

Covenants

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Bell Keepers

Covenant Description

Bell Keepers are charged with the sacred honor of guarding the bells in Belfry Luna and Belfry Sol from any who would dare to ring the prince and princess' bells.

How to Join

Talk to the Belfry Guard in Belfry Luna or Belfry Sol just inside either belfry. He is sitting on a piece of furniture to the right of the entrance.

Covenant Rewards

For every host defeated, you are awarded one (1 of the following) Titanite Chunk, Titanite Slab, Twinkling Titanite, Petrified Dragon Bone.
Host defeating invading grey spirit (Bell Keeper) are awarded with souls and one (1 of the following) Titanite Chunk, Titanite Slab, Twinkling Titanite, Petrified Dragon Bone
You MUST talk to the Belfry Guard after killing 10/30/100 Invaders/Hosts etc. to get your Reward

Rank	Defeated Hosts	Reward
0	0	Bell Keeper's Seal
1	10	Titanite Slab
2	30	Hidden Weapon sorcery
3	100	Bell Keeper Set

Mechanics

- You **must** wear the Bell Keeper's Seal to invade as a Gray Spirit and cannot remove it until you've left their world.
- When wearing the Seal you can be summoned to either Belfry Sol or Belfry Luna, dependent on which is closest to your location. The covenant symbol next to your health

bar will glow when you can be summoned.

- As a Gray Spirit, your goal is to kill the trespasser (the world's host player) who steps into the bell tower.
- As a trespasser (the host player) you must either kill the invading Gray Spirit(s) preventing you from ringing the bell or ring the bell before death.
- Two Gray Spirits (three in Scholar of the First Sin) can invade a world at the same time.
- Being a member of the covenant does not protect you from being invaded by other Gray Spirits, nor does it stop the Bell Keeper enemies from attacking you.

Notes

- Matchmaking is determined by Soul Memory and the item used. See Online Matchmaking for more details.
- Rewards are added to your inventory automatically after a kill; to receive the other rewards, talk to the Belfry Guard.
- While the Bell Keeper's Seal will teleport you to either bell regardless of your location, being in the Lost Bastille or Iron Keep will cause their respective bells to take preference.
- After two grays have invaded your world, there is a time limit of 3 to 5 minutes before you can be invaded again.
- If you trespass while a member of the covenant, you can still be summoned to other worlds, which can help keep you from being invaded.

The Mad Warrior

- The Mad Warrior uncommonly spawns in Belfry Sol next to the long ladder near the bell lever.
- He will only spawn if you're in this covenant.
- Defeating him will count towards the rewards, but you will not receive a Titanite Chunk for killing him.
- Killing both the Mad Warrior and other online players will stack towards your Bell-Keeper rank.
- See the main article for more information.

Videos

- Bell Keeper Covenant: All Ranks & Rewards (Belfry Luna)
- Bell Keeper Covenant: All Ranks & Rewards (Belfry Sol)

Blue Sentinels

Covenant Description

The Blue Sentinels covenant, also known as the *Protector Covenant*, is the counterpart to the Way of Blue covenant. The Sentinels are led by Blue Sentinel Targray.

Blue Sentinels who wear the Guardian's Seal are summoned to the aid of players in the Way of Blue who are invaded by red phantoms. Blue Sentinels can also use Cracked Blue Eye Orbs to invade players who have acquired sufficient sin, or offer Tokens of Fidelity to spar with other Sentinels in the arena.

How to Join

To join, you must speak to Blue Sentinel Targray while having at least one Token of Fidelity in your inventory. Targray is located in the Cathedral of Blue after defeating the Old Dragonslayer.

Tokens of Fidelity are awarded after successful White Phantom co-op. A single Token of Fidelity can also be found on a secluded platform just outside of the Bridge Approach bonfire in Huntsman's Copse. The tokens may be used at one of the statues in the basement of the cathedral to spar with another member of the Sentinels.

Covenant Rewards

Rank	Rank Requirement	Reward
0	Join covenant.	Guardian's Seal
1	50 kills	Spirit Tree Shield Blue aura upgraded
2	150 kills	Wrath of the Gods miracle Blue aura upgraded
3	500 kills	Bountiful Sunlight miracle Targray's Set

How to Rank Up

Rank is determined by the sum total of kills from each of the three methods listed. Unlike in the Brotherhood of Blood covenant, deaths are never counted against you.

