



FLABBERGAST

Medium humanoid (human), lawful neutral

Armor Class 12 (15 with mage armor) Hit Points 40 (9d8) Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	13 (+1)

Saving Throws Int +5, Wis +3

Skills Arcana +5, Diplomacy +3, History +5, Perception +3

Senses passive Perception 13

Languages Common, Draconic, Elvish, Gnomish

Challenge 4 (1,100 XP)

Spellcasting. Flabbergast is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation
1st level (4 slots): detect magic, mage armor, distort value,* sleep
2nd level (3 slots): gift of gab,* misty step, suggestion
3rd level (3 slots): fast friends,* fly, lightning bolt
4th level (3 slots): greater invisibility

5th level (1 slot): cone of cold

*New spell introduced in chapter 3

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

FLABBERGAST

Not much is known of the mysterious and aloof majordomo of Acquisitions Incorporated Head Office, the mage known as Flabbergast. It's said that he hails from Neverwinter, and that his wealthy family helped erect and carve the famous Dolphin Bridge in that city. Although he detests physical labor, Flabbergast is a bit of a bridge builder in his own way, always striving to bring people together and flexing his diplomatic muscles. A pacifist bureaucrat, he abhors violence, and rarely puts his magical prowess on display.

One thing that is known (though it's seldom spoken of) is that Flabbergast once worked for Dran Enterprises, and specifically for Portentia Dran. He carries a certain amount of guilt around being complicit in certain Dran Enterprises' dealings, and helped Acquisitions Incorporated on the side even before taking up an official role with the company. Though Head Office certainly trusts him, others might wonder where his true loyalties lie.

Flabbergast's familiar, Mister Snibbly, uses the cat stat block.

THE "C" TEAM

The Acquisitions Incorporated "C" Team is an upand-coming adventuring franchise whose members have proven themselves able to handle the most dire threats—and equally able to fully capitalize on the resultant marketing opportunities. Tales of the group's adventures are well known across the North and the Sword Coast. But less well known to many is that the "C" team did not come together by mere chance.

Walnut Dankgrass, Rosie Beestinger, Donaar Blit'zen, and K'thriss Drow'b were all hand-selected for membership in Acquisitions Incorporated by founder Omin Dran, based on an experience he'd had as a young man. Upon entering a creature called the Wandering Crypt, Omin saw a vision of the heroes who would deliver his sister from that same creature years hence—and later created the "C" Team as a manifestation of his lifelong goal of seeing Auspicia Dran returned to the world.

The "C" team is headquartered in the small town of Red Larch, residing at the Dran & Courtier inn. The fact that the proprietor of this inn is one Prophetess "Propha" Dran, mother of Omin Dran, is entirely coincidental but a totally excellent strategic and cost-saving move.

DONAAR BLIT'ZEN

Everybody cooooool out!

The hulking dragonborn decisionist of the "C" Team, Donaar Blit'zen is an icon of brash confidence and warrior chill. He is known for his furious skill in battle, and for his propensity to fall asleep as soon as a fight is done (as well as countless other inopportune times). More immediately notable is the unique physical trait that all members of his clan bear—a stylish tail that is rare and often considered a deformity among dragonborn.

As with his tail, an odd quirk of heritage makes Donaar's acid breath more of a signature vomiting, giving rise to a driving paranoia that this regurgitation might damage his teeth. As testaments to his obsession