

TARGET: HERMIONE GRANGER

HERMIONE GRANGER

medium humanoid (human witch), lawful good

Armor Class 10 (13 with mage armor)

Hit Points 67 (6d10 + 30)

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	11 (+0)	20 (+5)	13 (+1)	14 (+2)

Skills Arcana +10, History +10, Medicine +6, Persuasion +7

Senses passive Perception 11

Languages English, Elven, Giant, Goblin, Sylvan

Challenge 6 (2,300 XP)

Alohomora (5/Day). As an Action, Hermione can unlock an object or door. She must be holding a wand to use this feature.

Crookshanks (Familiar). Hermione's familiar is a cat named Crookshanks. She can telepathically link with Crookshanks out to 120ft., and can send her senses and cast spells through her cat. She can also view its memories if it leaves telepathic communication and then returns. Crookshanks uses the cat stat block, as found on page 320 of the Monster Manual.

Patronus (2/Day). Hermione can summon a small celestial being called a Patronus. Her patronus takes the shape of an otter, and uses the Badger stat block from the Monster Manual, p318, save that it has a flying speed of 30ft. So long as the Patronus is active, Hermione is immune to effects that would charm or frighten her. Hermione must be holding a wand to use this feature.

Spellcasting. Hermione is a 13th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). She uses her wand as an arcane focus.

At-Will: *light, mending, mind sliver, minor illusion, prestidigitation*

3/Day each: *create or destroy water, detect magic, disguise self, feather fall, find familiar, fog cloud, identify, grease, hex, identify, mage armor, shield, witch bolt*

2/Day Each: *alter self, arcane lock, borrowed knowledge, detect thoughts, enlarge/reduce, hold person, invisibility, levitate, locate object, misty step, pass without trace, scorching ray, silence*

3/Day: *conjure animals, conjure lesser demon, counterspell, daylight, lightning bolt, nondetection, plant growth*

2/Day: *arcane eye, banishment, confusion, conjure minor elementals*

1/Day: *animate objects, modify memory, telekinesis*

Wand Necessity. Hermione needs a wand in her wand to cast magic. If her wand is taken from her, all her spell attacks are made with disadvantage, and creatures targeted by her magic have advantage to resist her spells.

ACTIONS

Multiattack. Hermione casts a spell, then uses Arcane Burst twice against two different targets.

Arcane Burst. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 120 ft., one target. Hit: 16 (2d10 + 5) psychic damage.

CAPTURING HERMIONE

Once the investigation is complete, the Irkallan Care Facility will do their best to capture Hermione. People will die.

Initiative. Roll initiative as usual.

Movement. Hermione will do her best to take cover. If Crookshanks is in play, she'll hide and use him to keep an eye on things and cast spells. She's not trained in hiding, but she can put distance between herself and her attackers easily enough.

Once she's found cover she won't move unless she's about to get swarmed. She'll duck behind cover and hold position as best she's able.

Action. Hermione spends a round casting mage armor or shield on herself and attacks anyone that looks like they know magic or who gets too close with her arcane burst. She'll use a bonus action to cast either mind sliver on a preferred target or minor illusion to create a hiding place for herself, typically a five-foot box or chest.

In rounds two-through-five, she summons allies - starting with objects, then animals, then demons, and finally elementals. She'll continue to use arcane burst against any magicians she can see, then whomever is closer to her, and follow up with mind sliver.

Starting in round six, she'll try and retreat, using arcane lock, blink, feather fall, and the like to put distance or create obstacles between her attackers and herself. If there's nowhere to run or there's only one or two injured targets left, she'll attack using lightning bolt or witch bolt.

Hermione Granger is the most gifted witch of her age, a supremely talented and capable magician who struggled against oppression in the face of tradition and did her best to make the world a better place.

She's charismatic, driven, and decent, which makes her difficult to corrupt or dissuade - when she sees injustice she feels the need to attack it and keep attacking until the problem is dealt with.

That sort of person is always going to attract attention from people with a vested interest in things remaining exactly how they are.