1. Defeat an invading Red Phantom after being summoned to defend a Way of Blue member.
2. Defeat a host who has accumulated sin by invading them with a Cracked Blue Eye Orb.
3. Win a sparring match in the arena. Find a match by using the statues near the Cathedral of Blue bonfire. A Token of Fidelity is consumed every time a match begins, unlike the Brotherhood of Blood covenant.

Guardian's Seal PvP

In order for a member of the Way of Blue covenant to have a Blue Sentinel automatically summoned into their world to defeat an invader, there are differing requirements for both parties:

For Way of Blue summoner:

- Summoner does *not* need to be human.
- Summoner does *not* need to have the Blue Seal ring equipped.
- Summoner cannot already have two (*Dark Souls II*) / three (*Scholar of the First Sin*) co-op phantoms present.

For Blue Sentinel protector:

Your covenant symbol will not flash if you do not meet each of these criteria. A flashing covenant symbol indicates that you meet all requirements to be summoned by your covenant.

- You must be human.
- You must have the Guardian's Seal ring equipped.
- You must be in a PvP-enabled area. Having an active burnt Human Effigy in an area will prevent you from being summoned. You will not necessarily be summoned to the area that you are in.

Similar to Cracked Blue Eye Orbs, Way of Blue members will first summon Blue Sentinels for help from the area the summoner is currently in. Blue Sentinel members have a higher chance of being summoned if they are in an area where summons are more likely to originate.

If the host dies before the red phantom invader is defeated, you will be sent back to your world. It's entirely possible, even likely, for the host to die before you even arrive - red phantom invaders have quite a head start.

Cracked Blue Eye Orb PvP

A Blue Sentinel must be human in order to activate a Cracked Blue Eye Orb. Unlike Cracked Red Eye Orbs, only Blue Sentinels can use Cracked Blue Eye Orbs.

Cracked Blue Eye Orbs will search for the world of a host who has accumulated enough Sin to achieve the title of Sinner or worse. If such a host is found, you will invade their world as a blue phantom. You will not necessarily invade in the area where you used the Orb.

Cracked Blue Eye Orbs first search the area you are currently in, then check other areas. Attempting to use an Orb is more likely to be successful if you use it in an area where sinners are.

The Cracked Blue Eye Orb is consumed once you enter the host's world. Failing to find a host to invade does not consume an orb.

Arena PvP

The statues near the Cathedral of Blue bonfire can be interacted with in order to be matched with another Blue Sentinel for a sparring duel. You must have a Token of Fidelity in order to use the statues, and the Token of Fidelity will be consumed as the duel begins.

Both players enter the arena as blue phantoms, so there is no penalty for death and normal healing items cannot be used.

The winner is awarded a Cracked Blue Eye Orb and a covenant rank point. There is no penalty for losing.

The arena will preferentially match you with someone near your Soul Level,¹ but if a match is not available near your level, you can be matched with anyone. The arena does not take Soul Memory into account at all, unlike every other PvP system in the game aside from the Brotherhood of Blood arena.

Each of the three statues leads to a different area. The arena will preferentially match you with someone queued for the same area, but if no one is available for that area, it will match you for any area.

- A narrow cross-shaped platform high over water. Falling off the edge will kill you. There are small steps up/down that you can get stuck on if attempting to back up.
- A maze of small intersecting rooms. Visibility is limited, so ducking behind corners is viable. Stairs at each corner allow you to go up on the narrow walls.
- A two-level open square with statues in the middle.

Notes

- If you are a sinner and a member of the Sentinels, you can still be invaded by Blue Phantoms.
- Using Blue Sentinel invasions methods, you can be sent anywhere in the game, but the area you invade in has a priority.

- Even though the covenant is a type of "good" or "good karma", you will still become hostile towards to the host's friendly phantoms.
- Matchmaking is determined by Soul Memory and the item used. See Online Matchmaking for more details. Please note match making in Blue Sentinels arena is not based on Soul Memory.

