

RENOWN RANKS & REWARDS

By adventuring, your character establishes themselves among the denizens of Faerûn. As their reputation grows, they can call in favors from those they have crossed paths with along their journeys.

RENOWN RANK BENEFITS

While characters needn't be members of a faction to accrue renown, some adventures provide additional benefits to faction members.

Characters earn one renown point for every four advancement checkpoints they accrue. Any renown awarded by an adventure (for example, adventures released prior to Season 8) is ignored unless the DM is specifically instructed to award it in the D&D Adventurers League Content Catalog (ALCC). Secret missions are similarly ignored. Characters advance to the next rank immediately once they've earned the requisite amount of renown.

RENOWN BENEFITS

When a character starts a new adventure or hardcover chapter, they may select a single renown benefit granted by any rank they've earned. This benefit carries no cost or value, and items gained can't be sold or traded and are removed if unused by the end of the adventure.

RENOWN RANK & BENEFITS

Rank	Level
1	<i>Potion of healing</i>
2	One piece of equipment from the PHB worth 100 gp or less.
3	Inspiration
4	<i>Potion of superior healing</i> or <i>elixir of health</i>
5	A vehicle with noncombatant crew

RENOWN SUSPENSIONS

Just as your character earns benefits through heroic acts, so too can they lose those benefits through unheroic ones.

Suspended characters can't choose renown benefits at the beginning of a number of adventures as determined by the nature of their suspension:

Long-Term Suspension. Your character loses access to these benefits for **a number of adventures equal to half of the character's level (rounded up; minimum 2)**.

Long-term suspensions can be imposed for the following:

- Attacking another character without the consent of the character's player and the Dungeon Master.
- **DM's Discretion (use sparingly).** This can include such things as hostile behavior against higher-ranking members of the character's faction, being caught committing crimes against the character's faction and/or faction members, etc.

If this type of behavior persists after this penalty has occurred, it is the DM's prerogative to excuse the player from the table without assigning rewards for objectives

completed. Any character so-excused can't replay the adventure that they were excused from.

Short-Term Suspensions. Your character loses access to these benefits for **one adventure**. Short-term suspensions can be imposed for the following:

- The character is witnessed committing a crime (such as violating the laws of Waterdeep)
- The character is found guilty of committing a crime
- **DM's discretion (use sparingly).** This can include things such as acting a manner that is not beneficial to the faction's goals; significant disrespect of persons with legitimate authority, etc.

It is important to note that sometimes these actions are permitted by the other party members (such as everyone involved agreeing that casting *fireball* amidst the party is the only way to eliminate their foes en masse, or when one character offers to be the host for a malevolent spirit so that their allies can effectively destroy it, etc.). In these cases, a DM may allow a character's faction membership and status to remain unchanged. A character that is dominated, charmed, or otherwise forced without their input are exempt from having their renown benefits penalized.

FACTION MEMBERSHIP

Characters are free to join a faction as their membership allows. While most have no special requirements, some do (for example, members of Bregan D'aerthe must be drow). A character may only be a member of a single faction at any time, and earning and maintaining membership in a faction requires a character to use the background feature 'Safe Haven' (from the Faction Agent background, as found in [The Sword Coast Adventurer's Guide](#)).

Characters can leave their faction at any time. To do so, they simply remove the Safe Haven background feature and replace it the background feature they had prior to joining the faction, then set their renown to 0. If the character did not have a previous background feature, they may assign one; once assigned, this feature is subject to the standard character rebuilding rules.