



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.



	DED				44
ADy	ENTURERS /				T
File		CLASS & LEVEL	BACKGROUND	PLAYER NAME	FACTION
	\mathbb{N}	RACE	ALIGNMENT	EXPERIENCE POINTS	DCI NUMBER
	CHARACTER NAME				
STRENGTH DEXTERITY CONSTITUTION	INSPIRATION PROFICIENCY BONUS PROFICIENCY BONUS CStrength CConstitution CConstitution CConstitution CCharisma SAVING THROWS	ТЕМ	PORARY HIT POINTS		ONALITY TRAITS
INTELLIGENCE WISDOM CHARISMA	O Acrobatics (Dex) O Animal Handling (Wis) O Arcana (Int) O Athletics (Str) O Deception (Cha) O History (Int) O Insight (Wis) O Insight (Wis) O Intimidation (Cha) O Investigation (Int) O Nature (Int) O Performance (Cha) O Performance (Cha) O Religion (Int) O Sleight of Hand (Dex) O Stealth (Dex)		ATK BONUS DAMAGE/TYPE		FLAWS
	O Survival (Wis)		CKS & SPELLCASTING		
	PASSIVE WISDOM (PERCEPTION)				
OTHER P	ROFICIENCIES & LANGUAGES		EQUIPMENT	FEAT	URES & TRAITS

D ôđ		
ADVENTURERS /		
	IGE HEIGHT	
	YES SKIN	HAIR
CHARACTER NAME		
	Faction Rank	FACTION
V		
CHARACTER APPEARANCE	ALLIES & ORG	SANIZATIONS
	ADDITIONAL FEA	ATURES & TRAITS
	TOTAL NON-CONSUMABLE MAGIC ITEMS	

TM & © 2014 WIZARDS OF THE COAST LLC IN THE USA AND OTHER COUNTRIES. PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY. 670B11828001



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	FA	CTION
PLAYER NAME		DCI #	SH	IEET #
Adventure Name	Session #	Date	DM Name and DCI #	

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 +/-
 XP Total	Gold Total	Downtime Total	Renown Total	Magic Items Total
Adventure Notes/Downtin	ne Activity			

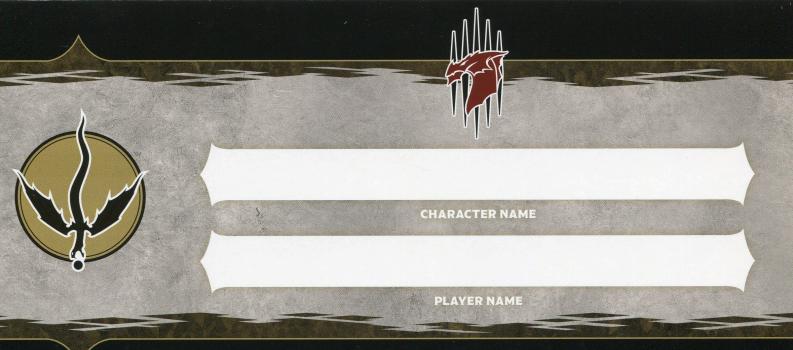
Adventure Name	Session #	Date	DM Name and DCI #	
Starting XP	Starting Gold	Starting Downtime	Starting Renown	Starting # of Magic Items
XP Earned	Gold +/-	Downtime +/-	Renown Earned	Magic Items +/-
XP Total	Gold Total	Downtime Total	Renown Total	Magic Items Total
Adventure Notes/Downtin	ne Activity			

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**.





JOIN US AND PROSPER. Oppose us and suffer.

FACTION RANKS · REQUIREMENTS · BENEFITS



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



© 2014 Wizards-