Videos

- Blue Sentinels Covenant: All Ranks & Rewards

Footnotes 1. The BoB Arena now has SL priority matchmaking via *reddit*

Brotherhood of Blood

Covenant Description

The disciples of Nahr Alma, Brothers of Blood revel in blood by killing other players.

This covenant allows you to duel other members using the arena in Undead Purgatory.

How to Join

1. Defeat the Executioner's Chariot in Undead Purgatory and proceed through the boss fight area.
2. You need to have a Token of Spite in order to join.
3. Talk to Titchy Gren and accept his offer to join the Brotherhood of Blood.

Benefits

Face other Brotherhood members in the dueling arena in Undead Purgatory. Find a dueling partner by using the statues in the room with the bonfire. At least one Token of Spite is needed in inventory to duel, but is not consumed.

Covenant Rewards

Rank	Duel points	Reward
0	0	Crest of Blood
1	50	Curved Twinblade Red 'smokey' aura added to player while in Dark Spirit form.
2	150	Crescent Sickle Dark Spirit form will gain white coloured rimlighting.

3	500	Great Chaos Fireball pyromancy Nahr Alma Set Scythe of Nahr Alma.
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You get +1 point for winning a duel and -1 point for losing a duel. Your total duel points cannot go below zero.

After ranking up, losing duels and falling below the point requirement for a given aura will cause you to lose the enhanced aura of the higher ranks. However, winning to increase duel points will restore previously earned aura effects without requiring the player to speak again to Titchy.

Killing Blue Sentinels summoned with the Guardian's Seal will also give you +2 towards the next rank.¹

Notes

- Wearing the Crest of Blood ring is **not** required in any circumstance.
- Winning a duel with another covenant member grants you one Cracked Red Eye Orb.
- During invasions, if the host crosses any boss fog, your invasion attempt will automatically fail and you will be sent back to your world. If the area boss is dead they may still use his fog door to banish you, but any fog door not leading to a boss fight will be blocked and impossible for the host to cross.
- Matchmaking is not determined by Soul Memory within the Brotherhood of Blood duel arena. As of patch 1.10, duels are now determined by SL priority matchmaking. If the game is unable to find players near your Soul Level, it will resort to searching for players beyond your Soul Level range.
- Please note, killing Blue Sentinels when they invade your world is not a valid way to gain prestige points in Brotherhood of Blood. This has been confirmed with Bandai Namco support.

Footnotes 1. Previously +1, changed to +2 after patch 1.10

Company of Champions

Covenant Description

One of the first covenants that can be accessed, the Company of Champions can be joined by examining the Victor's Stone in Majula. The Stone is located to the right of the passage that leads to Heide's Tower of Flame.

Joining the Company of Champions will make the game harder by increasing the damage dealt by enemies along with decreasing the damage dealt by the player:

- Damage done to PvE enemies: -20%
- Damage taken: increased by around 33%
- PvE enemies HP: no change
- PvE enemies respawn infinitely
- Souls gained: no change
- Effect on Item Discovery: ?

Players in this covenant are prevented from placing Small White Sign Soapstone and White Sign Soapstone sigils, and from seeing them to summon others, including NPCs. You can still be invaded by players.

Covenant Rewards

In order to rank up, you must offer Awestones to the stone. To obtain Awestones, you must defeat Red Phantom invaders (NPC or player), though there is a low chance for certain enemies to drop them.

Note that Red Phantoms summoned from Red Sign Soapstones do not give Awestones.

Rank	Required Awestones	Reward
0	0	Champion's Tablet
1	10	Great Magic Weapon
2	25	First Dragon Ring
3	50	Vanquisher's Seal

Awestone Drops

Confirmed to drop from:

- Flame Salamanders in the Forest of Fallen Giants.
- Old Knights in Heide's Tower of Flame.
- Enhanced Undead in Sinner's Rise.
- Forest Guardians in Shaded Woods.
- Razorback Nightcrawlers in Black Gulch.
- Ruin Sentinels in Drangleic Castle.
- Stone Knights in King's Passage.
- Ogres in Things Betwixt, Shrine of Amana, and Aldia's Keep.
- Mirror Squires in Aldia's Keep.
- Dragon Knights in Dragon Shrine.
- Primal Knights.
- Leydia Witches in Undead Crypt.

