

### PENDRAGON BEESTINGER

Able arcanist Pendragon Beestinger took over as “B” Team cartographer after Brahma Lutier left the group. In fact, his first assignment was to assist in the team’s attempts to apprehend the wandering bard. An adopted child of the “C” Team’s Rosie Beestinger, Pendragon is his mother’s foil in almost every way—including his goal of wanting to mainstream some of the family’s rumored criminal interests. Pendragon has, in fact, attempted to kill his mother—and been killed himself in the process. Despite his having been resurrected at Rosie’s request, things remain cool between the two.

Pendragon was kicked out of wizarding school as a result of the dark rumors following the Beestinger clan. Now a self-taught mage, he specializes in making use of the dangerous spells and weird trinkets he often comes across in his role as a kind of arcane archaeologist. Seeking out the family feeling that an adventuring group provides keeps him in the “B” Team, even if that unfortunately comes with Oak Truestrike as a kind of father figure.

### PHOENIX ANVIL

The “B” Team hoardsperson, Phoenix Anvil is a servant of Waukeen and a soft-spoken sort. Really soft. Like, he talks so infrequently that even he might not recognize his own voice. Phoenix comes from the streets, where he grew up a fighter until a job sweeping the steps of a small temple of Waukeen showed him a new path. His hunger for coin as an adventurer is thus guided by his knowledge of what it is to do without.

More of an object individual than a people person, Phoenix is obsessively dedicated to the franchise’s assets and accounts. Thankfully, he includes his fellow members among those assets, making him fiercely loyal. However, Oak Truestrike is the only team member he’s ever really warmed to, which doesn’t do either of them any good.

## HOUSE DRAN

As the renowned head of Acquisitions Incorporated and totally not a Masked Lord of Waterdeep, Omin Dran sometimes seems the epitome of the self-made humanoid. But those who know the story of Omin’s rise to power know the importance of his family to that story—and the complicated relationships that continue to bind Acquisitions Incorporated to the women of House Dran.

### AUSPICIA DRAN

The youngest sister of Omin Dran, the half-elf Auspicia Dran had her life torn apart as a child when she was seized by a mysterious creature called the Wandering Crypt. Having spent long years in a kind of dark dream within the crypt, she was saved in the end by her brother Omin’s tireless efforts and the valor of his handpicked “C” Team. Now returned safely to the world—and with the false Auspicia of the crypt’s creation slain—she focuses on trying to discover her own identity and to work through the ongoing complications arising from her ordeal.

When Auspicia emerged from the Wandering Crypt, she carried within her a growing level of psionic power. She can’t help but read others’ minds, but finds that wearing a diamond earring helps tamp that unwitting ability down. This magic has also left her connected to the crypt in a way she doesn’t understand, even as it grants her occasional memories of others still trapped there and an awareness of faraway places. In combat, she manifests an instinctive knowledge of events before they happen, often making use of this ability to bring a fight to a standstill that encourages parley. But she has only just begun to explore her full precognitive potential.

### PORTENTIA DRAN

Now the owner and driving force behind Dran Enterprises—perhaps Acquisitions Incorporated’s most notable rival in the adventuring-for-profit-and-power biz—Portentia Dran is more than she appears to be. Quite literally. The person known as Portentia is actually a changeling, who took the place of the real Portentia before her fifth year.

