

## Renown

As players do good deeds for the various [Factions](#) in Aestilon, they will collect Renown points.

These renown points, or reputation points, will grant them benefits with these factions.

### Gaining Renown

A character earns renown by completing missions or quests that serve an organization's interests or involve the organization directly. Renown is awarded as the players complete these missions or quests, typically at the same time you earn experience points. Completing quests is the most direct manner, as you earn 2 Renown with the questgiver, 1 with each if it was a joint quest.

However, you can also indirectly gain renown. If your actions during a quest or during downtime directly benefit a specific organisation, you will gain renown with them.

### Losing Renown

Disagreements with members of an organization aren't enough to cause a loss of renown within that organization. However, serious offenses committed against the organization or its members can result in a loss of renown and rank within the organization. The extent of the loss depends on the infraction and is left to your discretion. A character's renown within an organization can never drop below 0.

### Bonuses

As your renown with an organisation grows, you'll gain access to more advantages from the organisation. Your primary organisation will even grant you big bonuses which you can utilise.

Below list will show the benefits that all organisations have. The individual organisation pages will list the bonuses unique for that organisation, as well as the various ranks you can get within the faction.

| Renown | Effect   |
|--------|--|
| 3      | The guild appreciates your efforts for them. You gain access to the guild halls and can apply for formal membership  |
| 10     | The guild sees you as an asset, and gives you a contact in every primary city, which will give you the following benefits: <ul style="list-style-type: none"> <li>• One additional quest for that faction, always available</li> <li>• Rollfree access to guildrelated information in that city</li> <li>• A friendly NPC, which may have its own set of abilities.</li> </ul> |
| 25     | Your renown has grown great enough that you are known throughout the guild. All members of the guild will automatically be friendly to you, unless if they have a reason to not be friendly.   |
| 50     | Your renown with the organisation has grown to the point that the guild leader(s) consider you a close friend. You can call directly upon them for assistance.   |

From:

<https://www.fabledkingdom.com/> - **Aestilon**

Permanent link:

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Last update: **2025/10/15 21:26**

