

ICONIC FACTION FEATURES

An Acquisitions Incorporated campaign frequently pits the characters against rival franchises and enemy factions. This section provides iconic features that can be added to any monster or NPC stat block to make that stat block representative of a specific faction, allowing employees of organizations such as Dran Enterprises or the Six to show off specific training or tactics endemic to those organizations.

Not all monsters or NPCs in the employ of a faction need to have faction features. Lower-ranked members of an organization might have only one iconic feature, with that feature replacing some other aspect of their stat block. Faction leaders and specialist field operatives might have all the iconic features, in addition to the regular features of their stat block. Each set of iconic faction features comes with a list of NPCs that work well as members of that faction, but those are only suggestions.

Many faction features increase the relative challenge of a creature, and thus can increase the threat level of an encounter. Be especially aware of this if you add faction features to multiple foes in a combat encounter, and think about decreasing the number of foes to keep the encounter balanced.

ICONIC DRAN ENTERPRISES EMPLOYEE

The iconic employee of Dran Enterprises has two goals over and above all others: serve Dran Enterprises loyally, and prove the superiority of Dran Enterprises over Acquisitions Incorporated. Enemy franchises are to be undermined, defeated, and acquired at any cost.

Recommended NPCs: Bandit captain, guard, veteran (*Monster Manual*); bard, swashbuckler, transmuter, warlock of the archfey (*Volo's Guide to Monsters*)

Corporate Focus. The creature has advantage on saving throws against being charmed, and has advantage on Wisdom or Charisma checks made as part of a contest.

Freeze Assets (1/Day). The next time this creature hits with an attack, it can use a bonus action to cause the target of the attack to make a DC 13 Constitution saving throw. On a failed save, the target is paralyzed until the start of its next turn.

Hostile Takeover (1/Day). When a visible attacker within 15 feet of this creature makes an attack roll, this creature uses its reaction to force the attacker to make a DC 13 Wisdom saving throw. Unless the save succeeds, this creature forces the attack roll to be rerolled against a different target of its choice (other than the attacker) that is within the attack's range.

ICONIC NOBLE KNIFE AGENT

The iconic Noble Knife agent sees Acquisitions Incorporated as just another power-hungry group inevitably getting in the way of their own order's principled stand against tyranny. And maybe a few of the higher-ups in Acq Inc need to be looked at a little more closely in that regard.

AGENT OF THE NOBLE KNIFE



Recommended NPCs: Acolyte, mage, spy, thug (*Monster Manual*); archer, enchanter, swashbuckler (*Volo's Guide to Monsters*)

Noble Strike (1/Day). The next time this creature hits with an attack, it can use a bonus action to cause the target of the attack to become frightened. An affected target can make a DC 13 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Ready to Fight. This creature has advantage on attack rolls against any creature that is surprised.

Reality Slip (1/Day). As a reaction when this creature is hit by an attack, it can move up to its speed without provoking opportunity attacks, then can make one melee weapon attack.

ICONIC ZEALOT OF THE SILVER SLIVER

The iconic zealot of the Silver Sliver is guided by a desire for justice and good, but appears to have no grasp of business or market forces. Zealots hide behind