

# Covenants

Covenants are factions within Dark Souls that players may join. Covenants can be joined by making an oath with an NPC, who is also often the covenant leader. Players are rewarded for following the rules of the covenant and punished if they break them.

Which covenant players choose to join can affect on their online experience. If a player breaks the rules of their covenant, it will count as a sin.

- Blade of the Darkmoon
- Chaos Servant
- Darkwraith
- Forest Hunter
- Gravelord Servant
- Path of The Dragon
- Princess's Guard
- Warrior of Sunlight
- Way of White
- Convenants

# Blade of the Darkmoon

The **Blades of the Darkmoon**, a PvP-focused covenant, are the disciples of Dark Sun Gwyndolin who hunt sinners as blue phantoms.

## Overview

The Blade of the Darkmoon covenant is found within a secret passage in the Darkmoon Tomb of Anor Londo. Members of this covenant use the powers of Gwyndolin to invade the worlds of guilty or indicted players as blue phantoms known as Spirits of Vengeance. The Book of the Guilty, sold by Oswald of Carim, lists players who can be invaded by Blades of the Darkmoon. There are two methods of invasion:

- Using the Blue Eye Orb to invade the worlds of sinners in any multiplayer area.
- While in Anor Londo, equipping the Darkmoon Blade Covenant Ring will automatically have the player invade the worlds of those who have killed Gwynevere, Princess of Sunlight. The host will not be notified of the invasion, and the ring will work even if the sinner has received absolution.

A successful invasion rewards the invader with a Souvenir of Reprisal that can be used to increase one's rank within the covenant. Unlike the Darkwraith and Forest Hunter covenants, Blade of the Darkmoon members cannot be indicted for their invasions.

## Benefits

- Ability to invade the worlds of sinners by using the Blue Eye Orb or Darkmoon Blade Covenant Ring for a Souvenir of Reprisal and souls.
- Darkmoon Blade, a miracle that applies magic damage to enchantable weapons.
- The Darkmoon Talisman, which has the highest magic adjustment of any talisman.

## Joining

To become a Blade of the Darkmoon:

1. Before accessing the covenant, the player must be able to remove an illusory statue of Lord Gwyn that blocks the path to Gwyndolin. There are two different ways to remove the statue:

- Equipping the Darkmoon Seance Ring, found in The Catacombs.
  - Killing Gwynevere, but Gwyndolin will be hostile to the player until they receive absolution.
2. The covenant is located in the Darkmoon Tomb, reached by lowering the spiral tower in Anor Londo to the lowest level. Approaching the Gwyn statue with either of the two previous conditions met reveals the path.
  3. As long as Gwyndolin is alive and non-hostile, kneeling on the mat in front of the fog gate will have Gwyndolin give the choice of joining the covenant.

## Covenant Rank

Offer a Souvenir of Reprisal to Gwyndolin to level up in the covenant.

Rank	Offerings	Reward(s)*
+0	0	Blue Eye Orb and Darkmoon Blade Covenant Ring
+1	10	Darkmoon Blade and Darkmoon Talisman
+2	30	Stronger damage buff from Darkmoon Blade
+3	80	Stronger damage buff from Darkmoon Blade

*\*Each reward can only be granted once per character.*

## Abandoning

If the player abandons the covenant, the number of offerings made to the covenant will be halved (lowering their rank within the covenant appropriately). The Blue Eye Orb and Darkmoon Blade cannot be used until rejoining the covenant.

If the player enters Gwyndolin's fog gate, they will be expelled from the covenant (acquiring PvP sin) and receive all the consequences of abandoning the covenant as well.

Killing Gwynevere or the Lady of the Darkling while being a member of the covenant will not count as betrayal. However, killing Gwynevere makes Gwyndolin hostile and unable to be spoken with until the player receives absolution.

## Notes

- If an invaded player challenges the area boss, the invasion attempt will automatically fail and invading players will be sent back to their world
- Dark Anor Londo is mostly populated by duel-mongers, and rarely by typical players. Most of the time the host will be prepared and waiting for invasions
- REMASTER NOTE: With the ability to change covenants at a bonfire, please be aware that if you kill Gwyndolin, you cannot change back to this covenant at a bonfire, you will still need to continue on to the next NG cycle in order to rejoin the covenant.

