws a massive celebration in the halls of Nacrestia to honor the young heroes for their selfless actions! What comes next is up to you! There might be more threats the Shimmer Guardians must contend with, Grenadier might have survived and attempt to make good on her promise of retribution, an evil group of mahou might move into town, or any number of other continuing adventures occur.

The alternative is simple: the Shimmer Guardians get to enjoy being normal kids for a while who use their magical powers to help the people of Earth.

Empress Grenadier

The villain who wants it all, Empress Grenadier will stop at nothing to control the seas. Tall and powerful, Grenadier's purple skin glistens with magical essence and her hair is always damp. A powerful sorcerer, she has no problem contending with the foolish heroes that seek to stop her plans for oceanic domination.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Athletics d6, Battle d8, Fighting d8, Intimidation d8, Notice d8, Occult d12, Spellcasting d10, Stealth d8, Taunt d10

Pace: 6; **Parry:** 7; **Toughness:** 6

Hindrances: Arrogant, Greedy (Major), Overconfident

Edges: Arcane Background (Magic), Command, Feint, Menacing, Nerves of Steel, New Powers, Strong Willed

Special Abilities:

- **Depths Staff:** Str+d6, Parry +1, Reach 1.
- **Double Action:** Empress Grenadier draws two Actions Cards and gets a full turn on both. She cannot activate Powers on Action Cards that are Diamonds or Hearts.
- **Powers:** *arcane protection*, *blast*, *confusion*, *damage field*, *protection*

Mr. Chomper

The cunning dark water eel always by Empress Grenadier's side, Mr. Chomper is a dangerous foe

Attributes: Agility d12, Smarts d8(A), Spirit d8, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d8, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 7

Edges: Assassin

Special Abilities:

- **Chomp:** Str+d4, Reach 2.
- **Resilient:** Mr. Chomper can take one Wound before he's Incapacitated
- **Size +1:** That's a big ol' eel.
- **Twisting:** Mr. Chomper has a +2 bonus on checks to escape grapples or entanglement.

Be Sure to Follow Us on Social Media!

BPB Games is a small, diverse group dedicated to offering quality, affordable roleplaying and tabletop game content. Please make sure to follow our social media for more quality content!



Twitter



Facebook



Patreon



Twitch

