

# Multiplayer Items

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# Awestone

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## In-Game Description

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*A stone that is terribly heavy for its size. Offer it to the Victor's Stone to strengthen the bond with your covenant.*

*The Victor's Stone thirsts for the souls of fallen warriors, condensed within awestones, as if they were once part of the whole.*

## Use

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Offer to the Victor's Stone in Majula to increase your rank in the Company of Champions covenant.

## Availability

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- Guaranteed drop from invading Red Phantoms, both NPCs and players

## Rare enemy drops:

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- Flame Salamanders in Forest of Fallen Giants
- Old Knights in Heide's Tower of Flame (Note: Only the Ultra Greatsword-Wielding Old Knights drop Awestones)
- Enhanced Undead in Sinner's Rise
- Forest Guardians in Shaded Woods
- Primal Knights in Doors of Pharros and Drangleic Castle
- Hunting Dogs in the Gutter
- Razorback Nightcrawlers in Black Gulch
- Ruin Sentinels in Drangleic Castle
- Stone Knights in King's Passage
- Leydia Witches and Grave Wardens in Undead Crypt
- Ogres in Things Betwixt, Shrine of Amana and Aldia's Keep. NOTE: The Ogre in the first Forest of the fallen giants bonfire also dropped me an awestone a few times.
- Mirror Squires in Aldia's Keep

- Dragon Knights in Dragon Shrine
- Elite Giants in Memory of Vammar
- Flexile sentry boss in No man's wharf dropped me one awestone (NG). Not confirmed if the non-boss version also drops. Nobody said nothing about the boss version, and we have also another enemy that is boss and non-boss in another place (Ruin sentinels) where the non-boss drops awestones, maybe they follow the same pattern.

## Red Phantom NPC invader locations:

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- Huntsman's Copse, on the cliff path prior to fighting the Skeleton Lords boss
- Grave of Saints, right after climbing up the ladder (must be offline). **Note:** Spawns 12 times, as normal enemies only on NG+ or higher.
- Doors of Pharros, Bowman Guthry invades right after entering the Rat King covenant area (must be offline). **Note:** Spawns 12 times, as normal enemies only on NG+ or higher.
- The Gutter, on one of the cliff sides with ambush of undead climbing up edge, spawns Melinda the Butcher on a platform
- Drangleic Castle, right after the large painting of the queen
- Belfry Luna, a Bell Keeper 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 Keeper invades next to the bell lever (must be offline)
- Shrine of Amana, after Rhoy's Resting Place bonfire
- Undead Crypt, Undead Ditch: The room before the long hallway of Wall Warriors
- Aldia's Keep, right after entering the keep itself
- Dragon Shrine, in the tower with the Petrified Egg

## Royal Sorcerer Navlaan invasions:

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- 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 bonfire
- Aldia's Keep: near Guardian Dragon fog wall
- Dragon Aerie, right before the final bridge to Dragon Shrine

## Notes

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- You must be a member of the Company of Champions covenant for Awestones to become available as a dropped item.
- If you wish to go offline:
  - Join a Party (Xbox 360).

- On the Steam client, close the game and choose Steam -> Go Offline.

## **Farming Guide**

Equip whatever Item Discovery articles you can. The Old Knights in Heide's Tower of Flame are an excellent place to farm Awestones, provided you don't have access to the Grave of Saints or Bonfire Ascetics, in which case continually farming Rhoj the Explorer is your best farming option as mentioned above, considering you can trigger the invasion 12 times per Bonfire Ascetic used. You must be in offline mode to trigger this invasion. Remember that you need to use the Ascetic on Harval's Resting Place after defeating the Rat Vanguard boss, and NOT at the Grave of Saints second bonfire, Grave Entrance. Kill Rhoj, rest at the Grave Entrance bonfire (it's closer than Harval's Resting Place), and then run down the ladder on the left-hand side. Go back up the ladder, and the invasion will start. I typically run across the bridge until Rhoj comes, which allows you a 1v1 fight without rats. If you have the Force miracle, you can push him off of this bridge for a cheap win. Repeat this 11 more times, then use a Bonfire Ascetic to do it another 12, so on and so forth.