# Chaos Servant

## Description

After the [Bed of Chaos](#) incident, the daughters of the Witch of Izalith are scattered. [Quelaag](#) and [one of her sisters](#) came to [Blighttown](#) and settled there. The natives who serve them are called the Chaos Servants. The natives were infected with the Blight pus, but [Quelaag's Sister](#) swallowed it all, even though Quelaag ordered her not to, making her sick in the process. She was made Firekeeper to keep her alive and the Chaos Servants help [their Fair Lady](#) by feeding her humanity to alleviate the pain.

## Overview

This covenant is mostly for PvE and role-playing purposes. For PvE, this is the only covenant that can open a shortcut to access a part of the game earlier and can save [an NPC on his quest](#), making him available to summon in the final boss fight. Joining this covenant and ranking up in it also makes some Chaos [Pyromancies](#) available, in addition to the shortcut between [Demon Ruins](#) and [Lost Izalith](#). For role-playing purposes, giving Humanities to the Fair Lady makes her healthier (this is only a cosmetic effect). The game even tracks the Humanity given to the Fair Lady as a kind of game score, available to see with the [Servant Roster](#).

## Requirements

[Quelaag's Sister](#) is still alive.

## How to Join

1. Proceed to [Quelaag's Domain](#), pass the [Chaos Witch Quelaag](#) boss area, and go down the stairs
2. Pass the lever for the second bell and proceed down another set of stairs

- Once down those, walk almost directly across the room, over the green plate, and to an illusory wall. Hit the wall to reveal a hidden passage. Seek Guidance can be used to show a developer message pointing at the wall
- Go through the passage and either kill or talk to the Egg Carrier NPC called Eingyi who is blocking the path; covenant membership will not be affected by his demise, but he can prove a useful vendor. Answer with "Yes" to his question, and he will move out of the way. Reloading the game will make him pose the question again, should you accidentally answer "No"
- Talk to Quelaag's Sister. Note that the Old Witch's Ring is not needed to access the covenant, although she will only say "...?"

## Benefits

- Access to two strong Chaos Pyromancies
- Shortcut access to Lost Izalith, making killing the red-eyed Chaos Bug possible, thus gaining access to Sunlight Maggot and saving Solaire of Astora

## Covenant Level

Exchange Humanity (stat) to level up in the covenant

Level	Required <u>humanities</u>	Reward
+0	0	<u>Great Chaos Fireball</u>
+1	10	None
+2	30	<u>Chaos Storm</u> and Shortcut from <u>Demon Ruins</u> to <u>Lost Izalith</u>
+3	80	none

## Betrayal Penalties

- Removal of half of current offerings

## Notes

- Like any other items given by a covenant, the pyromancies obtained through this covenant can only be obtained once per character
- The shortcut opened by this covenant is on the corridor right before Demon Firesage's boss room. Several Chaos Bugs are found in front of the shortcut barrier
  - Shortcut will remain open once it's opened regardless of covenant membership
  - The shortcut may also be opened from the Lost Izalith side without being in the Chaos Servant covenant
  - Leaving the Covenant on Rank +2 before opening the shortcut door may result in the door becoming unopenable. To fix this, rejoin the covenant and rank up to +2 again.
- Eingyi can be used as a trainer service without ever joining the Chaos Servant, although he sells a Servant Roster, which displays all players who are members of the covenant and their contribution to the covenant (how much humanity they've given up kept as a score)
- Regarding Chaos Servants' Humanity contribution:
  - Abandoning or betraying the Chaos Servant covenant will reduce covenant rank by one, but will not affect the player's standing on the Servant Roster (so for example, if over 100 humanity is given before abandoning the covenant, contribution will be considered 50 after rejoining, for the purposes of regaining lost rank)
  - While other covenants have an offering cap of 100, the Chaos Servant covenant can be continued up until a maximum of 60,000 humanity, far beyond any reasonable player's limit
- It is still recommended to visit and rest at the bonfire to obtain a warp-able bonfire location regardless of intention to join the covenant
- Some player reports that the maggot attack of the Parasite Egg can infect other player in PvP if the attacker is in the Chaos Servant covenant, but this is not true. It can not infect other players in PvP, regardless of membership or rank in the Chaos Servant covenant

## Bugs

- There is a bug that keeps the shortcut to Lost Izalith sealed after giving the 30 humanities required to open it. Killing a boss will clear it and open the shortcut. The easiest way is to run down to the Demon Ruins and kill Ceaseless Discharge or the Demon Firesage if they are still alive.

