



Zhentarim

Greetings. You're one of us now—one of the Zhentarim. Welcome to our family, where you belong. We are the purveyors of your fondest wishes and darkest dreams.

You don't even know how grand your life's about to be. Gone are the days of waiting for your turn; from now on, it's always your turn. Gone, too, are the days of wanting what you can't have. If you can see it, you can have it. It's yours. There's only one rule, and it's a simple one: Zhentarim first. Follow that rule, and yours will be a life of favor and fortune.

The world is full of sheep and our role is not to shepherd, but to shear. Those who'd call themselves shepherds are liars and charlatans, and cowards besides. Of course, this is not a world of only sheep and shepherds; there are wolves too. Wolves that would feast on our sheep, denying us our claim to wool and meat—and anything else we might desire. If those wolves try to keep us from our rightful bounty, we'll defend what is ours, so that all others might look upon the Zhentarim and see the price of their folly.

So go out, my brethren, and do what you will. Pluck whatever fruit you desire from any orchard, and drink deeply the wine of power; you'll find your glass is now bottomless. There is nothing, any longer, that can be denied to you. No longer have cause to fear anyone nor want for anything—just so long as you remember that it is the Zhentarim that granted you these things.

The Longfingers



D&D ADVENTURERS LEAGUE

CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

RACE

ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

CHARACTER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

___ Strength
 ___ Dexterity
 ___ Constitution
 ___ Intelligence
 ___ Wisdom
 ___ Charisma

SAVING THROWS

___ Acrobatics (Dex)
 ___ Animal Handling (Wis)
 ___ Arcana (Int)
 ___ Athletics (Str)
 ___ Deception (Cha)
 ___ History (Int)
 ___ Insight (Wis)
 ___ Intimidation (Cha)
 ___ Investigation (Int)
 ___ Medicine (Wis)
 ___ Nature (Int)
 ___ Perception (Wis)
 ___ Performance (Cha)
 ___ Persuasion (Cha)
 ___ Religion (Int)
 ___ Sleight of Hand (Dex)
 ___ Stealth (Dex)
 ___ Survival (Wis)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

D&D ADVENTURERS LEAGUE™



AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER NAME

CHARACTER APPEARANCE

Faction Rank

FACTION

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE

CHARACTER BACKSTORY



ADVENTURE LOGSHEET

Record each session of play below. Express downtime totals in daily increments. Record certified and non-certified permanent magic items (all magic items except for potions, scrolls, and some wondrous items).

CHARACTER NAME	CLASSES AND LEVELS	FACTION
PLAYER NAME	DCI #	SHEET #

Adventure Name	Session #	Date	DM Name and DCI #	
Starting XP	Starting Gold	Starting Downtime	Starting Renown	Starting # of Magic Items
XP Earned	Gold +/-	Downtime +/-	Renown Earned	Magic Items +/-
XP Total	Gold Total	Downtime Total	Renown Total	Magic Items Total
Adventure Notes/Downtime Activity _____				

Adventure Name	Session #	Date	DM Name and DCI #	
Starting XP	Starting Gold	Starting Downtime	Starting Renown	Starting # of Magic Items
XP Earned	Gold +/-	Downtime +/-	Renown Earned	Magic Items +/-
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Starting XP	Starting Gold	Starting Downtime	Starting Renown	Starting # of Magic Items
XP Earned	Gold +/-	Downtime +/-	Renown Earned	Magic Items +/-
XP Total	Gold Total	Downtime Total	Renown Total	Magic Items Total
Adventure Notes/Downtime Activity _____				



ZHENTARIM MEMBERSHIP

You are a member of the Zhentarim, an unscrupulous shadow network that seeks to expand its influence and power throughout Faerûn. Your organization's goals include:

- › Amass wealth
- › Look for opportunities to grow power
- › Gain influence over important people and organizations
- › Dominate Faerûn

You begin as a *Fang*, the first rank of five in the Zhentarim. As a Fang, you can earn renown points in your faction and participate in some faction events. Each rank beyond this one provides you with additional benefits. You progress in ranks by earning renown points through participation in D&D Adventurers League™ adventures. Record your current rank on your character sheet. The benefits of each rank are detailed in the D&D Adventurers League Player's Guide, available on **DungeonsandDragons.com**.



CHARACTER NAME

PLAYER NAME



JOIN US AND PROSPER.
OPPOSE US AND SUFFER.

FACTION RANKS · REQUIREMENTS · BENEFITS

RANK

ONE

FANG

No requirement
(available at
character creation)

*Participate and earn
renown points*

RANK

TWO

WOLF

3 renown points

*Apprentice to
mentor and access to
secret missions*

RANK

THREE

VIPER

10 renown points,
complete one secret
mission, 5th level

*Access to a
faction-specific
downtime activity*

RANK

FOUR

ARDRAGON

25 renown points,
complete three
secret missions,
11th level

Become a mentor

RANK

FIVE

DREAD LORD

50 renown points,
complete ten secret
missions, 17th level

*Become a
faction leader*

For more information on faction benefits, see the D&D Adventurers League™ Player's Guide.



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