

TARGET: NATASHA ROMANOFF, BLACK WIDOW

NATASHA ROMANOFF

medium humanoid (human), chaotic neutral

Armor Class 15 (leather armor)

Hit Points 77 (6d10 + 45)

Speed 30ft.

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

Skills Deception +7, Insight +7, Investigation +6, Stealth +7, Perception +7, Persuasion +7, Sleight of Hand +7

Senses passive Perception 16

Languages Assume she knows any language she can hear spoken conversationally for more than five minutes.

Challenge 6 (3,900 XP)

Assassinate. During her first turn, Natasha has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Cunning Action. On each of her turns, Natasha can use a bonus action to take the Dash, Disengage, or Hide actions.

Deceptive Nature. Wisdom (Insight) and Charisma (Deception and Persuasion) checks are made with disadvantage while targeting Natasha.

Evasion. If Natasha is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Iron Will. Natasha has advantage on saving throws against being charmed or frightened.

Sneak Attack (1/Turn). Natasha deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of one of Natasha's allies that isn't incapacitated and she doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Natasha makes two dart or baton attacks. If she has no darts or batons, she makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Stun Baton. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) lightning damage, and the target must make a Constitution save, DC 10, or be stunned until the start of Natasha's next turn.

Dart. *Ranged Weapon Attack:* +6 to hit, range 20/60ft., one target. Hit: 6 (1d8 + 2) piercing damage, and the target must make a Constitution save, DC 10, or be stunned until the start of Natasha's next turn.

CAPTURING NATASHA ROMANOFF

So, you've decided to capture and break Natasha Romanov. There are easier ways to die, like wearing plate armor and flying a kite during a thunderstorm, but evidently you've opted for something much more fun.

Let's get into it.

Initiative. Roll initiative as usual. Keep in mind that her passive perception is absurdly high, so sneak attacks are probably out.

Movement and Action. Natasha will attack whoever is closest to her and then flee from sight. Her goal is to get out of line of sight so she can use her Cunning Action: Hide, and then Sneak Attack people until there are no more people left.

Once she's hidden, she has no problem hiding out for a round or two to get someone to isolate themselves and take an attack of opportunity. She stays hidden, leaps out to strike and use sneak attack, and then uses dash or hide as a bonus action to get out of line of sight until she can do the whole thing again.

If she's spotted, she'll use an entire turn to get away, hide, and attack from stealth again.

She prefers attacking intelligence operatives and magicians first, so expect her to target analysts and binders before going after and wiping out any chainsmen that are present. She will find out where whoever is in charge is hiding out and will go after them once she wipes out the team.

She does not leave survivors behind her willingly. She's not proud - she's lethal.

Natasha Romanoff was taken by the Soviet Government of Russia as a child and imprisoned in the Red Room, a secret training facility for operatives trained to spy, assassinate, and do whatever was necessary to complete whatever mission was assigned to them. Natasha was notable for being the best of them, an elite agent for which no job was too dangerous or morally questionable.

Some of the atrocities she committed left her wondering if she was on the right side of the Iron Curtain, and she eventually managed to escape Russia and find a new home in the America, even becoming a founding member of the Avengers.

But the past never left her - in addition to leaving her with a special set of skills that make her one of the most dangerous people in her world, she is also haunted by the things she has done and the things she has experienced. Though she does not believe in an afterlife, she wonders whether she can ever make good for all the evil she has caused.

Natasha is an ordinary human made more than ordinary by training and experimentation. She is a peak athlete, a consummate and skilled liar, and has managed to trick gods, demons, and even the devil himself. She's also gorgeous, and would be a powerful asset for any Irkallan Care Facility to draw upon.

TRANSPORTING NATASHA ROMANOFF

Natasha Romanov is hard to transport, but what would you expect?

Escape. Natasha gets to roll once every half-hour of the journey to see if she escapes, and is stealthy about it; even those watching her must make a Perception check, difficulty 14, to see if they notice.