# Darkwraith

Covenant - not to be confused with the Darkwraith Enemy

## Description

Darkwraiths harness the power of the Dark Soul found in each human. Continuing the plan of the Furtive Pygmy and led by Darkstalker Kaathe, members of the Darkwraith covenant aim to be the new Dark Lord, to herald the Age of Dark.

## Overview

Joining this covenant allows the player to conduct invasions as a red-black Dark Spirit, a.k.a. "Black Phantom". Restricted to Darkwraiths, the Red Eye Orb allows for infinite invasions in every multiplayer area of the game, making it a very desirable item for PvP. An infinite supply of single-use invasion items (Cracked Red Eye Orbs) will also become available for purchase, which can be used by any player regardless of covenant. An armor set and weapons are also obtained by joining and ranking up.

## Requirements

Darkstalker Kaathe is available and not hostile. To gain access to Kaathe:

- Obtain the Covenant of Artorias by killing Sif, the Great Grey Wolf
- Lordvessel is not required, but if placed on the alter prior to killing The Four Kings (regardless of talking to Kingseeker Frampt), the Darkwraith covenant becomes unavailable

## How to Join

1. Acquire the Covenant of Artorias
2. Acquire the Key to the Seal:
  - Talk to Ingward - requires having the Lordvessel
  - Kill Ingward - can be done as early as arriving at Firelink Shrine, even before ringing the Bells of Awakening
3. Open the floodgate, then proceed to fight The Four Kings in The Abyss. Equip the Covenant of Artorias
4. Talk to Darkstalker Kaathe. The option to join the covenant becomes available if the player does not currently possess Lordvessel. If the Lordvessel has been acquired, Kaathe will take the player to Firelink Altar to place it before offering to join the covenant. Don't forget to rest at the bonfire.
5. At this point in the Firelink Altar, there are two options:
  - Put the Lordvessel at the altar, then talk to Kaathe to warp back to The Abyss. This will make Kingseeker Frampt leave for the current playthrough
  - Use a Homeward Bone or Homeward back to The Abyss bonfire
6. Talk to Darkstalker Kaathe again, he'll offer an entry to the covenant

## Benefits

- Conduct invasions to other player's world with the Red Eye Orb
- Killing the host rewards one Humanity (stat) in addition to Souls
- Buy Cracked Red Eye Orbs from Darkstalker Kaathe for 3,000 Souls each
- Steal additional Humanities from online players and NPCs with the use of Dark Hand

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## Covenant Level

Exchange Humanity (stat) to level up in the covenant.

Level	Humanity Offered	Reward	<u>Dark Hand</u> absorb efficiency
+0	0	<u>Dark Hand</u>	Up to 1 Humanity per use
+1	10	<u>Red Eye Orb</u>	Up to 3 Humanities per use

+2	30	<u>Dark Sword</u> and <u>Dark Set</u>	Up to 5 Humanities per use
+3	80	-	Up to 10 Humanities per use

# Betrayal Penalties

- Unable to use Red Eye Orb
- Half of current Humanities offerings is lost

# Notes

When joined through the Homeward trick, Kingseeker Frampt will remain available, however placing the Lordvessel for Frampt will make Darkstalker Kaathe leave for the current playthrough without breaking the covenant. Keep invading with Red Eye Orb or make sure to stock up on Cracked Red Eye Orbs before Kaathe leaves.

# Forest Hunter

## Description

The Forest Hunters, led by [Alvina](#), protect the grave of [Sir Artorias](#) and the surrounding forest graves. They do it by invading the intruder's own world and hunting them down. Members are like family, betraying one of them means betraying the entire family. Their organization seems to be divided by clans. [Shiva](#) is a captain of [one of such clans](#).

