

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

Revision #1

Created 17 December 2024 07:33:25 by jade

Updated 17 December 2024 07:33:25 by jade