Red Phantom NPC invasion locations:

- Huntsman's Copse, on the cliffside prior to fighting the Skeleton Lords boss.
- Huntsman's Copse, after the first stone bridge between the second and third bonfire to the left
- Grave of Saints, right after climbing up the ladder (must be offline).
 - **Note:** Invades 12 times in total at Bonfire Intensity 2+ and higher.
- Doors of Pharros, after entering the Rat King Covenant area (must be offline).
 - **Note:** Invades 12 times in total at Bonfire Intensity 2+ and higher.
- The Gutter, on one of the cliff sides with an ambush of Undead climbing up the ledge, spawns on a platform above.
- Drangleic Castle, right after the large painting of the Queen that causes Curse.
- Belfry Luna, a Bell Guardian invades and waits for you next to the bell lever (must be offline).
- Belfry Luna, Upper Ramparts bonfire - after the Belfry Gargoyles fight, down the ladder where all the dogs are.
- Belfry Sol, a Bell Guardian invades next to the bell lever (must be offline).
- Shrine of Amana, after Rhoy's Resting Place bonfire: in the open area with two Shrine Maidens.
- Undead Crypt, Undead Ditch bonfire: The room before the long hallway of Wall Warriors.
- Aldia's Keep, a few steps past the front door.
- Dragon Shrine, in the tower with the Petrified Egg.
- Shulva, Sanctum City, on the bridge before the Priestess' Chamber bonfire.
- Dragon's Sanctum. before the fog gate leading to the Imperfectarea.
- Brume Tower:
 - On top of the tower containing the Majestic Greatsword.
 - In the Scorcher tower, after the first ladder.
 - Before the Smelter Throne bonfire.

Royal Sorcerer Navlaan invasions:

- Forest of Fallen Giants, The Place Unbeknownst bonfire.
- The Gutter, Upper Gutter: Go directly forward, fall into the hole, and jump across to the torch hollow.
- Brightstone Cove Tseldora, Lower Brightstone Cove: Area with spikes on the floor.
- Drangleic Castle, Forgotten Chamber.
- Aldia's Keep: near Guardian Dragon's fog gate.
- Dragon Aerie: Right before the final bridge to Dragon Shrine.

Notes

- In order to get the Covenant of the Fittest achievement/trophy, you don't have to join the covenant, only see the final confirmation message box.
- Despite the three confirmation messages to join, there is no real reason to feel concerned, as the game's difficulty can be set back to normal by simply abandoning the covenant through Sweet Shalquoir nearby. The covenant is actually useful for less hardcore players who want to farm titanite from non-respawning enemies without increasing Soul Memory or Bonfire Intensity, in conjunction with the Agape Ring, as the covenant can be used to respawn normal enemies that have stopped respawning due to the kill cap. Note that leaving the covenant will cause these enemies to stop spawning again.
- Enemies killed while in the covenant do not count toward the normal respawn limits. For example, if an enemy stops respawning after 12 kills, and you kill them 6 times in the covenant and 6 more times after leaving, they will still have 6 spawns left.
- The Forest Guardians in Shaded Woods are an effective enemy to farm for Awestones, especially once the player has the Eye of the Priestess and can lock onto them normally. They are relatively weak and are the only enemy type to spawn in their area, and the player can quickly get back to the bonfire with the Aged Feather.
- Dragon Knights are a good source of Awestones if you're already trying for their Black Dragon weapon drops.

Videos

- Company of Champions Covenant: All Ranks & Rewards
- Main Game: All Dark Spirit NPC Invaders
- The Lost Crowns Trilogy: All DLC Dark Spirit NPC Invaders

Dragon Remnants

Covenant Description

A covenant devoted to the worship of dragons and reaching everlasting life. It has been stated that there have been zealots who wished to achieve the power of dragons and their immortality and have done so by imbuing stones with the power of dragons.

This covenant is mostly for PvP and collecting Dragon Scales to increase in Rank and gain powerful equipment.

How to Join

You must acquire the Petrified Egg from the Dragon Shrine. After doing so, give the egg to Magerold of Lanafir, a merchant who resides in Iron Keep.