## Overview

This covenant is focused for players who want group [PvP](#). Joining the covenant allows players to invade others in the Forest area of [Darkroot Garden](#) by using the [Cat Covenant Ring](#). Two Forest Hunter members may invade at the same time and team up to battle the world's host and their summoned [phantoms](#).<sup>1</sup> The fixed invasion area and easy, early-game access results in a high concentration of online players and frequent multiplayer activity. Successfully killing an intruding host will award a random upgrade materials and a couple miscellaneous items. [A merchant](#) and a couple items from [Alvina](#) will become accessible to members of the covenant as well.

## Requirements

[Alvina](#) is accessible and not hostile.

## How to Join

1. Gain access to [Alvina](#)'s location in [Darkroot Garden](#):
  - Purchase the [Crest of Artorias](#): from the Crest gate, past the [Clan of Forest Protectors](#), enter the ruined building behind the Bandit
  - Alternatively, without the Crest, the area can be accessed from the [Hydra](#) in [Darkroot Basin](#), climb the tall ladder, to the area with [Great Felines](#), to the area with

Mushroom Parents and Mushroom Children, then enter from the other side of the ruined building, passing through a bridge.

2. Talk to Alvina and answer "Yes" to all of her questions to join the covenant.

## Benefits

- Invade the Darkroot Garden (only the area between the Crest gate and the ladder to Hydra) of a forest intruder with the Cat Covenant Ring. This invasion doesn't need the player to be in human form. Multiple Forest Hunter members invading at the same time is possible, raising the chance of killing the host.
- Killing the intruder nets Souls and a set of randomized items:
  - Titanite Shard (10% chance)
  - Large Titanite Shard (25%)
  - Green Titanite Shard (25%)
  - Titanite Chunk (10%)
  - Blue Titanite Chunk (10%)
  - White Titanite Chunk (10%)
  - Rubbish (5%)
  - Pendant (5%)
- Access to merchant Shiva of the East in Blighttown.

## Covenant Level

Level up in the covenant by killing the intruders of Alvina's forest

Level	Number of Invaders Killed	Reward
+0	0	<u>Cat Covenant Ring</u>
+0	1	<u>Divine Blessing</u>
+0	3	<u>Ring of Fog</u>
+1	10	None
+2	30	None
+3	80	None

# Betrayal Penalties

- The next time Alvina is interacted with, she will scold the player and then disappear for the rest of the playthrough and will add +1 Sin in the Book of the Guilty - to prevent this from happening, pay a visit to Oswald in the Bell Tower and request Absolution.
  - Requesting Absolution from Oswald of Carim will cause her to return and allow for rejoining the covenant, undoing her disapproval
- Shiva of the East and his bodyguard becomes hostile
- Clan of Forest Protectors become hostile once more

## Notes

- The Cat Covenant Ring has the same level range as the Red Sign Soapstone: co-op range (10+10%) beneath, and unbounded above. This means that a level 100 player can invade levels 80-713
- When speaking to Alvina for the first time, answering "No" to her first prompt will count as a betrayal, and afterwards she will refuse to talk - this can be resolved by requesting Absolution from Oswald
- Killing one of the Clan of Forest Protectors will count as a betrayal for covenant members
- Unlike Blade of the Darkmoon invaders, Forest Hunter invaders can get indicted
- As an invading Forest Hunter, players do not lose any souls if their phantom is vanquished (either by host or environment)
- If the host is killed by another invader after you have died, but not yet disconnected, victory is still counted
- Being able to invade while hollow anywhere in the Darkroot Garden or Darkroot Basin area enables players to engage in invasions without ever spending Humanity to become human, thus not being vulnerable to invasions themselves
- Killing all Clan of Forest Protectors and then joining the covenant will not make them hostile once they've respawned.
- If a member of the Forest Hunters gets summoned as a phantom by another player, they will not incur a betrayal penalty for killing covenant members or NPCs
- Be ready to face any kind of situation: 1v1, 1v2, or 2v2. It is even possible for 1v1v1, 1v1v2, or a free-for-all, given that encountering Red Phantoms in other player worlds is also possible
- Some players tend to "farm" the souls that Forest Hunter invaders award when killed. These players usually summon a phantom to help them and are well prepared ("gankers"), so be careful and remember to be prepared before invading. When facing these gankers, try to hide until backup arrives but only if there's still an invasion slot open

(i.e. only two gankers)

- Only Covenant that cannot be leveled up exclusively offline
- **Answering Alvina's questions, (also joining the covenant regardless of abandoning an existing covenant or not being in a covenant when doing it) counts as sin (reasons unknown):**
  - Walking away without answering the first question will not result in a sin,
  - Answering "Yes" to both questions and thus joining the covenant results in a sin,
  - Answering "No" to Alvina's first question results in a sin,
  - Answering "Yes" to the first question and "No" to the second one results in a sin as well.
  - Note that these are all forms of PvE Sin, merely resulting in Oswald telling you that you have sin (and allowing for absolution). There is no negative result to having it so it can be ignored.

