



ESTEL AGUIRRE

Medium humanoid (human), lawful good

Armor Class 15 (armor)

Hit Points 45 (3d10 + 15)

Speed 30ft.

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

Skills Athletics +7, Investigation +5, Perception +3, Survival +6

Condition Immunities frightened

Senses passive Perception 13

Languages English, Portugese, Spanish, Swedish

Challenge 3 (700 XP)

Aggressive. As a bonus action, Estel Aguirre moves up to half her speed towards a target and uses her Multiattack.

Back Up (1/Encounter). The first time Estel Aguirre is reduced to half her hit points or less, she summons 1d4+1 police officers that are loyal to her. These police officers have the same stat block as Guards, as found on page 347 of the Monster Manual, but they use batons instead of spears and do bludgeoning damage instead of piercing damage.

Second Wind (1/Encounter). Once she's lost more than half her hit points, Estel Aguirre can use a bonus action to give herself 2d10 hit points.

Estel Aguirre grew up in the bad days of Wood Oak City, when the Syndicate was thoroughly in charge of everything and no one dared to challenge them. Her parents very strongly believed in law and order, and she often watched television that made police officers look like heroes. While there was little evidence of that in her home city, she decided at a young age that it was an ideal worth living up to.

She dedicated herself to serving the law and defending order, working herself to the bone to the best police officer she could be. She went through every possible bit of extra training she could, ranging through SWAT, stunt driving and cycling, armed and unarmed combat, profiling, whatever would allow her to be the cop she felt her city needed.

When she graduated at the top of her class, she was fast-tracked for leadership and public relations roles, being a female minority with a statuesque figure who knew how to direct the press and control crowds. Rather than be a mere figurehead, however, she quickly found herself being answerable to only the oldest and most powerful cops in the city.

She is their shining knight, the example all cops strive to live up to - an unstoppable force of nature that will enforce the law and protect order, no matter the cost.

ACTIONS

Multiattack. Estel Aguirre makes three Unarmed Strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. Once per turn, the adept can cause one of the following additional effects (choose one or roll a d6):

1-2: Knock Down. The target must succeed on a DC 13 Dexterity saving throw or be knocked prone and Estel can make one unarmed strike as a bonus action. This bonus unarmed strike does not have an additional effect.

3-4: Push. The target must succeed on a DC 13 Strength saving throw or be pushed up to 10 feet directly away from Estel and knocked prone.

5-6: Disarm. The target must succeed on a DC 13 Constitution saving throw or have their weapon taken from them. Estel Aguirre may use that weapon on this creature as a bonus action. Estel Aguirre discards the weapon at the end of her turn.

REACTION

Grenade (Recharge 6). If Estel is knocked down to half her hit points or is missed by a ranged or melee attack, she tosses a grenade at the creature who hurt her or missed with the attack, or to a space within 30ft of her, whichever is closer. The grenade then detonates.

Every creature within 10ft. of the space where the grenade landed must make a Dexterity save, DC 13, taking 2d6 fire damage and being knocked prone on a failed save, or taking half damage on a successful save.

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CAPTURING ESTEL AGUIRRE

Estel is a blunt instrument who is more than capable of taking down the toughest warriors in direct combat, and will keep following anyone that crosses her path.

She needs to be stopped.

Gathering Intel. Estel is not hard to find. Commit a high-profile crime in Wood Oak City and she will show up to arrest you, allowing you to pick the location of your attempt to capture her. Beyond that, he is often at police precincts or on her way to crime scenes.

She is almost never in her neglected one-bedroom apartment, and the graveyard of poor cacti she fails to keep alive is proof of that.

Estel Aguirre may also be called in to investigate mysterious disappearances in other cities, so there is a chance of her coming after an ICF team that is not prepared for her if that team has been operating in one area for too long.

Combat. Charge!

Estel Aguirre charges for the closest target and attempts to beat them down into paste. She'll focus on the biggest obvious threat first - she doesn't know about magic, but once she figures out what is happening she'll be savvy and practical enough to close the distance and turn any binder she can get her hands on into paste via *unarmed strike* and *knock down*.