Whether it's her willingness to stand up for house-elves, giants, centaurs, muggles, or any sort of oppressed minority, there's always going to be someone that will want to see her bound and in chains for the threat she represents to corrupt bureaucrats, politicians, and the like who would prefer that things keep going the way they want them to be.

TRANSPORTING HERMIONE

The following needs to be kept in mind when transporting Hermione to an Irkallan Care Facility.

Alohomora. If Hermione can get her hands on anything that can act like a wand, she can use this ability to get out of up to five different things binding her instantly. It is imperative to keep her from getting her hands on anything.

Escape. She gets to roll once every hour of the journey to see if she escapes. She's not especially stealthy about it, but Crookshanks might be. If the cat can get into wherever she's being held or whatever is being used to transport her, she has advantage on her escape attempts. Remember also that she can cast spells through Crookshanks, so even if she is mystically bound, her cat gives her magical options.

If Hermione Gets Loose. She'll cast thunderwave to knock anyone close to her away, then use misty step to get away from people. Disguise self, fog cloud, nondetection, and pass without trace are her go-to spells after that, and she will do everything she can to run and not get caught again.

CARING FOR HERMIONE - THE IRKALLAN TREATMENT

It's time to reduce Hermione Granger to an Irkallan Personal Resource.

Breaking Abilities. Hermione's two chosen abilities are Intelligence and Charisma. Intelligence is obvious, but as she matures she seeks to enter the political arena and is shockingly good at it. You have your targets. Destroy them at will.

Breaking Skills. While breaking skills, roll a d4 when targeting her specific listed skills, where 1 is Arcana, 2 is History, 3 is Medicine, and 4 is Persuasion. 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. Hermione's background is either Folk Hero, Sage, or Lorehold Student. Roll a d3 when attempting to break her background, where 1 is Folk Hero, 2 is Sage, or 3 is Lorehold Student. 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. The same rules for her escape and getting loose apply for when she has been captured. She will look for anything she can use as a wand, using disguise self or nondetection to get around the care facility. Once she has a wand she will free anyone she comes across, and use arcane eye, detect thoughts, and locate object to learn about where she is, making escape easier.

LOCATION: MAGIC SCHOOL

A magic school where anything can happen!

d6 Result

- 1 **Mobile Walkway!** The walkway you are on suddenly begins to move! Roll 1d2; on a roll of 1 or 2, the walkway now leads closer to your target, bringing the two of you closer together. On a roll of 3 or 4, the walkway has separated the two of you and now leads to the furthest point on the map from your target.
- 2 **Haunted Portraits!** The portraits are all haunted and the images in them move. They have line of sight on anyone that can see them, can talk to one another, and will tell anyone with magic what they can see. Any magicians can pass messages to one another, will know if anyone is hidden on the map and where they are, and have advantage on their next attack against a target that is in line of sight of the portraits. The magician must be in line of sight of one or more of the portraits to benefit.
- 3 **Army For/Against the Dark Arts!** 1d4+2 apprentices, as found on page 259 or Mordenkainen Presents Monsters of the Multiverse, appear at the exit inbetween the captors and the potential captive. Roll 1d6; on an even result, they attack the captors and try to help the captive escape. On an odd result, they attack the potential captive and ally with the captors. They retreat if they lose half their numbers, and if both are ever present they attack one another.
- 4 **Ghost!** A ghost attacks whoever is closest to it. Roll 1d4; on an odd result, it appears closer to the captive. On an even result, it appears closest to the strongest captor. The ghost stat block can be found on page 147 of the Monster Manual. It vanishes after 1d4 rounds.
- 5 **Faculty Member!** A faculty member shows up to discover what all the fuss is about and mostly just wants to be left alone. It will attack everyone in an effort to get everyone to be quiet, figuring that it can solve what's happening later. It can be persuaded to side with one side or the other. The faculty member uses the mage stat block as found on page 347 of the Monster Manual.
- 6 **Nothing!** Nothing happens this round. That probably won't last.

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>.

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