

## SONGBIRD (MELISSA GOLD)

Medium humanoid (enhanced human), lawful good

**Armor Class** 14 (light superhero armor, 16 when Flight is active)

**Hit Points** 68(6d10 + 30)

**Speed** 30ft., 30ft. flying

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

**Skills** Athletics +6, Performance +8, Persuasion +8, Stealth +8

**Senses** darkvision 60 ft., passive Perception 11

**Languages** English, cantonese, spanish, yiddish

**Challenge** 6 (2,300 XP)

**Acoustikinesis.** Songbird (Melissa Gold) is able to manipulate the sonic energy created by her own voice to produce a multitude of effects. If she is ever silenced, she loses the following traits: flight, friendly words, hard light barriers, hard light objects, hard light shields, speed of sound, and the Scream Attack Action.

**Flight.** Songbird (Melissa Gold) can create wings out of pink light. These wings grant her a +2 bonus to AC and allow her to fly at a speed of 30ft.

**Friendly Words.** Songbird (Melissa Gold) can cast the friends cantrip without the use of somatic or material components. She can also cast the charm person spell once per day without the use of somatic or material components. Creatures she uses this trait on must share a language with her, and are aware of her use of the power while and after it is happening.

**Hard Light Barriers.** As a bonus action on her Turn, Songbird (Melissa Gold) may place a solid pink object measuring 5x5ft. in any space within 50ft. of herself. The object has AC 16 and 20 Hit Points, and Songbird (Melissa Gold) must maintain concentration as if casting a spell to keep the barrier in place. If a creature is caught between Songbird (Melissa Gold)'s hard light barrier and another solid object, that creature is considered restrained.

**Hard Light Objects.** As a bonus action on her Turn, Songbird (Melissa Gold) may create up to three non-magical objects within 50ft. of herself out of pink light and use them as if she were holding them in her hands. She can create new objects by

dismissing old objects on her Turn, and must maintain concentration as if casting a spell to keep the objects in place.

If Songbird (Melissa Gold) has created weapons using this trait, she may use them as if they were the weapons she has created, and she is assumed to have proficiency with them. She can only create melee weapons using this trait. She can use all the weapons she has created as a single action.

**Hard Light Shields.** As a free action at the beginning of her Turn, Songbird (Melissa Gold) may cast the False Life spell on herself at first level, involving no somatic or material components, as a free action.

**Professional Wrestler.** Songbird (Melissa Gold) began her career as a professional wrestler and was trained in the art of grappling. She has advantage on attack rolls that involve grappling, and can restrain a creature she has grappled by making a secondary grapple check. In additions, creatures that are one size larger than her do not automatically escape her grapples.

**Speed of Sound.** Songbird (Melissa Gold) can take the dash action as a bonus action on each of her turns.

**Acoustikinesis Augmentation.** Songbird (Melissa Gold) burned out her powers and requires cybernetic augmentation to make them work properly. This mechanism is a shoulder harness that surrounds her throat and is meant to handle combat, taking no damage unless it is specifically targeted. The Acoustikinesis Augmentation device has AC 16 and 28 hit points. If damaged, Songbird (Melissa Gold) must find someone to fix it. Without the device, she cannot use her flight, hard light barriers, hard light objects, hard light shields, or speed of sound traits, and the damage from her Scream Attack Action is halved.

## ACTIONS

**Scream Attack.** Ranged Weapon Attack: +5 to hit, reach 50ft., one target. Hit 15 (3d8 + 2) thunder damage.

**Gauntlet Strike.** Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit 3 (1d4)

**Wrestling Throw (Against Grappled or Restrained Creatures Only).** Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit 6 (2d4) and target must make a STR save, DC 13, or be knocked prone.

Songbird (Melissa Gold) was a runaway who became a professional wrestler to make end's meet. The promoter she was working for undervalued her but recommended her the corporation Roxxon, which used her to commit some crimes for more money and eventually experimented on her, giving her superpowers.

She bounced in and out of prison and several supervillain groups for the next few years, and was largely forgotten as unimportant until the Avengers and the Fantastic Four vanished, presumed killed by a mutant threat. She then joined a group called the Thunderbolts, villains pretending to be heroes to gain the public's trust so they could commit larger crimes.

Over the course of her time with the Thunderbolts, she and several of her teammates grew to enjoy being heroes and the transition stuck. When several of the wealthier and insulated heroes supported a fascist set of regulations, Melissa found herself on the wrong end of the law and was remanded into the custody of Norman Osborn, formerly the Green Goblin.