Benefits

- Members are provided with a Dragon Eye. It allows you to challenge other players online by placing down your Dragon Sign. An online player can then summon you to their world if they interact with it.
- The winner of the duel is awarded a Dragon Scale.
- Phantoms cannot be present when activating a Dragon Sign. Therefore, PvP in this covenant is always one-on-one.
- Access to dragonoid metamorphosis items Dragon Head Stone and Dragon Torso Stone. See their pages for details.

Covenant Rewards

Exchange Dragon Scales with Magerold of Lanafir to rank up in this covenant.

Rank	Required Dragon Scales	Reward
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0	0	Dragon Eye, Ancient dragon seal
1	10	Dragon Head Stone
2	20	Dragon Torso Stone
3	30	Black Dragon Greatsword

Notes

- Matchmaking is determined by Soul Memory and the item used. See Online Matchmaking for more details.
- Unlike all other types of hostile phantoms, Dragon Spirits are able to use restoration items such as the Estus Flask.
- You will spawn on the spot where you lay your Dragon Sign, unlike other forms of invasions which have set spawn points.

Videos

- Dragon Remnants Covenant: All Ranks & Rewards

Heirs of the Sun

Description

Worship of the sun, now a lost belief, was once widespread amongst great warriors. Members of this covenant can leave their golden signs to be more easily summoned to join their brethren in jolly cooperation.

How to Join

In Harvest Valley, take the right path in the area after The Mines bonfire. Cross the bridge over the poison gas and fight the hammer-wielding Undead Steelworker. Before going inside Earthen Peak, venture left down a path. At the end of this path, there will be an altar bathed in sunlight (and an Artificial Undead guarding it).

Kneeling at the altar and joining the covenant will grant you the Sun Seal.

Covenant Rewards

For each boss you defeat with a host or as a host with a member of this covenant, you are given a Sunlight Medal. Offer them at the altar to rank up.

Rank	Required Sunlight Medals	Reward
0	0	Sun Seal
1	10	Sunlight Parma
2	20	Sun Sword
3	30	Sunlight Spear miracle

Notes

- As a member of this covenant, fulfilling your duty as a phantom will reward you with a Sunlight Medal; you will no longer receive Tokens of Fidelity.
- If you summon a member of this covenant you will also receive a Sunlight Medal for every member of the covenant you summon.
- You must use the regular White Sign Soapstone in order to get a Sunlight Medal. Using the Small White Sign Soapstone will still reward you with a Smooth & Silky Stone.
- Matchmaking is determined by Soul Memory and the item used. See Online Matchmaking for more details.
- The medal amount required to rank up is cumulative. 30 medals are enough to go from rank 0 to 3. Ranking up does not erase your medal count.
- The following Altar of the covenant uses the same exact model of the previous Souls game.
- You can farm Sunlight Medals from the Falconers on Things Betwixt (Bonfire Intensity 2+).

Videos

- Heirs of the Sun Covenant: All Ranks & Rewards

Pilgrims of Dark

Overview

This covenant allows you to see and enter the Dark Chasms of Old and fight Darklurker.

How to Join

Talk to Darkdiver Grandahl in all three of his locations and exhaust his dialogue. You can visit him in any order.

Black Gulch

Drop down near the two worms, you should see a door. In order to open it, drop down again. Continue into the cave to find two Elite Giants, killing them will give you the Forgotten Key to the door. He can be found behind it.

Shaded Woods

Go right from the Giant Basilisk (after the Shaded Ruins bonfire) until you come to the path to the boss between the two buildings. Instead of going through, look around the nearby grassy area, there is scaffolding where you will drop down to the area with him.

Drangleic Castle

In the room near the first bonfire with six doors you have to active with souls. Activate and go through the last door on the left and you will fall through the floor. The Under Drangleic Castle bonfire will be nearby, as well as Darkdiver Grandahl. He will only give out rank 3 covenant awards in the castle; in all other locations, he will not.

Benefits

1. Gain access to the Dark Chasm of Old and Darklurker.
2. Progress in the covenant for unique rewards: two hexes and the Xanthous Set.
3. The Dark Chasm of Old has unique invasion mechanics unlike anywhere else, available only to covenant members.