If Natasha Gets Loose. Natasha returns to her standard tactics, as noted in Capturing Natasha. She does not try to get away.

Designed to be used with Chains of the Irkalla, a supplement for Fifth Edition.

You can download a copy for free at <https://www.deviantart.com/hunteroperawrites/art/Chains-of-the-Irkalla-Alpha-947801011>.

You can find other targets at <https://www.deviantart.com/hunteroperawrites/gallery/86402401/chains-of-the-irkalla>.

CARING FOR NATASHA - THE IRKALLAN TREATMENT

The real fight begins here.

When Natasha Romanov is brought into an Irkan Care Facility, she becomes the Black Widow.



BLACK WIDOW

medium humanoid (human), chaotic neutral

Armor Class 16

Hit Points 89 (8d10 + 45)

Speed 30ft.

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

Skills Deception +7, Insight +7, Investigation +6, Stealth +7, Perception +7, Persuasion +7, Sleight of Hand +7

Senses passive Perception 16

Languages Assume she knows any language she can hear spoken conversationally for more than five minutes.

Challenge 8 (3,900 XP)

Assassinate. During her first turn, Black Widow has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Black Widow scores against a surprised creature is a critical hit.

Cunning Action. On each of her turns, Black Widow can use a bonus action to take the Dash, Disengage, or Hide actions.

Deceptive Nature. Wisdom (Insight) and Charisma (Deception and Persuasion) checks are made with disadvantage while targeting Black Widow.

Evasion. If Black Widow is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Iron Will. Black Widow has advantage on saving throws against being charmed or frightened.

Sneak Attack (1/Turn). Black Widow deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of one of Black Widow's allies that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Unarmored Defense. While Black Widow is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

ACTIONS

Multiattack. Black Widow makes three unarmed strikes, or makes two weapon attacks if she has a weapon.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the target is a creature, Black Widow can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (Black Widow's choice). Black Widow can grab the dropped object and use it as a free action if she so desires.

- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone. Black Widow may also grapple the target if she so desires, and is able to move a grappled target 20ft. if she so desires during the movement phase of her turn. Black Widow has advantage when attacking any creature she has grappled.

- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the Black Widow's next turn.

CARING FOR THE BLACK WIDOW

You have brought one of the most dangerous people in the world into an Irkallan Care Facility. Breaking her is dangerous, and her knack for deception and escape puts the whole facility at risk. Be very, very careful.

Breaking Abilities. Black Widow's two chosen abilities are Dexterity and Wisdom. She is dangerously graceful and has a knack for reading people and the world around her, a knack that makes her impossibly dangerous.

Breaking Skills. While breaking skills, roll a d8 when targeting her specific listed skills, where 1 or 2 is Deception, 3 is Insight, 4 is Stealth, 5 is Perception, 6 or 7 is Persuasion, and 8 is Sleight of Hand. 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.

Skilled Deception! If you rolled a one or a seven when trying to break her skills, then Black Widow has lulled you into thinking you have her where you want her when, really, she's gained control of the situation. She gets advantage when making her escape roll that night.

Breaking Background. Black Widow's background is either Folk Hero, Criminal, Spy, or Urchin. Roll 1d4 when attempting to break her background, where 1 is Folk Hero, 2 is Criminal, 3 is Spy, 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.

Background Deception!!! Roll another d4 if you have successfully identified her background, and keep doing so each time you attempt to break her down after identifying it. On a roll of 1, she has successfully tricked you and has advantage on her attempt to escape that night.

Escape. Once Black Widow escapes, she will investigate the facility, attacking any small group she comes across as she gathers information. She will try and free prisoners but will not join them, instead choosing to keep an eye on them from a distance.

If anyone attacks people she's rescued or tries to recapture them, she will join that combat and attempt to put the would-be captors down as quickly and quietly as she can. She's not above using the people she's let loose as a distraction, but she'd prefer not to if she can avoid it.

If she finds the portal room, she'll go find the people she rescued and lead them there so they can escape - her guilt will not let her leave people behind.