When people eventually realized Captain America was right and that the Civil War had been an idiot idea, she managed to escape the clutches of Norman, exposing him, and becoming a hero in truth. She's since worked extensively with the Avengers, SHIELD, and the Thunderbolts in several incarnations, working alongside

heroes likes the Winter Soldier, Luke Cage, Captain America, Black Widow, and Nick Fury.

### CAPTURING SONGBIRD (MELISSA GOLD)

Melissa presents an interesting challenge - she's not hard to find and has a publicly placing persona thanks to her early and current lives.

The trick lies in keeping her from using her acoustikinesis, or limiting its use while trying to take her down, and then not letting her get her hands on anyone afterward.

**Gathering Intel.** It's easier to get information on Songbird (Melissa Gold) than one might think - all efforts are done with advantage. She has no secret identity and is a former criminal, so most law enforcement agencies are well aware of her whenever she is in a city. Far too many people think she's going to become a criminal again at any moment.

Making things easier for retrieval teams, she is used to this level of scrutiny and is likely to dismiss it even if she does notice it - people look into her so often that she barely even notices it anymore.

**Combat.** Fighting, on the other hand, is something Songbird (Melissa Gold) excels at.

She makes her initiative roll as normal.

As soon as the fight begins, she'll summon up her wings and shield, then fly to a position where she can see who is attacking her. Upon sizing up her opposition, she'll target magicians first, then ranged attackers, and then people that fight up close. If she can place herself so that she can hit multiple targets with her hard light objects trait, she will do so.

If someone hits her hard, she will move towards that person, using a hard light barrier to keep herself safe, and try to move that person up against a wall so she restrain them. Failing that, she will use her hard light object trait to create hunting traps and manacles to lock people in place so she can hit them with her Scream Attack.

If her acoustikinesis augmentation is damaged, she'll use friendly words to get people not to attack her long enough so that she can get in close and use her professional wrestler trait, choking people out with the wrestling throw action.

If losing - if she drops below 20 ht points - she will flee and try to come back with reinforcements. She does not let attacks against her go and will seek out people that fail to capture her with a truly terrifying number of allies at her back.

### TRANSPORTING SONGBIRD (MELISSA GOLD)

This is not her strong suit.

**Escape.** If she regains consciousness, Songbird (Melissa Gold) will try to use her friendly words trait to try and get someone else to let her go. Failing that, she is shockingly bad at getting out on her own.

**If Songbird (Melissa Gold) Gets Loose.** If Songbird (Melissa Gold) convinces someone to let her out, she will do everything possible to escape. If her acoustikinesis is available, she uses her flight and speed of sound. If it isn't, she just runs.

### BREAKING ELIZABETH SWANN

Songbird (Melissa Gold) does not handle incarceration well.

**Breaking Abilities.** Songbird (Melissa Gold) has a natural charisma that has served her well as a professional wrestler, criminal, and superhero. Her natural friendliness and outgoing nature make it easy for people to like her. She was also not the strongest person, so a lot of her wrestling and subsequent techniques worked around an easy graceful dexterity.

**Breaking Skills.** While breaking skills, roll a d4 when targeting her specific listed skills, where 1 is Athletics, 2 is Performance, 3 is Persuasion, or 4 is Stealth. If the skill being attacked is the one that shows up on the die, you have discovered one of her two chosen skills and can now go about destroying them.

**Breaking Background.** Songbird (Melissa Gold)'s background is either Criminal, Entertainer, Folk Hero, or Urchin. Roll 1d4 when attempting to break her background, where 1 is Criminal, 2 is Entertainer, 3 is Folk Hero, or 4 is Urchin. If you are breaking the same background that shows up on the die, you have discovered her background and can now go through the process of breaking her down.

**Escape.** If Songbird (Melissa Gold) escapes, she will immediately look for means of augmenting her voice. Failing that, she will hide and look for allies as she tries to escape. She may take a hostage and use that hostage to get the lay of land, using her friendly words and professional wrestler traits to gain whatever advantage she can.

She will try and rescue whoever she can, and will not leave any captives if she can help it.

If she gets back home, she will contact SHIELD and the Avengers, who will take a vested interest in the Irkalla Care Facility. It is imperative that this not be allowed to happen.

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