Keep in mind that only the Old Knights who wield the Old Knight Ultra Greatsword can drop Awestones. The most time efficient method is to start at the second bonfire and go down the staircase to where you fought the Dragonrider. Kill the Old Knight there, and proceed up the stairs to the central circular section. You can draw the Old Knight wielding the ultra greatsword by damaging any of the knights with a ranged attack. Run back down the stair about halfway, and the shield knights will not pursue you. The Old Knight with the ultra greatsword will, however. This is a good strategy if you are not confident about your ability to fight all three knights at once. If you are confident, just murder them all simultaneously. Once that knight is dispatched, proceed towards the Old Dragonslayer boss and kill the final Old Knight without a shield. This is the complete run. Rinse and repeat until you have as many Awestones as you need. I just did this run over and over in 5 hours and got 36 Awestones from it. I got approximately 350k soul memory, so do understand that this will take a considerable amount of time and inflate your soul memory.

The best way to do this run, providing you can kill the knights without being hit, is to run through, kill all of the knights, and jump off into the sea. This is a fast way to get back to the bonfire. Although risky because you can be killed easily with the half reduced HP you will eventually, if you collect your bloodstain each time, retain a considerable amount of souls. Alternatively, you can use homeward bones, but getting enough is tricky, and it's just much better to take the honorable death of the samurai. You can, of course, walk back to the bonfire. Trust me, this gets old by the 1000th time.

Of course, all enemies respawn infinitely, so this is a repeatable strategy, since you're in the Company Of Champions, as mentioned above.

Second Strategy (I don't recommend this one): The Razorback Nightcrawler enemies in Black Gulch drop Awestones quite often, but this is a considerably slower farming location than the knights, due to the cumbersome poison statues and the distance required to get to Black Gulch.

Go to the Hidden Chamber bonfire and kill the Nightcrawlers. You can also kill the Coal Tar enemies for some upgrade materials while you're at it. Rinse and repeat.

## Undead Crypt

Another place you can farm the awestones is in the Undead Crypt. Start in the second bonfire and backtrack to where the Grave Warden are. You'll need to avoid two Syan Knights but this is very easy. Kill the Grave Warden and proceed to the next room to kill the three Leydia Witches. Use a homeward bone and repeat.

This method can be very useful because the 6 enemies are close to the bonfire and to each other, they all drop awestones, and the witches can drop Simpleton's Spice or Skeptic's Spice.

# Black Separation Crystal

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## In-Game Description

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*A symbol of farewells that has been passed down since time immemorial.*

*The crystal sends phantoms back to their homes, or sends you back to yours.*

*Whether ending in hope or despair, encounters are valuable experiences. Beware fickle use of this item.*

## Use

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- Banishes friendly phantoms summoned into your world.
- As a phantom, leave the host's world.

## Availability

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Character automatically starts with the item.

## Notes

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- Will not banish invaders from your world.
- Works on NPC summons.
- Works when summoned as a Gray Phantom invader by the Rat King Covenant.

# Bone of Order

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## In-Game Description

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*Online play item.*

*You will be punished for fleeing from other worlds by disconnecting unjustly. However, this charm will disperse the ire directed at you.*

*But sins are not easily buried, and there's no telling if you will be let off so easily next time. Each encounter in life is a precious turn of fate, and fate will not be cheated.*

## Use

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Restores the link to other worlds

If you repeatedly quit the game or go offline when invaded, summon signs will become completely unavailable, as will help from the Blue Sentinels. You will still get invaded, but now you must now face the invader with no help. This bone works as an apology, allowing you to restore the link between worlds. However, several hours of waiting/idling is needed to get a new one, so it is best to make sure that you will never need to use it.

## Availability

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Character automatically starts with this item.

When a bone is used, another one respawns at the altar in Things Betwixt after an unknown number of hours.

## Notes

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The first ban seems to happen after 10 disconnections (unconfirmed/varies). After waiting in Things Betwixt for 8.5 hours while online, the Bone of Order did not appear.

After the second ban, going offline and staying on the second floor above the old ladies for ~10 hours then resting at bonfire spawned the Bone of Order.

After using the Bone of Order, stayed in the house of the old ladies in Thing Betwixt offline for 11 hours and rested at the bonfire, just as described, and nothing appeared. Tried both while hollow and human. More research must be done.

I was playing with my banned character for about 6 hours offline and 6 hours online and after that I got my new Bone of Order.