Footnotes

1. Other Black Phantom invaders may be engaged for PvP as well.

# Gravelord Servant

## Description

The Gravelord Servant covenant is under the dominion of Gravelord Nito, the First of the Dead. They serve their master by spreading disaster to their neighboring worlds through the use of Eyes of Death.

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## Overview

The purpose of this covenant is to infect other players' worlds with extra enemies, known as Gravelord Black Phantoms, while also inviting those players to invade the Gravelord Servant's world.

This works by enabling the use of the Eye of Death after joining the covenant. Upon use, an Eye of Death will send a Gravelord soul sign to three other players within co-op range whose worlds are connected to the host's.

The infected world will spawn numerous Gravelord Black Phantoms, but only in NG+ or beyond. Up to three infected players can use the soul sign to invade the Gravelord Servant as Spirits of Vengeance. Killing the Servant removes the extra enemies from all affected players' worlds. A weapon and miracles are also available from the covenant.

## Requirements

Gravelord Nito must still be alive for joining. To access his coffin, the possession of at least one Eye of Death is needed.

## How to Join

1. Have at least one Eye of Death. Three Eyes of Death can be found behind the Prowling Demon in The Catacombs
2. Near the same Prowling Demon, there's a coffin which can be interacted with. Nestle in the coffin and a cutscene will start after waiting for about 30 seconds<sup>1</sup>
3. Upon arrival in the Tomb of the Giants, look for Gravelord Nito's sarcophagus.<sup>2</sup>

4. Interact with it to join the covenant.

## Benefits

- Lure other players to invade the Gravelord Servant's world with the use of an Eye of Death. This way, the host still has the advantage (i.e. human form and Estus Flask usage). Check the Eye of Death page on how it works.
- Killing lured Spirits of Vengeance will reward an Eye of Death in addition to souls.
- Strong area-of-effect Magic in the form of the miracles Gravelord Sword Dance and Gravelord Greatsword Dance. These miracles have 0 Faith requirement, so they're also suited for Intelligence-based builds using Velka's Talisman.
- Receive the Gravelord Sword upon joining, one of two weapons in the game able to inflict toxic.

## Covenant Level

Exchange Eye of Death to level up in the covenant.

Level	Required Eyes of Death	Reward	Gravelord Miracles' strength
+0	0	<u>Gravelord Sword</u> , <u>Gravelord Sword Dance</u>	+0
+1	10	<u>Gravelord Greatsword Dance</u>	+0.1*MagAdjust
+2	30	Increases Gravelord miracles' damage	+0.2*MagAdjust
+3	80	Increases Gravelord miracles' damage	+0.3*MagAdjust

## Betrayal Penalties

- Gravelord Sword Dance and Gravelord Greatsword Dance will return to base damage when you're no longer a member of the covenant
- Removal of half of Eyes of Death offerings

## Notes

- Killing Gravelord Nito will not break the covenant, but there will be no way to level up or join the covenant again for the rest of the current playthrough.

