FACTION RANKS · REQUIREMENTS · BENEFITS

RANK ONE
- No requirement (available at character creation)
- Participate and earn renown points

RANK TWO
- 3 renown points
- Apprentice to mentor and access to secret missions

RANK THREE
- 10 renown points
- Access to a faction-specific downtime activity
- Complete one secret mission, 5th level

RANK FOUR
- 25 renown points
- Become a mentor
- Complete three secret missions, 11th level

RANK FIVE
- 50 renown points
- Become a faction leader
- Complete ten secret missions, 17th level

For more information on faction benefits, see the D&D Adventurers League™ Player’s Guide at DungeonsandDragons.com

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