

LADYBUG

Medium humanoid (celestial), neutral good

Armor Class 17 (natural armor)

Hit Points 48 (5d10 + 15)

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	18 (+4)	17 (+3)	19 (+4)	17 (+3)

Skills acrobatics +7, insight +9, persuasion +8, stealth +7

Damage Resistances radiant; bludgeoning, piercing, and slashing from non-magical weapons

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Cantonese, English, French, Mandarin

Challenge 5 (1,800 XP)

Brave. Ladybug has advantage on saving throws against being frightened.

Celestial Weapons. Ladybug's weapon attacks are magical.

Innate Spellcasting. Ladybug's spell casting ability is Charisma (spell save DC 12). Ladybug can innately cast the following spells, requiring no components:

At will: guidance, jump

1/day each: banishment, sanctuary

Lucky. When Ladybug rolls a 1 on an attack roll, ability check, or saving throw, she can reroll the die. She must use the new result, even if it is a 1.

Lucky Strike (1/Transformation). Ladybug makes an attack roll with advantage against a creature that she can see. If her attack hits that creature, the next attack against that creature is considered a critical hit, and does an extra 5d8 radiant damage. This attack can hit creatures in the ethereal plane, and undoes any physical or structural damage that creature may have caused in the past 12 hours.

Once this trait has been used, Ladybug has five minutes before she transforms back into Marinette Dupain-Cheng. She must remain as Marinette Dupain-Cheng for at least a minute before she can change back.

Nimble. Ladybug can move through the space of any creature that is of a size equal to or larger than her own.

Nimble Agility. Ladybug can take the Dash or Hide action as a bonus action on each of his turns.

ACTIONS

Yo-Yo. *Melee Weapon Attack:* +4 to hit, reach 80ft., one target. *Hit* 6 (1d8 + 2) bludgeoning damage. Instead of causing damage with her yo-yo, Lady-Bug may choose to entangle a target that she has hit with her yo-yo. The target is grappled and knocked prone, and must make a Strength (Athletics) check, DC 14, to escape from the binding.

MARINETTE DUPAIN-CHENG

Medium humanoid (human), neutral good

Armor Class 10

Hit Points 13 (1d8 + 5)

Speed 30ft.

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

Skills acrobatics +5, insight +7, persuasion +6, stealth +5

Condition Immunities None

Senses passive Perception 11

Languages Cantonese, English, French, Mandarin

Challenge 1/2 (100 XP)

Transformation. Marinette Dupain-Cheng can transform into Ladybug as an action.

ACTIONS

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



CHAT NOIR

Medium humanoid (celestial), neutral good

Armor Class 17 (natural armor)

Hit Points 49 (5d10 + 15)

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+3)	17 (+3)	17 (+3)	19 (+4)

Skills acrobatics +7, performance +9, persuasion +8, stealth +7

Damage Resistances radiant; bludgeoning, piercing, and slashing from non-magical weapons

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 14

Languages English, French, Italian, Spanish

Challenge 5 (1,800 XP)

Brave. Chat Noir has advantage on saving throws against being frightened.

Celestial Weapons. Chat Noir's weapon attacks are magical.

Innate Spellcasting. Chat Noir's spell casting ability is Charisma (spell save DC 12, +4 to hit). Chat Noir can innately cast the following spells, requiring no components:

At will: primal savagery, jump

1/day each: hunter's mark, shatter

Cataclysm (1/Transformation). Chat Noir makes a melee attack against a creature or object that he can see. The attack is automatically a critical hit, and that creature or object must make a Dexterity saving throw, DC 15, taking 5d8 necrotic damage on a fail, or half damage on a success. If the target was an object or construct, this attack automatically does maximum damage. The target's hit point total is reduced by the amount of necrotic damage suffered, and does not return to normal for seven days. The target must then make a Constitution save, taking 5d8 poison damage on failure and becoming poisoned, or half damage on a success.

Once this trait has been used, Chat Noir has five minutes before he transforms back into Adrien Agreste. He must remain as Adrien Agreste for at least a minute before he can change back.

