

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