- REMASTER NOTE: With the ability to change covenants at a bonfire, please be aware that if you quite the covenant and then kill Gravelord Nito, you cannot change back to this covenant at a bonfire, you will still need to continue on to the next NG cycle in order to rejoin the covenant.
- Nito cannot be harmed when the player accesses his cavern by using the Catacombs' coffin.
- If the player possesses the Gravelord Sword before joining the covenant (e.g. from another player Online), they will not receive the Gravelord Sword Dance Miracle. To rectify this, quit the covenant and throw away the sword by dropping it and logging off. If this does not work, try again in NG+ for another opportunity to obtain it.
- Hosts are open to invasions from red phantoms (either from the Darkwraith covenant or players using a Cracked Red Eye Orb); they do not invade via the Gravelord sign and will not drop an Eye of Death upon defeat.
- Hosts can also be invaded by Blades of the Darkmoon. This can be confusing, since they spawn as blue Spirits of Vengeance, just like players who invade via the Gravelord soul sign, and they cannot harm other blue phantoms. However, they will not drop an Eye of Death if defeated. To prevent Darkmoon Blade invasions, don't get indicted or commit sins.
- Infected worlds in NG+ or beyond will spawn black phantom enemies. Conversely, when the Gravelord Servant is defeated, all black phantom enemies will dissolve, even if engaged.
- Sometimes players will get the notification that confirms the defeat of a Gravelord Servant <sup>3</sup> without ever noticing the infection take place or finding a Gravelord sign in their world. The extra phantoms usually only spawn for infected players in NG+ and higher.
- Eye of Death can be used to infect players in areas where the boss has been defeated, but they cannot invade the host's world unless the boss is present in the host's game
- You cannot summon phantoms while the Eye of Death is active. You also cannot activate the Eye of Death if you already have phantoms summoned into your world.
- You cannot fight any bosses while the Eye of Death is active.

#### Footnotes

1. After triggering this cutscene the first time, the player will be transported instantly the next time they activate the coffin.

2. This area is free of enemies when accessed via the coffin.

3. *"Disasters are gone after the defeat of the Gravelord Servant."*

# Path of The Dragon

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## Description

Covenant of apostles worshipping the ancient dragons. They seek Dragon Scales scattered across the world and present them to the sole surviving descendant of the Everlasting Dragons for the purpose of transcending life itself, supposedly attainable by transforming into an ancient dragon.

## Overview

This covenant is mostly useful for collecting Dragon Scales to upgrade dragon weapons while enjoying PvP duels, and for obtaining and strengthening unique dragon metamorphosis items. Members are provided with a PvP item that allows them to challenge other players to duels, with Dragon Scales being awarded to the winner.

## Requirements

There are no requirements for joining.

## How to Join

Pray to the Stone Dragon at the end of the long path in Ash Lake. — Video Guide

## Benefits

- Challenge other players online by sending Dragon Soul Signs to their worlds with the Dragon Eye. If they accept, they can use the sign to summon you into their world for PvP.
- The winner gets a Dragon Scale and souls as reward.

- Access to dragonoid metamorphosis items [Dragon Head Stone](#) and [Dragon Torso Stone](#). See their pages for details.

# Covenant Level

Exchange [Dragon Scales](#) to level up in this covenant

Level	Required Dragon Scales	Reward
+0	0	<a href="#">Dragon Eye</a> , <a href="#">Dragon Head Stone</a>
+1	10	Stronger flame for <a href="#">Dragon Head Stone</a>
+2	30	<a href="#">Dragon Torso Stone</a> , stronger flame for <a href="#">Dragon Head Stone</a>
+3	80	Stronger flame for <a href="#">Dragon Head Stone</a> , Stronger buff for <a href="#">Dragon Torso Stone</a>

# Duel Rules

## For members

- Players do not lose any [Dragon Scales](#) when duelling against other members of this covenant.
- When defeated in a duel as a guest, players are returned to the last bonfire rested at with all their souls, humanities, and human form unchanged, defeated hosts die and will respawn at the bonfire last rested at.
- In the case of a tie, both players are rewarded a [Dragon Scale](#).
- If an invasion is won, the host has the option for [indictment](#), even though they willingly summoned the invader for a duel.

## For non-members

- When other players are being invaded by a member of this covenant, they won't lose any [Dragon Scales](#) in case of defeat.
- When non-members of this covenant win against a member, they will be awarded a [Dragon Scale](#).

# Unofficial Gathering Place

Although the Dragon Eye can be placed in various places, the areas most people place it in are:

- Beside the bonfire in Darkroot Garden next to the Crest Of Artorias gate (upstairs)
- Right behind the Lordvessel down the stairs at the entrance to Kiln of the First Flame
- Upper Undead Burg, bonfire area near male Undead Merchant.

# Princess's Guard



## Description

The guardians of Gwynevere, Princess of Sunlight. They have received blessings from the princess herself, so that they may aid each other.