She doesn't care much about collateral damage or criminal casualties suffered in the line of duty - she is very much judge, jury, and executioner to anyone resisting arrest - and is tends to keep an eye on what's going on around her. If she can throw her enemies into traffic or off of high places using a combination of *unarmed strike* and *push*, she will.

She is, however, very protective of the civilians in her care. anyone that hits a civilian is likely to have their weapons turned against them by her *unarmed strike* and *disarm* combination. She gets three chances to use this on a single target and can strip multiple weapons from a target on her turn, making that target less dangerous and mangling them at the same time.

Attacking Estel is dangerous - if you miss, she is going to try and hit you with a grenade. Grenades effect a small area, which can damage entire ICF teams if they aren't watching their spacing. Her range for these attacks is thanfully not great, but her ability to use them as counterattack can be lethal.

If she's taking damage, she'll take a moment to use her *Back-Up* and *Second Wind* traits, then rejoin the fight. She's not the sort of person to stop fighting until she's been completely defeated, and she will continue coming until she's lost consciousness.

Of not on that front: if an ICF team retreats from fighting with her, she will pursue that team and she will keep coming until she either has that team in custody or she is put down.

Note also that her *Back-Up* and *Second Wind* traits reset after an Encounter, meaning she can use them again between one encounter and the next. Retreating and regrouping when dealing with her is simply not a wise option; once engaged, she needs to be put down.

TRANSPORTING ESTEL AGUIRRE

If she regains consciousness, Estel will try and break her bonds using her Athletics skill.

She's not much of an escape artist.

BREAKING ESTEL AGUIRRE

Estel has read about the horrors that the Syndicate inflicted on people, and specifically the sorts of things Mr. X was capable of. Part of her job has also given her insight into the very worst humanity has to offer on both sides of the law.

This doesn't mean she's ever been a victim of any of it herself, however, and that is a whole other thing.

Breaking Abilities. Estel has concentrated on her physical presence and prowess, and developing a toughness that allows her to shrug off ost injuries. Her primary abilities are her Strength and Constitution.

Breaking Skills. Estel has concentrated more on the physical part of being a cop - she's not the best at reading people in the moment, but she's surprisingly good at putting things together after the fact and paying attention to the world around her.

While breaking skills, roll a d4, where 1 is Athletics, 2 is Investigation, 3 is Perception, or 4 is Survival.

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.

Breaking Background. Estel Aguirre's Background is either City Watch, Investigator, Knight, or Soldier. Roll 1d4 when attempting to break her background, where 1 is City Watch, 2 is Investigator, 3 is Knight, or 4 is Soldier.

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. Estel Aguirre is not exactly subtle. She'll do what she can to bludgeon her way out of captivity, so it is suggested that the strongest possible restraints are used to keep her bound until she can be properly broken in.

If she does get out, she will not be able to access her Back-Up trait or Grenade reaction, but she is still a formidable fighter that can take out guards and workers on her own without much difficulty. Her goal will be to stay free and get help, and she will be horrified to learn that other people are imprisoned and will do her best to free them.

Uniquely, this can be an opportunity to turn her by explaining that the other captives are criminals and that this is their duly and legally mandated sentence, and that she, herself, is waiting for trial. If she can be convinced that the ICF if a legally appointed prison, she may even turn herself in or work with the ICF going forward of her own volition.

She doesn't like vigilantes much, and so provided she can be kept from people that are inarguably "good" (targets like Elika of the Ahura, Abby Walker, and Utena Tenjou, for example), she could become a powerful and willing ally.

If she becomes convinced the ICF is her enemy, however, she will do everything in her power to free as many people as possible and get back to Wood Oak City, where she will contact as many allies as she can (Blaze, Axel, Adam, Zan) and bring the full weight of their power to bear on the facility.

She will not rest until she brings the ICF down if this becomes the case; she can't give anything up, and she will follow every fight she gets involved in to the bitter end.