

Soul Sign

Description

Used in online play. Summons a player Phantom or an NPC into your world.

Types of Soul Signs

| Image | Type | Created By | Conditions for placing | Conditions for Seeing | Purpose |
|-------|------------------|----------------------------|--|---|--|
| | White Sign | White Sign Soapstone | Cannot have another player present (true for all signs). | Player must be in human form with the area boss undefeated. | Summons a White Phantom for co-op. Rewards phantom with a Token of Fidelity. |
| | Gold Sign | White Sign Soapstone | Must be in the Heirs of the Sun Covenant. | Player must be in human form with the area boss undefeated. | Summons a Gold Phantom for co-op. Rewards phantom and host with a Sunlight Medal. |
| | Red Sign | Red Sign Soapstone | Player must be in human form. | Cannot have Dragon Spirit present. | Summons a Red Phantom invader for PvP. Rewards phantom with a Token of Spite. |
| | Small White Sign | Small White Sign Soapstone | Same as White Sign. | Player must be in human form. | Summons a White Shade for co-op. Shades can only exist in your world for a short duration, unlike White Phantoms. Rewards phantom with a Smooth and Silky Stone. |
| | Dragon Sign | Dragon Eye | Must be in the Dragon Remnants Covenant. | Cannot have another player present. | Summons a Dragon Spirit invader for PvP. Rewards phantom or host with a Dragon Scale |