## Overview

This covenant is mostly for co-op purposes, with an additional focus on support miracles (in contrast to the Warrior of Sunlight covenant). Joining the Princess's Guard will allow the player to use two unique defensive miracles. The player will also receive a ring that boosts miracle synergy.

## Requirements

Gwynevere, Princess of Sunlight is still alive

## How to Join

After defeating Dragon Slayer Ornstein & Executioner Smough, proceed to the bonfire above the boss room and talk to Gwynevere, Princess of Sunlight, who can be found behind the closed doors next to the bonfire.

## Benefits

- Members have a higher priority connecting online with players in co-op covenants (Way of White, Warrior of Sunlight, and Princess's Guard) on the network. This reduces the risk of invasions, as the connection slot is used for co-op instead of invasion
- Ring of the Sun Princess is rewarded upon joining

- Ability to use two unique support miracles: Soothing Sunlight and Bountiful Sunlight. These miracles affect the entire team when playing online

## Covenant Level

There are no levels in this covenant

## Betrayal Penalties

- Unable to use Soothing Sunlight and Bountiful Sunlight

## Notes

- Dark Souls Remastered: If you get access to Dark Sun Gwyndolin with the Darkmoon Seance Ring and kill him, you will not be able to join the Princess's Guard covenant through the new bonfire covenant mechanic. You can, however, rejoin the covenant by talking to Gwynevere herself. Absolving your sins will solve this problem.

# Warrior of Sunlight

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## Description

The Warriors of Sunlight are the followers of the firstborn of the Great Lord Gwyn. They harness the power of sunlight, manifested as lightning powers.

## Overview

This covenant is mostly for co-op purposes, with an additional focus on attack Miracles (contrast the Princess's Guard). Joining this covenant allows the player to be summoned as a Gold Phantom for cooperative play. Joining and ranking up will give the player access to several offensive miracles. Higher priority matchmaking on the network also facilitates a higher success rate of co-op summons, and a reduced risk of invasions.

## Requirements

25 Faith is required for joining. The requirement, however, can be lowered by 5 for each area boss cleared while being summoned as a white phantom.

For example, if 4 bosses are defeated as white phantom, only 5 Faith will be the new requirement ( $25 - (4 \times 5)$ ) to join the Warrior of Sunlight.

## How to Join

Pray at the Altar of Sunlight, which is located next to the bonfire below the Hellkite Dragon in the Undead Parish.

## Benefits

- Members have a higher priority connecting online with players in co-op covenants (Way of White, Warrior of Sunlight, and Princess's Guard) on the network. This reduces the risk of invasions, as the connection slot is used for co-op instead of invasion

- When using White Sign Soapstone, the player's soul sign and their phantom will appear gold instead of white
- Upon clearing a boss with a Gold Phantom in the surviving group, all surviving members receive a Sunlight Medal
- Strong ranged Lightning-damage miracles in the form of Lightning Spear, Great Lightning Spear, and Sunlight Spear

## Covenant Level

Exchange Sunlight Medals at the Altar of Sunlight to level up in the covenant

Level	Medals	Reward
+0	0	Lightning Spear
+1	10	Great Lightning Spear, can offer Soul of Gwyn for Sunlight Spear
+2	30	—
+3	80	—

## Betrayal Penalties

- Unable to use Sunlight Spear
- Half of current Sunlight Medals offerings

## Notes

- The Sunlight Spear requires current membership of the Warrior of Sunlight covenant to be used. The Lightning Spear and Great Lightning Spear miracles can still be used after leaving the covenant.
- The Sunlight Spear is available to most players only in NG+ because it requires the last boss's soul. However, it is possible to obtain before NG+ if the soul was gifted by another player online.

# Way of White

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## Description

Members of the Way of White are the followers of Great Lord Gwyn, and seek to kindle bonfires in order to sustain the power of the gods.

## Overview

This covenant is primarily designed for new players, as joining this covenant is possible as soon as they arrive in Firelink Shrine. Members are drawn closer to each other on the network, which results in a lower chance of invasions and an increased chance of co-op. The Knight and Cleric classes are pre-aligned to this covenant.

