

# ADRIANE ROSMALENE - BLOODRAYNE

Medium undead (dhampire), chaotic neutral

**Armor Class** 16 (studded leather)

**Hit Points** 54 (7d10 + 30)

**Speed** 40ft.

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

**Skills** Acrobatics +9, History +8, Intimidation +9, Investigation +8

**Damage Resistances** necrotic, poison; bludgeoning, piercing, and slashing from non-magical weapons

**Senses** darkvision 90 ft., passive Perception 13

**Languages** Chinese, English, French, German, Latin

**Challenge** 7 (5,000 XP)

**Innate Spellcasting.** BloodRayne is a 9th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She has access to the following spells:

At-will: *cause fear*, *detect magic*, *hunter's mark*, *jump*, *sense emotion*

2/Day: *entrall*, *life drain*, *locate object*

**Keen Senses.** BloodRayne has advantage on Wisdom (Perception) checks.

**Regeneration.** BloodRayne regains 10 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If she takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

**Dhampire Weaknesses.** BloodRayne has the following flaws:

*Harmed by Running Water.* BloodRayne takes 20 acid damage when it ends its turn in running water.

*Sunlight Sensitivity.* While in sunlight, BloodRayne has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. In addition, her Innate spellcasting and Regeneration traits do not work, she is unable to use her bloodstorm attack, and she loses her resistance to non-magical bludgeoning, piercing, and slashing damage.

## ACTIONS

**Multiattack.** BloodRayne uses Harpoon, if available. She then attacks three times. Only one of these attacks can be a bite.

**Twin Blades. Melee Weapon Attack:** +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, BloodRayne can grapple the target (escape DC 15).

**Harpoon (Recharge 5-6). Ranged Weapon Attack:** +6 to hit, range 20/60ft., one target. Hit 6 (1d8 + 2) piercing damage, and the target must make a Strength save, DC 15, or be pulled to within 5ft. of BloodRayne.

**Bite (Recharge 5-6) Melee Weapon Attack:** +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by BloodRayne, stunned, incapacitated, or restrained. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Rayne regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Bloodstorm (Recharge 6).** All creatures within 10ft. of BloodRayne must make a Dexterity save, DC 15, taking 4d4 slashing damage on a failed save or half damage on a successful one.

## CAPTURING BLOODRAYNE

BloodRayne is used to being the hunter, not the hunted. She's not exactly subtle once she gets going, so if she does notice someone following her she'll attack first and probably forget about it afterwards.

**Initiative.** Roll initiative as usual.

**Movement.** Rayne will fight to get away during the day and track down her enemies when night falls or if she can find some dark place in which to act.

Once she commits to a fight she rushes in, trusting her Regeneration trait and Bite attack to keep her fighting. She will attacking for a turn to close distance with an enemy if she has to.

**Action.** Rayne gets in close, using her harpoon to pull people in if they're out of range for her. Once someone is close to her, she uses twin blades on them, aiming to grapple before doing damage. Once she has a hold of someone, she will use bite as often as possible.

She'll use her harpoon to drag single enemies behind cover, and her harpoon again if anyone tries to get around what cover she has found to help their friends.

She'll save bloodstorm for if she is ever surrounded.

If people try using radiant damage on her, she will use her cause fear spell on the person using the radiant weapon on her and then use hunter's mark on that person, targeting them above everyone else.

## TRANSPORTING BLOODRAYNE

Things don't get easier when BloodRayne is captured.

**Escape.** She gets to roll once every hour of the journey to see if she escapes. She'll try and use her entrall spell if she has access to it, getting one of her captors to aid in her escape.

**If BloodRayne Loose.** She attacks as normal, using Life Drain to get some hit points back. She doesn't need her twin blades to use her multiattack, though damage is reduced to 1d4+2 bludgeoning. She can also still use her bloodstorm attack, though damage is reduced to 2d4 bludgeoning damage on a failed save, or half on a successful one.

those independent groups is the infamous Brimstone Society, a  
ed private enterprise founded by one Prof. Tremaine to  
the Gegengeist Gruppe in the second world war. In addition  
petty hedge sorceries, they employed a number of dhampire  
and famously stopped the efforts of one Kommander Jurgen Wulf  
rect a fractured demon lord (see file #663, Beliar).

et dhampire is a woman codenamed "BloodRayne." Intelligence  
point of origin is difficult to come by, but it is likely  
human name was some version of "Rayne" with the "blood"  
added as a signifier of what sort of supernaturally afflicted  
that she is.

## CARING FOR BLOODRAYNE - THE IRKALLAN TREATMENT

Reducing BloodRayne to an Irkallan Personal Resource is going to be hard, but the rewards are worth the risk.

**Breaking Abilities.** Rayne's two chosen abilities are Strength and Charisma.

**Breaking Skills.** While breaking skills, roll a d4 when targeting her specific listed skills, where 1 is Acrobatics, 2 is History, 3 is Intimidation, and 4 is Investigation. 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.** Rayne's background is either Haunted One, Spy, Urban Bounty Hunter. Roll a d3 when attempting to break her background, where 1 is Haunted One, 2 is Spy, or 3 is Urban Bounty Hunter. If you are breaking the same background that shows up on the die, you have discovered her background and can now break her down.

**Escape.** Upon escape, Rayne will use her enthrall spell on the first person she comes across, then eat whoever she comes across next. Afterwards, she'll try to free as many captives as she can on the way to the portal room; she'll use the people she rescues as cannon fodder and food, but will try and get them out if she can. She doesn't need weaponry to be a threat, but she will try and locate or recreate the weaponry she's lost.

The details of her capture involved a joint operation between our own forces and an Irkallan Retrieval Team (see file #5753). The Irkallan forces were able to provide a means of creating artificial sunlight; we used our agent in Brimstone to arrange a meeting with the dhaimpir, then used floodlights to weaken her and a number of agents to quickly subdue her. Keeping her under solar light at all times, we arrested her and took her to an Irkallan Care Facility for repurposing.

Rayne is not to be trusted. Aside from the obvious - being a supernaturally afflicted person - she is too free-spirited to be relied upon for delicate operations and needs a firm hand to keep her in line. Brimstone was content to give her mission objectives and let her handle things with little-to-no-oversight, resulting in the deaths of several dozen of their soldiers over a period of decades.

While the ICF tames her for our purposes, she can be put to some small use in other ways. Notably, we can use her as proof that supernaturally afflicted persons are real to new recruits in a limited and controlled exercise.

