

# ZHENTARIM (DOOM RAIDERS) FACTION RENOWN BENEFITS

DESIGNED FOR USE IN THE FORGOTTEN  
REALMS USING THE DOOM RAIDERS  
ZHENTARIM BRANCH IN WATERDEEP

BY: JACOB REED



## **LEGAL**

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# BRIEF INTRODUCTION

Herein you will find detailed descriptions of the Doom Raider Zhentarim faction rewards based on points of acquired renown. I developed and compiled this document for the home campaign in Forgotten Realms that I run, and I envision this work being used by DMs and Players embarking on adventures and campaigns within the city of Waterdeep in the Forgotten Realms, particularly in the Waterdeep: Dragon Heist adventure where the Doom Raiders have a presence.

During the early chapters of that adventure, the players may have several opportunities to join the Doom Raiders, and some missions are provided for players who do choose to join them along with renown points for successful completion. While there are some examples provided for how the Doom Raiders might help their members during the later chapters of the module, no information is given as to what sort of rewards players might receive based on their renown. This facet of player rewards is largely left up to the DM to imagine based on the Faction Rules for 5th edition.

Because of this gap, and because I have a player who was interested in doing work for the Black Network long-term, I decided to write up this document and share with other DMs and players who want to use them in their own campaigns.

The missions in the Dragon Heist module are also very thin on details, and there are some other wonderful expanded faction missions on DM's Guild that I would recommend for DMs who want to make the missions more interesting as well.

Finally, I did not create specific faction rewards for the top two levels of renown (Ardragon and Dread Lord) and just put ??? for now. This is because the rewards for these levels would likely be very specific to the character's individual desires and goals. To put it another way, Zhents at these top ranks would likely be the ones making up the rewards themselves and/or having risen so high in the Black Network would be a reward in and of itself (power and influence), so I didn't think it made much sense to create general rewards for those ranks.

Finally, throughout this document I use the Waterdhavian terms for coinage (e.g. 1gp = 1 dragon).

So I hope that this work proves useful to those DMs and players who want to give the Doom Raider Zhentarim a bit more presence at their table, and who also want to have a more fleshed-out system of rewards for the faction.

Happy gaming!

## ACKNOWLEDGEMENTS

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To make this work, I referenced a number of sources on the Zhentarim for inspiration and guidance, and I would like to give credit to them here:

- Wizards of the Coast materials (esp. Waterdeep Dragon Heist Adventure)
- Oakthorne.net by Joseph D. Carriker

Finally, I made this document using the highly recommended "Homebrewery," at <https://homebrewery.naturalcrit.com/> which you can use to create your own 5E materials for free.

# ZHENTARIM FACTION (DOOM RAIDERS)

## BASIC FACTION CODE

- "Join us and prosper. Oppose us and suffer."
- The Zhentarim is your family. You watch out for it, it watches out for you
- You are the master of your own destiny. Never be less than what you deserve to be
- Everything and Everyone has a price.

## ZHENTARIM RANKS AND BENEFITS

### RANKS

Renown Rank		Description
1	Fang	An initiate in the Zhentarim. You have to prove yourself still.
3	Wolf	Established member. More important missions given now; sometimes required ones to remain in good standing.
10	Viper	A lieutenant with power and freedom to grow your own powerbase for the Network. You have a voice within the Network now, and much more freedom.
25	Ardragon	Only the brightest and best are at this level. Mercenaries and agents are at your beck and call and many vye for your attention within the Network.
50	Dread Lord	There are very few of these. They are the stuff of legends within and outside the Network and wield incredible power and influence on the Sword Coast and beyond.

### BENEFITS

Rank	Benefits
Fang	Insignia, Funding, Missions
Wolf	Discounted Loans, Flying Snake, Mercenaries, Discounted Training, Discounted Goods
Viper	Special Item Procurement, "Removal," Taskforce
Ardragon	???
Dread Lord	???

## DESCRIPTION OF BENEFITS

### INSIGNIA (FANG)

Your insignia is a silver coin with the symbol of the Zhentarim on it which appears to a viewer only if they focus on the "tails" side of the coin for 3 seconds. This is used to Zhentarim agents to identify themselves to allies and they are expected to keep their affiliation a secret from others to avoid liabilities. Affiliation with the Black Network should only be revealed to highly trusted individuals and other known agents.