Covenant Rewards

In short, conquer and light the fires in all three Dark Chasms of Old and defeat Darklurker.

Rank	Rank Requirement	Reward
0	Join covenant.	Abyss Seal ring
1	Clear one Dark Chasm of Old.	Resonant Soul hex
2	Clear all three Dark Chasms of Old. Light all three sconces.	Great Resonant Soul hex
3	Defeat Darklurker.	Climax hex, Xanthous Set

Notes

- After you initially join the covenant, Darkdiver Grandahl opens the entrance to the Dark Chasm of Old for free, but each entrance visit afterwards costs one Human Effigy. After defeating Darklurker however, all entrances become free and will remain open for that playthrough even after leaving the covenant.
- Leaving/dying in a Dark Chasm of Old will require you to give Darkdiver Grandahl a Human Effigy to reopen the portal.
- After you defeat Darklurker, all entrances will be permanently opened until the next NG+ cycle. Using a Bonfire Ascetic on the Under Castle Drangleic bonfire will revive him, as well as the four phantoms, although the brazier will stay lit. The other two bonfires do not work. This means Darklurker can only be reached by going through the Dark Chasm of Old area in Drangleic Castle. Also, you still need to be a member of the Pilgrims of Dark covenant to enter the portal, but you will not need a human effigy.
- The dungeons themselves contain multiple abyss phantoms, they will be a mix of tanks, a miracle-casters and a certain specialist (archer, swordsman, sorcerer or pyromancer). They are very fast and deal high damage, and you will often have to fight them simultaneously, so doing this in the endgame is recommended.
- **The goal in these dungeons is to light a scone with a torch** (use a Flame Butterfly). After doing so, find a fog gate that will disable when the last phantom is defeated and drop down into the hole. Instead of falling to your death, you will be transported out of the dungeon.
- When all three Dungeons are cleared and the fires lit, dropping down will lead to the Darklurker boss fight.
- Exhausting Darkdiver Grandahl's dialogue after attaining Rank 3 will cause him to gift you the Dragon Chime.

- You will not receive the Covenant rewards a second time when completing the Chasms in NG+ or above. Only the Dragon Chime will be given after killing Darklurker again
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Invading in the Dark Chasm of Old

The Dark Chasm of Old has unique invasion mechanics available only to covenant members. To invade in the covenant, use a Cracked Red Eye Orb or a Red Sign Soapstone while in a Dark Chasm of Old. If using a Cracked Red Eye Orb, you can invade any of the three Chasms regardless of which one you're in. If using a Red Sign Soapstone, it will appear only in the Chasm you placed it, and other players can summon you with it.

When invading through either method, players will spawn as an Abyss Spirit.

- Players in any of the three Dark Chasms can host up to three invaders at the same time.
 - The NPC enemies will aggro on and attack invaders, not just the host.
 - Invaders can attack the host, NPC phantoms, and other invaders.
 - Invaders can use healing items such as Estus Flasks, Lifegems, and Amber Herbs, just like the host can.
 - If an invader deals the finishing blow to any player (either the host or another invader), they fulfill the conditions of their invasion, receive a Bonfire Ascetic and souls, and are returned to their own world. If a host deals the finishing blow to an invader, they also receive a Bonfire Ascetic and souls. If the host dies, only the invader who dealt the killing blow is awarded and all other invaders are returned to their own world.
 - If an invader has ranks in either the Brotherhood of Blood or Blue Sentinels covenants, they will have their respective auras while invading.
 - The host cannot leave the area while an invader is present, as the fog wall will not lift until all NPCs and invaders are dead.
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Videos

- Pilgrims of Dark Covenant: Complete Journey and All Ranks & Rewards

Rat King Covenant

Covenant Description

As commanded by the the Rat King, members protect the underground from human trespassers. Wearing the Crest of the Rat, you automatically summon trespassers into your world as a Gray Phantom in two specific locations, Grave of Saints and Doors of Pharros. These trespassers are not part of the covenant, and enemies in the area are hostile to the Gray Phantom while being friendly to you.

To succeed in this online encounter, you must slay the Gray Phantom to gain a Rat Tail and a Pharros' Lockstone before they kill you or reach the fog wall at the end of the area.