# Champion's Tablet

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## In-Game Description

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*Online Play Item*

*Shows the names of the greatest victors of the Company of Champions covenant.*

*This tablet, chiseled from the Victor's Stone, is engraved with the names of the brave warriors who have offered the most awestones, as if they were epitaphs, honoring their lives.*

## Use

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Displays a list of the 100 highest ranked members of the Company of Champions covenant, as well as the number of Awestones they offered.

## Availability

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Acquired on joining the Company of Champions covenant in Majula.

# Cracked Blue Eye Orb

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## In-Game Description

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*Online Play item.*

*Invalidate the world of the guilty.*

*Can only be used by members of the Blue Sentinels covenant.*

*Punish the guilty to strengthen the bond with your covenant.*

## Use

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Invalidate the world of the guilty as a Blue Phantom.

To use this item, you must be a member of the Blue Sentinels covenant and fully human.

## Availability

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### Shops

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- Infinite sold by Blue Sentinel Targray on NG+ and above for 10,000 souls each.

### Treasure

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- Three can be found in a wooden chest next to Blue Sentinel Targray in Cathedral of Blue.

### Drops

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- Dropped by Old Knights in Heide's Tower of Flame.

- Three are dropped by Sentinel Phantoms in Heide's Tower of Flame at Bonfire Intensity 2 or higher (guaranteed drop).

## Miscellaneous

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- Can sometimes be received when trading either Small Smooth & Silky Stones or Smooth & Silky Stones with Dyna and Tillo in Things Betwixt.
- Reward for winning a sparring match in the Blue Sentinels arena.

## Notes

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- The three found in the Cathedral of Blue can be farmed with Bonfire Ascetics but the Old Dragonslayer will have to be killed every time.
- You do not have to be in the same area as the player you are invading. You can use the orbs in Heide's Tower of Flame and invade in areas such as the Gutter or Forest of Fallen Giants. However, you are more likely to invade players in the area the orb is used.<sup>1</sup>
- Matchmaking is determined by Soul Memory and the item used. See Online Matchmaking for more details.

Footnotes 1. The Cracked Blue Eye Orb will search up to three locations at a time; Your current location, the most-populated area, and the second-most-populated area.

# Cracked Red Eye Orb

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## In-Game Description

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*Online play item.*

*Invade other worlds.*

*Defeat the master of the world you have invaded to acquire a Token of Spite.*

*The residual sins of those who have succumbed to dark temptations are contained in the form of the Cracked Red Eye Orb.*

## Use

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Invade the world of another player as a Red Phantom. You must be human to use this item.

If you defeat the host, you will receive a Token of Spite and some souls.

## Availability

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### Shops

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- Five sold by Titchy Gren on NG only for 5,000 souls each and infinite on NG+ and above for 10,000 souls each.

### Treasure

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- One can be found on a corpse in the tutorial section of Things Betwixt behind a closed door.

- Three can be found on a corpse on the roof of the building with three Old Ironclad Soldiers in the Forest of Fallen Giants.
- Two can be found on a corpse in the Flame Salamander pit in Forest of Fallen Giants.
- One can be found on a corpse above the second bonfire of Huntsman's Copse.
- Two can be found on a corpse near Titchy Gren. The corpse is on a ledge above the stairs leading from the Undead Purgatory boss fight.
- One can be found on a corpse after dropping down from above in the circular room in Iron Keep.
- Five can be found on a corpse next to the first Poison Statue Cluster encounter in Shulva, Sanctum City.
- Three can be found on a corpse on a ledge in the Iron Passage. Requires going through both cell gauntlets.

## Drops

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- Dropped by Enslaved Pigs in Majula.
- Dropped by Flame Salamanders in the Forest of Fallen Giants.
- Dropped by Torturers in Huntsman's Copse.
- (Scholar of the First Sin): 3 dropped by the Enslaved Boar in Majula - spawned by killing the piglets, then pigs until their spawns run out

## Miscellaneous

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- Can sometimes be received when trading either Small Smooth & Silky Stones or Smooth & Silky Stones with Dyna and Tillo in Things Betwixt.
- Reward for winning a duel in the Brotherhood of Blood arena.
- Matchmaking is determined by Soul Memory and the item used. See Online Matchmaking for more details.

## Farming

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- See Bonfire Ascetic's 'Most Reliable Source' section for farming.