Nimble. Chat Noir can move through the space of any creature that is of a size equal to or larger than his own.

Nimble Agility. Chat Noir can take the Dash or Hide action as a bonus action on each of his turns.

ACTIONS

Baton. *Melee Weapon Attack:* +4 to hit, reach 80ft., one target. *Hit* 11 (2d8 + 2) bludgeoning damage.

ADRIEN AGRESTE

Medium humanoid (human), neutral good

Armor Class 10

Hit Points 13 (1d8 + 5)

Speed 30ft.

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

Skills acrobatics +5, performance +7, persuasion +6, stealth +5

Condition Immunities None

Senses passive Perception 11

Languages English, French, Italian, Spanish

Challenge 1/2 (100 XP)

Transformation. Adrien Agreste can transform into Chat Noir as an action.

ACTIONS

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



CAPTURING LADYBUG AND CHAT NOIR

Individually, these two are trouble. Together, they are a nightmare - and they are always together.

Still if you think you're to the test, go for it.
Just be ready for when things go wrong.

Gathering Intel. This is trickier than it seems. Both Ladybug and Chat Noir are fast and mobile and they can use . Nimble Agility, their faster-than-normal walking speed, and ability to use the Jump spell whenever they want with impunity makes them hard to track. They are both well-versed in keeping their identities hidden, and if they have to hide and regroup, they will.

If someone is capable of learning who Ladybug or Chat Noir is, they can be attacked in their civilian identities. Both of them are aware of who the other is, however, and they will drop everything to go to the other's aid.

The idea that they have some sort of invisible familiar-thing that follows them around and gives them their powers is worth looking into.

As civilians, Adrien is less likely to notice anything is up. As a celebrity, he's used to being followed around. Marinette, on the other hand, is very aware of the danger she is always in.

Combat. The two of them are used to working together and will double-up their attacks whenever possible. They're experienced fighters, too, and will quickly determine if anyone has any magic and target that person before mopping up anyone that's limited to working with simple weapons.

Because they are resistant to non-magical weapons, they don't often see non-magicians as a threat. For this reason, they'll go after casters quickly. Chat Noir will use hunter's mark to keep the caster in sight, and then use shatter to bring them down, and Ladybug's ability to entangle her enemies with her yo-yo will come into play, letting Chat Noir get in the big hits.

If they can figure out who is in charge, they will attack that person directly and quickly: Ladybug will use Lucky Strike and, if the person is still standing, Chat Noir will use Cataclysm. Once these abilities have been used, the two heroes will retreat, transform back to their civilian identities, and then return with those traits back in action.

This is important: retreat for both Ladybug and Chat Noir does not mean the battle is over. Retreat is a part of their hit-and-run tactics, and they will not stop using them until their opponent goes down or they do.

TRANSPORTING LADYBUG AND CHAT NOIR

Once reduced to Marinette Dupain-Cheng and Adrien Agreste, neither hero presents much of a challenge and will not be able to much more to escape than normal.

If they are still able to transform, however - a process that involves them speaking - they will, and they are suddenly back at full hit points, with all their traits available to them.

One will not leave without the other, so if only one manages to escape there is still a chance of taking them before they both transform again.

If they do get loose, they will do everything in their power to bring their enemies down. Ladybug and Chat Noir do not run away from a fight, save to regroup so they can come out swinging with their best attacks.

BREAKING LADYBUG

Without the ability to speak, Ladybug is stuck as Marinette Dupain-Cheng. This is the easier way to break her down, as she is much more formidable when powered up.

And, of course, one must know that she has to speak a catchphrase to take advantage of this weakness.

Breaking Abilities. Marinette is a lot tougher than anyone realizes, and her empathy lets her recognize people's hurts and help them heal. She is, truly, a fantastic person. Her chosen abilities are Constitution and Wisdom.

