

their masks as they carry out their pro bono heroics, and chastise other hard-working adventurers at every opportunity.

Recommended NPCs: Berserker, knight, priest (*Monster Manual*); diviner, war priest (*Volo's Guide to Monsters*)

Touch of the Mask (1/Day). As an action, this creature thrusts a mask into the face of another creature within 5 feet of it, forcing that creature to make a DC 13 Dexterity saving throw. On a failure, the target is stunned until the end of its next turn. A creature that has no face, or whose face is fully covered by a mask or helmet, is immune to this effect.

True Believer (1/Day). As a reaction when this creature fails a saving throw against being charmed, it can reroll the saving throw.

Zealot's Justice (1/Day). As an action, this creature unleashes a cacophony of platitudes that can leave others reeling. Each creature of its choice within 30 feet of it that can hear it must succeed on a DC 13 Wisdom saving throw or be restrained. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.



SILVER SLIVER ZEALOT

ICONIC AFFILIATE OF THE SIX

The iconic affiliate of the Six aims not to acquire rival franchises, but to destroy them completely. Affiliates of the Six love to toy with their foes, revealing the full extent of their evil only as they prepare to eradicate those foes.

Recommended NPCs: Bandit captain, berserker, cultist, cult fanatic (*Monster Manual*); blackguard, conjurer, illusionist, warlock of the great old one (*Volo's Guide to Monsters*)

Glimpse of the Beyond (1/Day). As an action, this creature provides a glimpse into its true nature by extolling the madness of the Far Realm. Each creature within 30 feet of this creature that can see and hear it must succeed on a DC 13 Intelligence saving throw or be blinded. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Something Feels Off (1/Day). When a visible attacker within 5 feet of this creature makes an attack roll against it, it can use its reaction to unleash a pulse of distracting otherworldly power, imposing disadvantage on the attack roll.

Touch of Madness. This creature has advantage on saving throws against being charmed or frightened.

ICONIC FRANCHISE FEATURES

The line between competitors and enemies can be razor thin in an Acquisitions Incorporated campaign, and franchise members will often find themselves bumping heads with the members of other Acq Inc franchises. Things might even get rough sometimes. It's just business.

The following iconic features can be added to NPC or monster stat blocks to represent company positions similar to those of the characters. These features are inspired by the company positions in chapter 2 but are intended only for quick use in combat encounters, and thus do not recreate all of a position's features in NPC form. DMs creating NPCs who have company positions can use additional position features from chapter 2 for those NPCs as desired.

Other factions such as the Six or Dran Enterprises have employees that take on company positions similar to those adopted by members of Acq Inc. These features can be used for members of those factions as well, either on their own or added to the faction features from the previous section.

A monster or NPC that has a company position always carries the special items granted by that position (a cartographer's *spyglass of clairvoyance* and *cartographer's map case*, a hoardsperson's *living loot satchel*, and so forth). As normal, these items do not function for anyone else, and will be actively sought out by the organization that owns them if they are lost or stolen.