### FUNDING (FANG)

Ideally for each mission you take on, you should cover your monetary needs yourself. However, for a mission you are on for the Zhentarim, you can acquire additional up-front funding if necessary. In principle, this needs to be paid back to the Network either by reducing your payout or by paying back at an agreed-upon length of time (usually a Tenday).

The limit on how much funding for a mission you can receive is based on the following formula:

#### MISSION FUNDING LIMIT

$$\text{Renown} \times 50 \text{ dragons}$$

The Network will not give any Funding for missions they do not deem it appropriate for. If the funds are not repaid, then the Network will no longer give missions and the member's Renown will be locked until it is repaid.

### MISSIONS (FANG)

The Zhentarim will give missions to members from time to time. These missions are optional to do for the most part until you are a Wolf rank, at which point you will sometimes be *required* to do certain missions to remain in good standing with the Network and continue rising in Renown.

The missions will almost always have some kind of payout depending on the danger level, length of time it will take to complete, and other factors as determined by the person giving the mission.

Items of value and coin found during a mission are expected to be reported to your superior/contacts within the Network, as a part of any proceeds must be given back to the Network (roughly 10% of treasure that is found is typical). Whatever is left over after this calculation is the property of the agent(s) who took on the mission.

## DISCOUNTED LOANS (WOLF)

Starting at the rank of Wolf, you can take out a loan of coin from the Black Network, no questions asked. The amount can be for as little as 100 dragons and up to 2500 dragons. The interest rate is 5% / Tenday for members, but usually double this for those outside the Network.

Failure to make payments (or pay off) the loan within the agreed upon time or date can result in extremely undesirable circumstances...

## FLYING SNAKE FAMILIAR (WOLF)

At the rank of Wolf, you receive a magical Flying Snake that can be used for things like delivering small packages/items and sending messages. The snake is silent and can make itself invisible.

You can name your familiar whatever you like during your first Long Rest as it becomes attuned to you and knows you as its master.

Once per short rest, it can be used to perform one of the following actions:

- Write a message and have the snake deliver it to someone within 25 miles of your current location.
- Ask the snake to deliver a small item (a few coins, a small pouch of lightweight gems, etc.) to someone within 25 miles of you.

In either case, the snake usually takes at least an hour to fulfill its task depending on how far away it has to fly.

Finally, if the snake somehow perishes or is unable to return to you due to being caught, it will reform near you after 24 hours in a new body. It will not, however, retain whatever it was holding when it died.

## MERCENARIES / GUARDS (WOLF)

As a Wolf, you can hire two classes of Zhentarim mercenaries/guards for whatever purpose you need. This could be to directly help complete a mission you are on where extra muscle is needed, to be your eyes and ears somewhere in the city, to guard a specific place for you, to escort or protect a vulnerable person, and so on. As long as what is being asked wouldn't go against the Network's initiatives and you have the coin to pay for support, there should be no problem.

Sometimes these people are Fangs just getting started and trying to prove themselves. They may have been given a mission by a higher up to assist you, for example. They may simply be outsiders looking for work. The types of mercenaries you can hire and some other details about them are listed based on your current Renown:

## ZHENTARIM MERCENARIES

Renown	Mercenaries	Cost / Day
3	Up to 3 <b>Thugs</b> and 1 <b>Veteran</b>	1gp/Thug, 5gp/Veteran
5	Up to 6 <b>Thugs</b> and 3 <b>Veterans</b>	1gp/Thug 5gp/Veteran
7	Up to 10 <b>Thugs</b> and 5 <b>Veterans</b>	5sp/Thug 3gp/Veteran
9+	Up to 16 <b>Thugs</b> OR* 7 <b>Veterans</b>	Thugs Free for up to 3 Days 3gp/Veteran

### LIMIT ON RETAINERS

*In Waterdeep, it is illegal to retain more than 16 armed individuals unless you are a noble. But of course, no such restrictions would be placed on missions outside of Waterdeep, so depending on availability, more may be able to be hired for members with at least 9 Renown.*

When you have hired mercenaries in this way, they work for you for one day and will perform reasonable tasks within their power and ability. Keep in mind that **Thugs** are usually not very strong except in numbers, are not extremely well-armed, and may not have a great deal of loyalty or connection to the Network. That is to say that if they get caught doing something illegal by the Watch, they are likely to give up your name/whereabouts etc. to protect their own hide.

