

## THE "B" TEAM

Though its exploits are not as well known as those of fellow franchisees the "C" Team, the Acquisitions Incorporated "B" Team has a solid reputation for getting things done. Often traveling together in the guise of a musical group, the team is best known for its "whatever, whenever, whenever" mission statement and a predilection for extreme violence. (If you meet any of its members, don't talk about the vampires. Just don't.)

### BRAHMA LUTIER

Formally a former member of the "B" Team, Brahma Lutier is a gifted cartographer, spy, and troubadour. Tutored in at least the latter of those vocations by Audra Courtier (wife of Propha Dran and co-owner of the Dran & Courtier inn of Red Larch), Brahma's specialty is a song of domination that is legendarily difficult to resist.

### BRAHMA LUTIER

Medium humanoid (elf), neutral

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	11 (+0)	13 (+1)	16 (+3)

**Skills** Perception +3, Performance +5, Persuasion +5

**Senses** passive Perception 13

**Languages** Common, Elvish

**Challenge** 2 (450 XP)

**Fey Ancestry.** Brahma has advantage on saving throws against being charmed, and magic can't put her to sleep.

**Spellcasting.** Brahma is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): *mage hand*, *message*, *vicious mockery*  
1st level (4 slots): *charm person*, *heroism*, *illusory script*, *sleep*, *unseen servant*

2nd level (3 slots): *cloud of daggers*, *invisibility*

**Taunt (2/day).** Brahma can use a bonus action to target one creature she can see within 30 feet of her. If the target can hear Brahma, it must succeed on a DC 13 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Brahma's next turn.

### ACTIONS

**War Lute.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Song of Domination (3/day).** Brahma targets one creature that can see or hear her, which must succeed on a DC 13 Wisdom saving throw or be charmed by her for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success. It has disadvantage on these saves if being charmed by Brahma is something the target openly or secretly desires. For 1 hour after the charm effect ends, the target has disadvantage on Intelligence, Wisdom, or Charisma checks made as part of a contest with Brahma.

Her retirement is said to be connected to a falling out with husband Oak Truestrike, and Brahma has been operating as a solo agent for some time now. Known for a personality that is murderous and cheery in equal part, she utilizes an instrument of dragonborn design in combat. Known as a war lute, this unique item comes replete with hidden storage and powerful weaponry.

### OAK TRUESTRIKE

Oak Truestrike is the "B" Team's decisionist—and, depending on who you talk to, a reincarnated demigod. (It's a long story.) Those who know him acknowledge his confidence, his arrogance, and his odd ability to engage with others by somehow saying exactly what each listener wants to hear. Whether this is some subtle magical ability or simply grifter's charm, he makes good use of it either way.

Oak becomes a radically different person with each of his reincarnations, flipping between neutral good and neutral evil. His memories of past lives have been fractured by his many deaths, but he spends each new life accounting for the previous life in a karmic-ledger kind of way. His current incarnation embraces the good side. Mostly. Except for that occasional toxic bitterness. Oh, and the misanthropy. Actually, if you end up hating this guy, it's probably not your fault.

### OAK TRUESTRIKE

Medium humanoid (elf), neutral good/neutral evil

Armor Class 15 (studded leather)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	11 (+0)

**Skills** Nature +3, Perception +3, Performance +2, Stealth +5, Survival +3

**Senses** passive Perception 13

**Languages** Common

**Challenge** 2 (450 XP)

**Fey Ancestry.** Oak has advantage on saving throws against being charmed, and magic can't put him to sleep.

**Keen Hearing and Sight.** Oak has advantage on Wisdom (Perception) checks that rely on hearing or sight.

### ACTIONS

**Multiattack.** Oak makes three attacks with his hooked daggers or his hand crossbow.

**Hooked Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

### REACTIONS

**Return the Favor (3/day).** When Oak takes damage from a melee weapon attack, he can make a hooked dagger attack.