## Requirements

Petrus of Thorolund or Rhea of Thorolund is still alive and not hostile

## How to Join

Talk to Petrus of Thorolund in Firelink Shrine

or

Talk to Rhea of Thorolund in front of the altar in Undead Parish after she has been rescued from Tomb of the Giants

## Benefits

- Immediate access to Petrus of Thorolund's merchant/trainer services at the beginning of the game.
- Members have a higher priority connecting online with players in co-op covenants (Way of White, Warrior of Sunlight, and Princess's Guard) on the network, which reduces the risk of invasions, as the connection slot is used for co-op instead of invasions.
- For new players, this means relative safety from invasions when travelling earlier areas ( Undead Burg, Undead Parish, etc) while still be able to enjoy co-op play.

## Covenant Level

There are no levels in this covenant

## Betrayal Penalties

There are no betrayal penalties

## Notes

- Members can still get invaded if no co-op connection matches with the level requirement, and if at least one invasion connection matches the requirement
- Joining this covenant is not required to purchase Miracles from Petrus of Thorolund. He will start selling Miracles to non-covenant members once Rhea of Thorolund arrives at Firelink Shrine (after defeat of the Capra Demon).
- After abandoning the covenant, the Miracles will remain available for purchase for the same prices

# Convenants

## Covenant Betrayals

There are two different ways to be punished for leaving or breaking a covenant. One is less severe and merely halves your offerings to that covenant. Even when that occurs, you can freely rejoin that covenant without issue.<sup>1</sup>

Action	Betrayal Type	Penalty	Sin
Leaving a Covenant (with or without Oswald)	Soft Betrayal	Covenant offerings are halved, and rank is reduced accordingly	Not a sin
Getting kicked out of a Covenant	Hard Betrayal	Covenant offerings are eradicated to 0	1 point of PvP Sin obtained (identical to being indicted once) Also toggles PvE Sin to the "on" position, <u>Absolution</u> will fix if covenant leader is still available

It is only possible to be kicked out of four specific covenants: The Blade of the Darkmoon, Chaos Servant, Forest Hunter, and Princess's Guard covenants.

## Covenant Restricted Items

Some items obtained from (or relating to) covenants can be used regardless of your current membership. The following, however, require an active membership to use:

Item	Covenant Required
<u>Blue Eye Orb</u>	Blade of the Darkmoon
<u>Darkmoon Blade Covenant Ring</u>	Blade of the Darkmoon
<u>Darkmoon Blade</u>	Blade of the Darkmoon
<u>Cat Covenant Ring</u>	Forest Hunter
<u>Eye of Death</u>	Gravelord Servant
<u>Red Eye Orb</u>	Darkwraith

<u>Bountiful Sunlight</u>	Princess's Guard
<u>Soothing Sunlight</u>	Princess's Guard
<u>Sunlight Spear</u>	Warrior of Sunlight

# Notes

- Covenant items can be given when acquiring a rank. They can only be owned once (e.g., Great Chaos Fireball, Great Lightning Spear, Dark Sword) on a character. Although in case of weapons (Dark Sword, Gravelord Sword, and Darkmoon Talisman), they can be obtained online from another player (for example through trading).
- To unlock a covenant-related trophy/achievement, select "Join Covenant" and wait for the box to appear that says "Join Covenant? (abandons former Covenant)." A few seconds later, the achievement will be unlocked automatically. Selecting "Yes" or "No" is not necessary.
- Current covenant levels can carry over to a New Game Plus (NG+)
- Dark Souls Remastered: You can now join and swap covenants with bonfires. The covenant level of your covenant you leave will still be halved though.
- Dark Souls Remastered: If you betray a covenant (hard betrayal), you won't be able to rejoin it with a bonfire; you will have to absolve your sins with Oswald of Carim first.
- Dark Souls Remastered: If you kill a covenant leader, you will not be able to rejoin it with a bonfire (for example killing Dark Sun Gwyndolin prevents you from entering the Blade of the Darkmoon covenant via a bonfire, because you cannot rejoin it through the legitimate way either). The only way to rejoin it is with New Game Plus (NG+).
- Dark Souls Remastered: In New Game Plus (NG+) you will lose all covenants and won't be able to join any of them through a bonfire at the start, except for the one you're in when you begin the new game cycle. It is highly recommended to carry over the Darkwraith covenant because, with this method, you won't have to do Darkstalker Kaathe's questline again. The other covenants don't require much investment to join, and most of them are available early in the game.