- The three found in Forest of Fallen Giants can be farmed with Bonfire Ascetics due to the Soldier's Rest bonfire not requiring you to fight any boss.
- The five found in Shulva, Sanctum City can be farmed with Bonfire Ascetics due to the Sanctum Walk bonfire not requiring you to fight any boss.

# Dragon Eye

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## In-Game Description

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*Online play item.*

*Invade a world with a Dragon Scale to claim the scale from its master.*

*If our human flesh is our greatest weakness, then those who seek a form that imitates the ancient dragons are the true vanguard.*

## Use

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Allows members of the Dragon Remnants covenant to lay a Dragon Sign. Other players can activate the sign and summon you as a hostile Dragon Spirit phantom into their world.

The winner of the fight is awarded a Dragon Scale.

## Availability

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Join the Dragon Remnants covenant.

## Notes

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- Unlike the Red Sign Soapstone, the Dragon Eye will spawn the invader in the exact position it was placed.
- The Dragon Sign cannot be interacted with if the summoning player has other players in their world. Therefore, PvP in the Dragon Remnants covenant is always one-on-one.
- Matchmaking is determined by Soul Memory and the item used. See Online Matchmaking for more details.
- Unlike other types of hostile phantoms, Dragon Spirits are able to use restoration items such as the Estus Flask.

# Dragon Scale

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## In-Game Description

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*A scale from the body of an ancient dragon.  
Offer to the dragon to bring your own flesh  
closer to that of the eternal ancient dragon.*

*Touching an ancient dragon scale  
gives one a glimpse into the abyss.  
Believers in the dragon will rise above  
this petty corporeal existence.*

## Use

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Give to Magerold of Lanafir in order to rank up in the Dragon Remnants covenant.

## Availability

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- Reward for winning a duel initiated by the use of the Dragon Eye. You will get a scale for defeating a summoned Dragon Remnant member even if you are not in the covenant.
- One on a corpse immediately after the Guardian Dragon in Aldia's Keep, before the elevator. Can be farmed if you use an ascetic and fight the Guardian Dragon each time.
- Rare drop from the Dragon Warriors in Dragon Shrine
- Rare drop from invader Dragonfang Villard in Dragon Shrine
- Rare drop from The Imperfect in Dragon's Sanctum

## Note

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- Cant be dropped

# Dried Fingers

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## In-Game Description

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*Dried fingers with multiple Knuckles.  
Shriveled, but radiating a peculiar warmth.*

*"By the number of knuckles, it couldn't have been human,  
but perhaps some questions are best left unasked."*

## Use

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Resets your invasion cooldown timer, allowing you to be invaded more frequently.

Good if you want to have other players invade you with less time inbetween.

## Availability

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Found inside a chest in Undead Crypt near the Undead Ditch bonfire.

There is a ladder in the large room next to the bonfire, in a corner. Up the ladder is a Leydia Witch guarding the chest.

# Hello Carving

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## In-Game Description

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*Faces carved from the wood of aged trees.  
They speak when thrown upon the ground.*

*The fine craftsmanship of these faces is evident even after much aging,  
but no one knows even the name of the artist.*

*This face says "Hello!"  
Doesn't it look friendly?*

## Use

---

Says the word *Hello* out loud. Can be used during multiplayer to communicate with other players.

## Availability

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Sold by Magerold of Lanafir in Iron Keep for 2,000 souls

# I'm Sorry Carving

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## In-Game Description

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*Faces carved from the wood of aged trees.  
They speak when thrown upon the ground.*

*The fine craftsmanship of these faces is evident even after much aging,  
but no one knows even the name of the artist.*

*This face says "I'm Sorry"  
Doesn't it look apologetic?*

## Use

---

Says the words *I'm Sorry* out loud. Can be used during multiplayer to communicate with other players.

## Availability

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Sold by Magerold of Lanafir in Iron Keep for 2,000 souls

# Rat Tail

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## In-Game Description

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*A severed rat's tail.*

*Demonstrate fidelity by offering it to the Rat King, and strengthen the bond with your covenant.*

*The Rat King is proud and merciful, as any king true to his stature should be.*

*The Rat King looks favorably upon those who follow the path of right, even disgraceful humans.*

## Use

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- Give to the Rat King to rank up in the Rat Covenant.

