



■ メリッサ・バーグマン / フェイスイメージ

SHAINS OF THE IRKALLA: TARGETS |  
MELISSA BERGMAN

## MELISSA BERGMAN

Medium humanoid (cloned human), neutral evil

**Armor Class** 12

**Hit Points** 141 (16d10 + 30)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	20 (+5)	10 (+0)	14 (+2)

**Skills** Animal Handling +12, Arcana +15, History +15, Medicine +10

**Damage Resistances** psychic

**Condition Immunities** frightened

**Senses** passive Perception 12

**Languages** English, Japanese, Deep Speech, Telepathy 120ft.

**Challenge** 16 (15 000)

**Genius Loci.** Melissa Bergman may attune herself to a planet, moon, or asteroid. If she chooses to do so, she can make a perception check to know how many living creatures are on the attuned planet, moon, or asteroid.

She can use her telepathy to contact any single mind she is aware of on the attuned planet, moon, or asteroid, and may target a single creature with her psionics once she is aware of them as though they were in range of her psionics.

A creature may attempt to resist Melissa Bergman's Genius Loci by making a Wisdom Save, DC 18. A creature that resists Melissa Bergman's awareness in this way is immune to her awareness for 24 hours.

**Spellcasting (Psionics).** Melissa Bergman casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

*At will: detect thoughts, digital phantom, levitate, mind sliver*

*3/day each: gravity sinkhole, haywire, modify memory*

*1/day each: dominate monster, gravity fissure*

**Control Flora and Fauna.** When attuned to a planet, moon, or asteroid, Melissa Bergman may take control of the flora and fauna on that planet, moon, or asteroid. All creatures with an intelligence of 5 or lower will act as if she had cast the animal friendship spell on them, and she can treat them as though they were her familiars as in the spell find familiar.

Melissa may direct specific flora and fauna against a target if she so desires, or declare a target an enemy. If she does so, all flora and fauna on the planet, moon, or asteroid will treat the noted creature as an enemy and will be hostile towards that creature for 24 hours.

**Send Self.** When attuned to a planet, moon, or asteroid, Melissa Bergman may use any creature that she is aware of as if it were

herself for the purposes of spellcasting. A creature may resist this attempt by making a Wisdom save, DC 18.

## ACTIONS

**Multiattack.** Melissa Bergman uses Telekinetic Shove twice.

**Telekinetic Shove.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 3 (1d4) force damage, and the target is pushed back 15ft. The target must make a Dex Save, DC 18, or be knocked prone.

**Mind Blast (Recharge 5-6).** Creatures of Melissa Bergman's choice within 60 feet of her must succeed on a DC 18 Intelligence saving throw or take 32 (5d10 + 5) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## BONUS ACTIONS

**Psychic Link.** Melissa Bergman targets one incapacitated creature she senses with her Genius Loci trait and establishes a psychic link with the target. Until the link ends, Melissa Bergman can perceive everything the target senses.

The target becomes aware that something is linked to its mind once it is no longer incapacitated, and Melissa Bergman can terminate the link at any time (no action required). The target can use an action on its turn to attempt to break the link, doing so with a successful DC 18 Intelligence or Wisdom saving throw. On a successful save, the target takes 10 (3d6) psychic damage.

The link also ends if the target leaves the planet, moon, or asteroid that Melissa is attuned to.

Melissa Bergman can form psychic links with up to five creatures at a time.

**Sense Thoughts.** Melissa targets a creature with which it has a psychic link. The elder brain gains insight into the target's emotional state and foremost thoughts (including worries, loves, and hates).

Melissa gains advantage on Charisma-based skills and all of her attacks used on that creature and that creature had disadvantage on all attacks that specifically target Melissa Bergman so long as the psychic link is maintained.

**Summon Swarm.** If Melissa Bergman is attuned to the planet, moon, or asteroid that she is on, she can summon a swarm of tiny creatures native to that planet, moon, or asteroid to defend her or attack her enemies. She can summon one swarm as a bonus action on her turn.

Swarms she has summoned do what she has commanded them to do until she commands them to do something else. She can command any swarm she has summoned as a free action.

Using this bonus action requires Concentration, the same as if she were casting a spell.

A group of human scientists secretly broke away from the Galactic Federation to conduct illegal experiments into bioweapons and genetic modification. Their crowning achievement was cloning the recently extinct species known as Metroid, but had trouble controlling them.

The Metroids had initially been created by a species called the Chozo, who controlled them using psychic brains they had engineered for the purpose. The human scientists tried to mimic this achievement by cloning a psychic brain, but then giving it a body to make it easier to understand and control.

The cloned brain was placed into a body that used the genetic material of the bounty hunter that had driven the Metroids to extinction in the first place, Samus Aran.

One of the human scientists, Madeline Bergman, named the cloned brain in the cloned body Melissa.

Initially, their experiment was a success and they were able to control the Metroids. However, the cloned body began to have questions, but it's psychic power, great intelligence, and mental immaturity frightened the human scientists and they decided to lobotomize her.

Melissa Bergman fought back, killing all the human scientists except Madeline and setting loose all the bioweapons that the human scientists made.

Eventually, Melissa was stopped by Samus Aran and was presumed dead.

This is not the case.

### CAPTURING MELISSA BERGMAN

Attempting to capture Melissa Bergman is one of the most difficult things an Irkallan team can attempt; the rewards are massive, but the process is almost impossible.