Breaking Skills. Marinette's primary interests are cooking and fashion design. As Ladybug, she's had to hone a number of other skills to keep herself and her family safe. While breaking skills, roll a d4, where 1 is Acrobatics, 2 is Insight, 3 is Persuasion, and 4 is Stealth. 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.

Note that if her Persuasion skill remains unbroken, she may try and persuade people into letting her go, or at least letting her speak. Either option is dangerous, and she gets to try it once every day. The moment she can transform, she will.

Breaking Background. Marinette's Background is either Clan Crafter (Cook), Folk Hero, Guild Artisan (Cook), or Guild Artisan (Fashion Design). Roll 1d4 when attempting to break her background, where 1 is Clan Crafter, 2 is Folk Hero, 3 is Guild Artisan (Cook), or 4 is Guild Artisan (Fashion Design). 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.

Escape. If Marinette escapes, she transforms into Ladybug if at all possible and then hunts down Chat Noir. The two of them will free whoever they can and would prefer not to leave anyone behind. Marinette knows that her primary responsibility is protecting the Miraculous, however, and she will prioritize escaping herself over helping others, though she will feel bad about it.

To that end, she will contact every hero she knows if she does escape, explain the situation, get all her Miraculous in play, and come after any Irkalla Care Facility she can with anyone she knows that has powers or that she can give power. Marinette Dupain-Cheng will not let something like the ICF stand if she can do anything about it.

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> 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>.

BREAKING CHAT NOIR

Without the ability to speak, Chat Noir is stuck as Adrien Agreste. This is the easier way to break him down, as he is much more formidable and incredibly dangerous when powered up.

A facility worker must know that he has to speak a catchphrase to take advantage of this weakness.

Breaking Abilities. Adrien is a model - he's spent the whole of his life learning how to be charming and graceful. His two chosen Abilities are Dexterity and Charisma.

Breaking Skills. Adrien is a celebrity and used to dealing with crowds, despite his lack of exposure to them. While breaking skills, roll a d4, where 1 is Acrobatics, 2 is Performance, 3 is Persuasion, and 4 is Stealth. 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.

Note that if his Performance skill remains unbroken, he may try and charm a group of people through song, dance, or any other form of artistic expression that involves his voice or body. Those charmed by him in this way grant him advantage when he tries to persuade them via the skill, an advantage that lasts seven days or until he fails a persuasion roll.

Breaking Background. Adrien's Background is either Courtier, Entertainer, Folk Hero, or Celebrity Adventurer's Scion. Roll 1d4 when attempting to break his background, where 1 is Courtier, 2 is Entertainer, 3 is Folk Hero, or 4 is Celebrity Adventurer's Scion. If you are breaking the same background that shows up on the die, then you have discovered his background and can now go through the process of breaking him down.

Escape. If Adrien escapes, he transforms into Chat Noir if at all possible, destroys everyone around him, and then hunts down Ladybug. The two of them will free whoever they can and would prefer not to leave anyone behind, but Adrien's loyalty begins and ends with Marinette.

Adrien will destroy the portal on his way out using Cataclysm. If he even suspects someone of being a member of the ICF after having been taken in by them, he will act to kill them as quickly as possible.

THE KWAMI

Unbeknownst to all but a very select few, Ladybug and Chat Noir get their powers through the connection to two indestructible celestial spirits that cannot do anything on their own, but do form connection with mortals through which they can act.

These spirits exist on the ethereal plane and are only otherwise visible to those that possess one of their charms, called a Miraculous.

In order to change into Ladybug or Chat Noir, Marinette or Adrien must be holding their Miraculous and speak a code phrase.

Marinette's Miraculous is a pair of earrings, and her code phrase is "Spots On."

Adrien's Miraculous is a black ring, and his code phrase is "Claws Out."

The Kwami act as familiar as described in the Find Familiar spell and share the same basic stat block as an Imp, save that their creature type is "tiny celestial" and their alignment is "neutral good."

Without their Miraculous or the ability to speak, Marinette and Adrien lose the ability to turn into Ladybug and Cat Noir, respectively.