**Veterans** on the other hand, are much stronger, better armed, and far more entrenched in the Network (they may be on their way to becoming a Wolf themselves). This means that if they do get caught doing something illegal, they are much more loyal and unlikely to give the authorities very much information about who they are working for ("*The Zhentarim is your Family*")

It should also be noted that these mercenaries/guards do not possess any magical capabilities. Think of them as having the abilities of a rogue, ranger, or fighter.

## DISCOUNTED AND INTENSIVE TRAINING (WOLF)

The Zhentarim will offer to teach a Wolf useful skills and can provide training in the following areas to hopeful students:

- Disguise Kit, Poisoner's Kit, Thieves' Tools, Forgery Kit, Gaming Sets (Dice, Playing Cards, Dragonchess, etc.), Alchemist's Supplies
- Skills: Acrobatics, Sleight of Hand, Stealth, Investigation, Deception, Intimidation

The training received takes half the time and coin normally required (see "Training" in Xanathar's Guide to Everything).

## DISCOUNTED GOODS (WOLF)

The Black Network's "Master of Magic" in Waterdeep will sell agents magical potions for a steep discount. The list of what he can produce is here, but he does not always have them in stock. If you want to guarantee he has them, it is best to order them in advance. His shop is located in the Trades Ward. He also sells poisons in the same way, though these are typically not discounted even for members.

### WEIRDBOTTLE'S CONCOCTIONS (POTIONS)

Potion	Cost	Effect
Potion of Healing	35 dragons	Heals 2d4+2 hp
Potion of Greater Healing	150 dragons	Heals 4d4+4 hp
Potion of Fire Breath	150 dragons	Can breathe fire at one target as a Bonus Action to deal 4d6 fire damage or 1/2 damage vs. Dexterity Save of 13. Lasts 1 hour
Potion of Climbing	35 dragons	Gain climbing speed equal to walking speed for 1 hour
Potion of Animal Friendship	85 dragons	Can cast <i>animal friendship</i> as the spell at will for 1 hour. DC 13 save.
Potion of Water Breathing	175 dragons	Can breathe underwater for 1 hour.
Potion of Invisibility	175 dragons	Become invisible for 1 hour. The effect ends if you attack or cast a spell.
Potion of Diminution	200 dragons	You gain the reduce effect of an <i>enlarge/reduce</i> spell for 1d4 hours.
Potion of Growth	200 dragons	You gain the enlarge effect of an <i>enlarge/reduce</i> spell for 1d4 hours.
Potion of Gaseous Form	250 dragons	You gain the <i>gaseous form</i> spell effect for 1 hour.
Potion of Resistance	250 dragons	You gain resistance to a type of damage for 1 hour.
Potion of Flying	350 dragons	You can fly as the spell for 1 hour.
Potion of Silent Steps	85 dragons	You have advantage on Stealth checks for 1 hour and make absolutely no noise when you walk.
Potion of Hill Giant Strength	500 dragons	Change your strength score to 21 for 1 hour.

### WEIRDBOTTLE'S CONCOCTIONS (POISONS)

Poison and Type	Cost/dose
Assassin's Blood (Ingested)	150 dragons
Truth Serum (Ingested)	150 dragons
Crawler Mucus (Contact)	200 dragons
Drow Poison (Injury)	200 dragons
Serpent Venom (Injury)	200 dragons
Malice (Inhaled)	250 dragons
Essence of Ether (Inhaled)	300 dragons
Oil of Taggit (Contact)	400 dragons
Torpor (Ingested)	600 dragons
Wyvern Poison (Injury)	1200 dragons
Midnight Tears (Ingested)	1500 dragons
Purple Wyrms Poison (Injury)	2000 dragons

## BECOMING A VIPER

Once you have attained the rank of Viper, you are well and truly a force to be reckoned with within the ranks of the Zhentarim. In short, this means that there are now more people below you than above you, and you no longer work for any individual. You no longer have one contact to whom you must regularly report, and are largely on your own. This means that the only way that you can raise your Renown past this point is to wholeheartedly dedicate yourself to the Zhentarim: seeking out those of a higher rank, asking them what they need, networking, and generally just making a name for yourself. Also, you can use your power to get the organization to work for *you* in several ways described below.