You are likely to get one shot at this.

And, if you fail, the consequences will be *terrible*.

**Gathering Intel.** Melissa is absurdly powerful but not necessarily the best at hiding. She'll seek to hide among the flora and fauna of whatever world she's on but she's not very good at it. The real trick is keeping yourself from being noticed by her in turn.

**Combat.** Generally speaking, a team of Irkallan Retrieval Specialists are going to have one shot to grab her, because after that she will be on the look out for them and, so long as they are on the same planet, there's very little chance of keeping hidden from her. She Genius Loci trait means that the entire biosphere of whatever planet she is on is both her intelligence network and primary weapon, and that she does not have to be physically near an enemy to destroy him.

When confronted, she does her level best to get away. She will summon swarms of creatures to protect herself and provide cover, then summon more swarms to attack her enemies. Between that, she'll use her psionics to attack from a distance and use either her telekinetic shove or mind blast (when available) against anyone that gets too close. She will attempt to form a psychic link with at least one of her attackers, but her primary goal is to flee.

Once she's out of harms way, she will use her psychic link to learn everything she can about her attackers before sending more swarms against them and using her psionics to attack via her control flora and fauna and sense self traits.

The easiest way to fight her is with either overwhelming and immediate force or charm effects that force her to do what you want, but anyone that does the latter to her is going to earn her eternal hatred, and she will hunt that person or persons down for the sole purpose of torturing them for as long as she can.

She was created to be a slave and she takes threats of slavery more personally than most.

### MELISSA BERGMAN

If she awakes after being captured, Melissa Bergman will pretend to be helpless and unconscious. Her goal at this point is to trick everyone around her into thinking that she is helpless and that they don't need to check whatever they think is going to keep her that way.

She will want to know who came after her and where they're taking her. Once she gets there things are not going to go the way her captors might think (see *Escape* under *Breaking Melissa Bergman* for details.).



## BREAKING MELISSA BERGMAN

Melissa is enormously powerful, viciously intelligent, and frighteningly naive. As smart as she is, she's experientially still a child, barely double-digits in age despite looking like a terran female in her late twenties or early thirties.

As such, she has a child's understanding of the world around her - even if she can experience that world to a depth that very few others could ever hope to understand.

The trick to defeating her is getting close enough to talk to her and convince her that you are on her side.

**Breaking Abilities.** Melissa's primary ability is her Intelligence. She was literally created for it, and it defines her more than anything else.

Her easy likeability - *her Charisma* - is a distant second that she doesn't think about very much.

**Breaking Skills.** Melissa was brought to life with very specific goals in mind. She was created to be the means of using a weapon, or a collection of weapons, more than she was created to be a person. She has an innate understanding of animal behavior because of it, and also an understanding of arcane mechanisms, history, and medicine.

While breaking skills, roll a d4, where 1 is Animal Handling, 2 is Arcane, 3 is History, or 4 is Medicine.

If the skill being attacked is the one that shows up the die, you have discovered one of her two chosen skills and can now go about breaking it as normal.

**Breaking Background.** Melissa Bergman's Background is either Anthropologist, Cloistered Scholar, Criminal, or Hermit. Roll 1d4 when attempting to break her background, where 1 is Anthropologist, 2 is Cloistered Scholar, 3 is Criminal, or 4 is Hermit.

If you are breaking the same background that shows up on the die, then you have discovered her background and can no go through the process of breaking her down.

**Keeping Her Traits in Check.** Any attempt to break Melissa Bergman is going to involve keeping her traits in check.

Her Genius Locii, Spellcasting (Psionics), Control Flora and Fauna, and Send Self traits are all psychic in nature, and any effect that blocks psionics or locks someone within their own mind will lock her down. Likewise, anything that reduces her INT Ability - spells like confusion, for example, drugs, or edging - will keep her from using them.

If she is unable to use her traits, she will also not be able to use her Telekinetic shove or Mind Blast actions either, and be unable to use her Psychic Link, Sense Thoughts, or Summon Swarm bonus actions.

**Escape.** Melissa Bergman doesn't need any equipment to use her traits, actions, and bonus actions. Worse, she has been under the threat of being broken and controlled before, so if she gets out she will do two things at about the same time:

*She Will Hide.* Melissa will do her absolute best to find a place to hide and fortify that location. She will have creatures or people that she has mind controlled bring her food and supplies for her own survival and will learn as much as she can stand about her captors.

*She Will Attack.* Using her Genius Locii, Spellcasting (Psionics), Control Flora and Fauna, and Send Self traits, she will start attacking the Irkallan Care Facility. She has no desire to leave - instead, her goal will be to take over the complex and turn it towards her own purposes.

Using mind control, domination, and summon swarm, she will outright attack and free people she thinks might be useful for her cause. She will not let anyone go.

## DESIGNED TO BE USED WITH CHAINS OF THE IRKALLA, A SUPPLIMENT FOR FIFTH EDITION.

You can download a copy for free at

<https://www.deviantart.com/hunteroperawrites/art/Chains-of-the-Irkalla-Alpha-947801011> or at

<https://www.patreon.com/posts/chains-of-80857644>

You can find other targets at

<https://www.deviantart.com/hunteroperawrites/gallery/86402401/chains-of-the-irkalla>.