## Availability

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- Kill a trespassing Gray Phantom as a member of the Rat Covenant
- Drop from Corpse Rats
- Drop from Dog Rats

# Red Sign Soapstone

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## In-Game Description

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*Online play item.  
Leave invasion sign.*

*Be summoned to another world as a dark spirit, and defeat the summoner to acquire a Token of Spite.*

*Some Undead persevere along the honorable path even after crossing into the dark. The Red Sign Soapstone is for them.*

## Use

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Places a Red Sign at your current location, allowing any player in human form to summon you as a Red Phantom invader into their world.

## Availability

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Sold by Titchy Gren for 5,000 souls.

## Notes

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- You must be human to use the Red Sign Soapstone.
- The invader spawns in a set location, similar to using a Cracked Red Eye Orb.
- Matchmaking is determined by Soul Memory and the item used. See Online Matchmaking for more details.
- Winning or losing a duel from a Red Sign Soapstone **does not** count toward your Brotherhood of Blood ranking.
- Wearing the Name-Engraved Ring filters the sign so that it only displays for players with the same god equipped, but it does not affect the Soul Memory range.

- Writing down your sign in Drangleic Castle may result in you being summoned a gray phantom by Looking Glass Knight.

# Seed of a Tree of Giants

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## In-Game Description

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*A lump of something, obtainable from a Giant-tree.  
Makes enemies react to invaders.*

*When the giants fell, they grew into great trees.  
Death is not the end, for anything that has ever  
once lived remains a part of a great cycle of  
regeneration.*

*But what of those outside of the cycle?*

## Uses

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Consumable item that causes all enemies in the area to attack invaders for a limited time (60 minutes).

## Availability

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- Starting gift choice.
- Harvested from the resting giant in the room next to the Soldier's Rest bonfire, in Forest of Fallen Giants.  
Has roughly a 25% chance of spawning every time the player is invaded by a Red Phantom: both real players and NPCs.<sup>1</sup>

## Farming

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Invading NPC phantoms trigger the chance for a seed to spawn. This creates a farming opportunity that is much faster than waiting for random online invasions.

Scholar only: Extremely easy way to farm is to bonfire ascetic soldiers rest and run straight from the bonfire into the tree room. Armorer Dennis will spawn and you will see if you got a seed or not. If you did grab it and jump off the edge, if you didn't jump off the edge again. He will infinitely respawn and you will see if you get a seed each time.

## Armorer Dennis in Forest of the Fallen Giants (Scholar only)

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This is the fastest method to farm seeds, but can only be done in Scholar of the First Sin, and requires you to die each time, but the entire process can be done in under 30 seconds (Depending on your load times), which includes the time to check and loot a seed, making it the fastest possible way to farm seeds.

1. Keep Armorer Dennis in Forest of Fallen Giants alive by not defeating him.
2. From the Soldiers' Rest bonfire, head outside and towards the seed's spawn point.
3. Armorer Dennis will invade as you leave the bonfire room, spawning in the seed's room.
4. The seed will either spawn or not, either way loot if needed, then die (Fastest way is to run back outside and fall into a pit.
5. Respawn back at the Soldiers' Rest bonfire.
6. Repeat.

## Armorer Dennis/Fencer Sharron in Iron Keep (Scholar only)

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This method requires Scholar of the First Sin, and to die.

1. Keep Armorer Dennis and/or Fencer Sharron alive in Iron Keep by not defeating them.
2. From the first bonfire, cross the bridge, and into the keep to spawn the invasion.
3. Die.
4. Repeat a few times, then head to the Soldiers' Rest bonfire in Forest of Fallen Giants to check for the seed.

## Rockshield Baldyr in Shulva, Sanctum City

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This method requires you to die.

1. Keep Rockshield Baldyr in Shulva, Sanctum City alive by not defeating him
2. From the Priestess' Chamber bonfire, run across the thin walkway to spawn the invasion.
3. Die.
4. Repeat a few times, then head to the Soldiers' Rest bonfire in Forest of Fallen Giants to check for the seed.

## Aslatiel of Mirrah in Aldia's Keep

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This method does not require you to die.

