

# Small White Sign Soapstone

## 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.
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