## BLACK MARKET ITEM PROCUREMENT (VIPER)

You can get the Black Network to procure special (even magical!) items for you from contacts both near and far through the Black Market. You can only ask the Network to find you one item at a time, so most agents only use it to find precious or hard to find items. To do this, you must pay an up front cost in dragons to the organization and then leave the rest to them.

### BLACK MARKET ITEM PROCUREMENT

Type of Item Requested	Time and Cost*
<b>Uncommon Items</b> (e.g. Bag of Holding, Adamantine Armor, +1 Weapon)	500 dragons and a Tenday
<b>Rare Items</b> (e.g. Ring of Spell Storing, Mantle of Spell Resistance, 5th level Scroll)	1000 dragons and two Tendays
<b>Very Rare Items</b> (e.g. Ioun Stones, Helm of Brilliance, 7th level Scroll)	3000 dragons and 1 Month
<b>Legendary Items</b> (e.g. Potion of Storm Giant Strength, Ring of Invisibility, Talisman of the Sphere)	5000 dragons and ???

*\*The cost is only the up front cost to perform a search for the item on your behalf. The total price of the item is not determined until it is found. If the actual cost the Network needed to find the item for you exceeds the up front price, then you must pay the difference. Of course, if the item ended up being cheaper than the up-front cost, then you will be refunded the amount left over!*

## "REMOVAL" (VIPER)

As a Viper in good standing, you can ask the Network to "remove" someone from the picture. Permanently. If you're willing to shell out the coin, you don't have to get your hands dirty dealing with a threat. It will be taken care of no-questions asked in most cases, and the Master of Assassinations guarantees that your reputation won't be damaged in the slightest, and that it won't get back to you in any way.

The cost to have someone assassinated depends greatly on the target's status, defenses, allies, enemies, location, whether or not travel/magic/special items are required and so on. This means that asking for this service to be performed is considered on a case-by-case basis and there is no set cost or amount of time.

In general terms, the Network might charge the following rates:

### ASSASSINATION COST ESTIMATES

Status	Cost
Commoner	"Really? You can't deal with this on your own?" 100 dragons
Merchant, Business Owner, Innkeeper, guard, low-level adventurer etc.	500-1000 dragons per head
Mid-level Adventurer	1500-2000 dragons per head
Nobility / Royalty, High Level Adventurer, powerful figure.	"This is a tough job and will require extreme caution, a lot of resources, and time. You should know the chances of failure or fallback are great." At least 5,000 dragons, and likely over 10,000 dragons

## TASKFORCE (VIPER)

The last and perhaps greatest advantage of a Viper is the ability to requisition lower ranking Zhentarim (usually groups of trustworthy Wolves, or one Wolf and his/her outsider allies) to perform tasks for you.

If you have a base of operations, lower ranking operatives may come to you seeking work, and you can pay them with the coffers of the Network (not even your own coin!). You can also seek other Zhent operatives to work for you on your own by networking with other Vipers, or higher ranking members (Ardragons, Dread Lords).

The types of tasks you can ask them to do completely depend on you, but they should be tasks that the Zhentarim would deem worth their coin. This means that, ideally, whatever the task, it should result in a net GAIN of wealth for all involved either in the form of coin or prestige for the whole family. You have to be accountable to the "Master of Trade and Coin," after all, as well as the Zhents you send on missions.

If your operations end up putting Zhents in harm's way, losing the hard-earned coin of the Network, or otherwise mucking things up, you better make sure that you have a plan for getting them – and the Network itself – out of hot water, or you might be the one who has to answer to the higher ups!

With that warning out of the way, your Taskforce spending is limited to the following:

### TASKFORCE BUDGET

Renown x 100 dragons per Month