1. Keep Aslatiel of Mirrah in Aldia's Keep alive by not defeating him.
2. From the Foregarden bonfire outside the keep, run into the keep's first hallway to spawn the invasion.
3. **For DS2** - Run passed him into the main hall, and up the staircase, to cause Aslatiel to despawn. **For SotFS** - Run passed him into the main hall, and all the way up to the giant basilisk at the top, then head into the dragon switch room to cause Aslatiel to despawn.
4. Warp or run back to the Foregarden bonfire.
5. Repeat a few times, then head to the Soldiers' Rest bonfire in Forest of Fallen Giants to check for the seed.

## Notes

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- Using a seed will also cause enemies to become aggressive towards Blue Sentinels who have been summoned through the Guardian's Seal ring.
  - Once the seed is spawned on the resting giant, it must be collected in order to allow more to spawn afterwards. Be sure to check back periodically after every several invasions, otherwise you may miss the opportunity to collect more seeds that would have spawned if the previous seed was already taken.
  - If there is an invader in your world when the 60 minutes is up and the aura on you disappears the enemies seem to continue attacking the invader until the invader is dead or leaves your world.
  - Seeds do not fall from red sign invasions.
  - For invasions, you do not have to win(i.e., beat the invader) to get the seed to appear. Just the completion of the invasion is sufficient (win or lose).
  - Can be used in all invasion types (red, blue, dragon, bell), EXCEPT Rat King invasions (as you are in their world, not your own).
- Footnotes 1. Early reports suggested an increasing 10% chance for every invasion until it spawns, but there is no evidence for this and testing so far indicates a flat 1/4 chance.

# Small White Sign Soapstone

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## In-Game Description

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*Online play item.*

*Leave summon sign.*

*Be summoned as a shade to another world in order to help that world's master for a certain time. You will be rewarded for successfully assisting the other player.*

*The effect is not as long-lived as that of the White Sign Soapstone, and it is used only in particular places to provide assistance.*

## Use

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Place a small summon sign where you stand, allowing human players to use it to summon you into their world as a Shade for co-op.

- After being summoned, fulfilling your duty to the host will earn you a Smooth & Silky Stone and restore your humanity. You may fulfill your duty in one of the following ways:
  - You assist the host in defeating an area boss.
  - You remain in the host's world long enough to "time out" and be sent back to your world without killing an area boss.

## Availability

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In the room above the Cardinal Tower bonfire in Forest of Fallen Giants. You can simply destroy the first door if you do not yet have the Soldier Key.

## Summon Timer

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By default, the Small White Sign Soapstone allows the player to be summoned for a little over 8 minutes. However, every enemy that is killed will lessen the remaining time. This can result in a very short session if a summoned shade is helping a host kill lots of enemies in a level.

## Notes

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- If you are a member of the Heirs of the Sun covenant, you will appear as a Gold Shade, otherwise you will appear as a White Shade. Note that the host will NOT receive a sun medals.
- Matchmaking is determined by Soul Memory and the item used. See Online Matchmaking for more details.
- Unlike the large White Sign Soapstone, defeating an area bosses does not stop the ability to see and summon from small white signs in that area.

# Sunlight Medal

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## In-Game Description

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*A medal depicting the sun.  
Offer it to the altar to strengthen  
the bond with your covenant.*

*The slight warmth of the medal makes  
valor brim within one's bosom.  
The brave fighters who bore these medals are  
gone, but the sun never sets. On this day  
begins the contest to find the Sun's truest son.*

## Use

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Offer to the Sunlight Altar in Harvest Valley to rank up in the Heirs of the Sun covenant.

## Availability

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- One is given for fulfilling your duty as a Gold Phantom (using the White Sign Soapstone).
- One is given for summoning a Gold Phantom and letting them fulfill their duty. Other phantoms do not get this medal.
- Dropped by Mounted Overseers in Harvest Valley.
- Dropped by Falconers in Things Betwixt (Bonfire Intensity 2+).
- Dropped by Falconers in Shaded Woods and Brightstone Cove Tseldora (*only in Scholar of the First Sin*).

## Note

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- Can't be dropped
- If you're attempting to farm these offline, consider joining the Company of Champions for endless respawns.

# Thank You Carving

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## In-Game Description

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*Faces carved from the wood of aged trees.  
They speak when thrown upon the ground.*

*The fine craftsmanship of these faces is evident even after much aging,  
but no one knows even the name of the artist.*

*This face says "Thank you"  
Doesn't it look appreciative?*

## Use

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Says the words *Thank You* out loud. Can be used during multiplayer to communicate with other players.

