

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.¹

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, Absolution 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
Blue Eye Orb	Blade of the Darkmoon
Darkmoon Blade Covenant Ring	Blade of the Darkmoon
Darkmoon Blade	Blade of the Darkmoon
Cat Covenant Ring	Forest Hunter
Eye of Death	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.

Revision #1

Created 15 December 2024 11:01:58 by jade

Updated 15 December 2024 11:02:13 by jade