How to Join

Royal Rat Vanguard OR Royal Rat Authority must be killed before joining the covenant.

Talk to the the Rat King. He gives the player the Crest of the Rat ring. Wearing this ring in the Grave of Saints and Doors of Pharros automatically summons other players to your world for PvP as a Gray Phantom.

Benefits

- Enemies in Grave of Saints and Doors of Pharros' do not attack you, and you cannot harm them.
- Acquire Pharros Lockstones and Rat Tails by defeating summoned Gray Phantoms.

Covenant Rewards

Exchange Rat Tails to rank up in the covenant.

Rank	Required Rat Tails	Reward

0	0	Crest of the Rat
1	10	10x Small Smooth & Silky Stone
2	20	10x Smooth & Silky Stone
3	35	Slumbering Dragoncrest Ring

Tips

- Bonfire Ascetics can be used to make the covenant areas more difficult for Gray Phantom invaders by strengthening the enemies found in the areas.
 - In Grave of Saints, use Bonfire Ascetics at the Harval's Resting Place bonfire to strengthen the area's rats.
 - In Doors of Pharros, use Bonfire Ascetics at the Ordeal's End bonfire (on the upper level before the Royal Rat Authority) to strengthen the area's Primal Knights and Gyrm Warriors.
- Using Bonfire Ascetics does not reset Pharros' Contraptions, but the revival of the area boss cuts off access to the Rat King in both Grave of Saints or Doors of Pharros until the boss is defeated.
- Pharros Lockstones can be used to activate traps (axe throwers and sawblade launchers); close off shortcuts; open new routes; and release extra enemies.

Notes

- This covenant provides a convenient method for farming Pharros' Lockstones as each spawned phantom you kill drops one.
- Gray Phantoms receive a Lockstone if they win and lose nothing if they die, aside from any resources they used.
- Through the Rat King's shop, hosts can use poison and corrosion.
- Enemies killed by invading phantoms can drop loot that the host can pick up.
- You cannot be summoned as a Gray Phantom while you are a member of this covenant.
- Matchmaking is determined by Soul Memory and the item used. See Online Matchmaking for more details.

Videos

- Rat King Covenant: All Ranks & Rewards (Doors of Pharros)
- Rat King Covenant: All Ranks & Rewards (Grave of Saints)

Way of Blue

Covenant Description

One of the first covenants you will have access to. Also known as the *Covenant of the Meek*.

When invaded by a Dark Spirit (Red Phantom), a member of the Blue Sentinels covenant may be summoned to come to your aid. Their only purpose is to help you defeat hostile invaders, they cannot assist with defeating regular area enemies.

How to Join

Speak to Saulden, the Crestfallen Warrior, at the monument in Majula. Go through his dialogue until he offers the option to join.

Covenant Rewards

To increase your rank in the Way of Blue, defeat invading Dark Spirits.

Rank	Rank Requirement	Reward
0	Join covenant.	Blue Seal
1	1 invading Dark Spirit killed.	Bloodbite Ring
2	5 invading Dark Spirits killed.	Hush sorcery
3	10 invading Dark Spirits killed.	Blue Tearstone Ring

Connection Requirements

In order for a member of the Way of Blue covenant member to have a Blue Sentinel summoned into their world, there are varying requirements for both parties:

For Way of Blue:

- You do *not* need to be human.
- You do *not* need to have the Blue Seal ring equipped.
- You cannot already have two co-op phantoms present.

For Blue Sentinel:

- You must be human.
- You must have the Guardian's Seal ring equipped.
- You must be in an area where your covenant symbol is flashing white. You will not necessarily be summoned to the area that you are in.

Notes

- Your targets are specifically invading phantoms that announce their entry into your world.
 - NPC invaders like Merciless Roenna count.
 - Roaming Souls such as the Greatsword Phantom do not count.
 - Red Sign Soapstone invasions do not count.
- Matchmaking is determined by Soul Memory and the item used. See Online Matchmaking for more details.

Videos

- Way of Blue Covenant: All Ranks & Rewards
- Main Game: All Dark Spirit NPC Invaders
- The Lost Crowns Trilogy: All DLC Dark Spirit NPC Invaders
- 1,000 Dark Spirits Defeated & Reward