## Availability

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Sold by Magerold of Lanafir in Iron Keep for 2,000 souls

# Token of Fidelity

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## In-Game Description

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*Token recognizing that the owner has travelled worlds to help others.*

*When in other worlds, it can be also used to restore the master of the world's HP, but this is only a secondary effect of the item. Simply carrying these tokens shows the depth of the holder's fidelity.*

## Use

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Can be used when summoned to assist with an area. The host is given a heal over time effect similar to using a Lifegem.

One is required to join the Blue Sentinels, and to enter the sparring arena. Every sparring match consumes a Token.

## Availability

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- Upon clearing a boss, all White Sign Soapstone Phantoms are awarded a Token, or when the time of the summoning is up and the host is still alive.
- Awarded when successfully defending a member of the Way of Blue covenant from an invader, when summoned through the Guardian's Seal
- In Huntsman's Copse, can be found on a pillar next to the second bonfire, across the gap. Drop from the bridge above carefully.
- Dropped by Sentinel Phantoms in Heide's Tower of Flame at Bonfire Intensity 2 or higher (guaranteed drop).

# Token of Spite

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## In-Game Description

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*Token recognizing that the owner has traveled worlds to defeat others.*

*Simply carrying these tokens shows the bitterness of the grudges the holder has accumulated.*

## Use

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Consume to Increase chance of being invaded.

One is required to join the Brotherhood of Blood, and to enter the dueling arena. Tokens are not consumed for either action.

## Availability

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- Awarded to any living Red Phantoms when the host dies during an invasion. Tokens are awarded if the invasion was initiated by using either a Cracked Red Eye Orb or the Red Sign Soapstone.
- Awarded to any living Red Phantoms when a Blue Phantom arbiter spirit dies.
- One can also be found at the bottom of the scaffolding in Grave of Saints before entering the Gutter, in a chest.

# Very Good! Carving

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## In-Game Description

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*Faces carved from the wood of aged trees.  
They speak when thrown upon the ground.*

*The fine craftsmanship of these faces is evident even after much aging,  
but no one knows even the name of the artist.*

*This face says "Very Good!"  
Doesn't it look cheerful?*

## Use

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Says the words *Very Good!* out loud. Can be used during multiplayer to communicate with other players.

## Availability

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Sold by Magerold of Lanafir in Iron Keep for 2,000 souls

# White Sign Soapstone

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## In-Game Description

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*Online play item.*

*Leave summon sign.*

*Be summoned as a phantom to another world in order to help that world's master for a certain time. You will be rewarded with a Token of Fidelity for successfully assisting the other player.*

*The flow of time is distorted in these lands, and the White Sign Soapstone allows Undead to assist one another.*

## Use

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Place a summon sign where you stand, allowing human players to use it to summon you into their world as a phantom for co-op.

- After being summoned, fulfilling your duty to the host will earn you a reward. You may fulfill your duty in one of the following ways:
  - You assist the host in defeating an area boss.
  - You remain in the host's world long enough to "time out" and be sent back to your world without killing an area boss. Summon time varies based on how many and what types of enemies are defeated in the host's world.
- Fulfilling your duty will restore your humanity, refill your Estus Flask, restore lost durability and spell casts, and grant you one of the following rewards:
  - If you **do not** belong to the Heirs of the Sun covenant, you will receive a Token of Fidelity.
  - If you **do** belong to the Heirs of the Sun covenant, you and the other player(s) will each receive a Sunlight Medal. The host will receive two medals if both phantoms belong to the covenant.

# Availability

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## **Forest of Fallen Giants**

Speak to Mild Mannered Pate twice after you trigger the gate trap in front of him. If you die or use Homeward or a Homeward Bone without escaping the area beyond the gate, Pate will still give you the soapstone when you return to him.

If you kill Pate before getting the soapstone, you can still get it by going to his gravestone and paying 2,000 souls to talk to him. Making the gravestone appear seems to be somewhat finicky and unreliable, but resting a few times at a bonfire or dying usually works. The gravestone should be right where Pate sits when alive.

## Notes

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- If you are a member of the Heirs of the Sun covenant, you will appear as a Gold Phantom, otherwise you will appear as a White Phantom.
- Your character model will darken as you get closer to the end of your available summon time.
- Matchmaking is determined by Soul Memory and the item used. See [Online Matchmaking](#) for more details.