

Multiplayer Items

- [Black Eye Orb](#)
- [Black Separation Crystal](#)
- [Blue Eye Orb](#)
- [Book of the Guilty](#)
- [Cracked Red Eye Orb](#)
- [Dragon Eye](#)
- [Dried Finger](#)
- [Eye of Death](#)
- [Hello Carving](#)
- [Help me! Carving](#)
- [I'm Sorry Carving](#)
- [Indictment](#)
- [Orange Guidance Soapstone](#)
- [Purple Coward's Crystal](#)
- [Red Eye Orb](#)
- [Red Sign Soapstone](#)
- [Servant Roster](#)
- [Souvenir of Reprisal](#)
- [Sunlight Medal](#)
- [Thank You Carving](#)
- [Very Good! Carving](#)
- [White Sign Soapstone](#)

Black Eye Orb

In-Game Description

Mystical orb found on a Keeper's corpse.

Invalidate the world of the murderer of a Fire Keeper, to defeat the perpetrator and reclaim the soul of the Fire Keeper.

The Black Eye keeps constant watch on the city of the Gods, Anor Londo.

Availability

Treasure in front of Anastacia's cave (along with the Dingy Set) in Firelink Shrine if Lautrec kills her.

Use

Allows the player to invade the world of Anastacia's killer, Lautrec the Guilty, as a Spirit of Vengeance.

- Can only be used in Anor Londo, in the big hall with the two Royal Sentinels.
- The player does not need to be in human form to use it.
- If the player is defeated, the Black Eye Orb can be used again.
- Once Anastacia's Fire Keeper Soul is retrieved, the Black Eye Orb will disappear from the inventory.

Note

There is an alternate Black Eye Orb connected to Shiva of The East, it was however removed from the game.

Black Separation Crystal

In-Game Description

This black crystal, long a symbol of farewell, is granted to banished Undead. The crystal sends phantoms back to their homes, or sends you back to yours.

Beware of fickle use of the item if you intend to nurture relations.

Availability

You have it at the start of the game

Use

- If you're a host and have summoned phantom players to assist you, this item can return the summoned phantoms to their own worlds. Upon use, a menu pops up with the choice to send the phantoms home while displaying the number of multiplayer victories your co-op partners have.
- If you're a phantom yourself (whether you're invading or helping), this allows you to leave the world you're visiting. Note that you will be immediately sent home without any prompt like when the host uses it.
- Doesn't disappear upon use

Notes

Cannot be used to get rid of invaders. To escape invaders, enter a boss' fog gate.

Blue Eye Orb

In-Game Description

Online play item.

Invade world of player in Book of the Guilty.

Subdue player to acquire Souvenir of Reprisal.

(Only Covenanters can use the item)

These mystical orbs are granted to Blades of the Darkmoon, knights who serve the Dark Sun Gwyndolin, so that they may serve the Gods in meting out vengeance.

Use

- Allows for infinite invasions of other players as a Spirit of Vengeance
- You must be a member of the Blade of the Darkmoon Covenant
- It may be used regardless if you're in human form or hollowed
- Depending on where it is used, the player will spawn at a corresponding spawn location.

Availability

Received after joining Blade of the Darkmoon covenant

Online Matchmaking

- The Blue Eye orb will search for a host who is in human form. The host must also be in an area where they have not defeated the boss yet.
 - The host must be logged in the Book of the Guilty, having acquired Sin by receiving Indictments.
 - The amount of sin a host has does not affect the level range of Darkmoon invaders who can invade them. As long as the host has at least 1 sin, they can be invaded by any Darkmoon that finds their level using the formula below.

- The Blue Eye Orb uses two different formulae to find the highest and lowest levels of its range. It can invade other players within co-op range upwards, but it can invade downwards using $x - (50 + 0.2x)$, where x = the invader's level. This means a level 100 player can invade the levels of 30 through 120.
- However, it appears that this formula has changed in the Remastered Edition to be the same as the Red Eye Orb, removing the ability to invade significantly lower level players.

Book of the Guilty

In-Game Description

Online play item.

Check list of indicted players.

The Goddess of Sin Velka oversees this list of the guilty, who have disrespected the Gods or their covenants, and shall one day face the wrath of the Blades of the Darkmoon.

Availability

- Sold by Oswald of Carim in the Undead Parish for 1,000 Souls
- Dropped by Oswald of Carim if not already bought

Use

- View a list of players who have sinned by receiving indictments
- View your own rank amongst sinners

Notes

- Entries in the Book of the Guilty associate the player's PSN ID or Gamertag **and** the specific character. Therefore there may be multiple entries for the same PSN ID with different amounts of sins for each character. However, using the function to view your own rank will only find the ranking of your currently loaded character.
- Players who are killed by Darkmoon invaders will lose 1 point of sin from their rank in the book.
- It can sometimes take a few moments for the Book of the Guilty to update its ranking. Checking the book once, especially on a freshly-loaded character, may not inform the player of their accurate sin count.

Cracked Red Eye Orb

In-Game Description

Online play item.

Invade another world.

(Hollows cannot use the item)

Defeat the master of the world you have invaded to acquire humanity.

The Cracked Red Eye Orb allows players to temporarily imitate this ability normally limited to the Darkwraiths of Kaathe.

Use

- Invade another player's world
- Trade with Snuggly the Crow for two Purging Stones

Availability

- Sold by Darkstalker Kaathe for 3,000 souls each, but only if you're a Darkwraith Covenant member
- Treasure (x4) from a chest in Firelink Shrine, accessed by dropping through the elevator shaft
- Treasure (x6) from a corpse stuck on a well in lower New Londo Ruins, accessible after draining the water

Online Matchmaking

- The Red Eye orb will search for a host who is in human form. The host must also be in an area where they have not defeated the boss yet.

- It can invade other players 10% below your level, and infinitely upwards. This means a level 100 player can invade between the levels of 90 - 713.

Notes

- You must be in Human form to use this item
- Depending on where it is used, the player will spawn at a corresponding spawn location

Dragon Eye

In Game Description

Online play item.

Find a player who has acquired a Dragon Scale and invade that player's world to pillage it. (Only Covenanters can use the item).

An art of the transcendent apostles who pray to the ancient dragons. To be alive is to be vulnerable, and the fiery Gods are no exception. The apostles seek another plane of existence, which transcends life.

Use

Allows members of the Path of the Dragon covenant to lay a Dragon Soul Sign, in order to be summoned as a hostile Dragon Spirit in another player's world for PvP. The winner is awarded one Dragon Scale and Souls.

To create a summon sign with the Dragon Eye:

- The player must be in the Path of the Dragon covenant (it doesn't matter if they are in human form or not)

To see a summon sign created by others using a Dragon Eye:

- The host player needs to be in human form (reverse-hollowed)
- The host's area boss must still be alive
- The host player may not have another invader or summoned phantoms already active in the world. Even if another player is attempting to invade, the Dragon Soul Sign will disappear. As such, using the Dragon Eye in a high-traffic area may be detrimental to actually being summoned.

Availability

Join the Path of the Dragon covenant by talking to the Stone Dragon in Ash Lake

Online Matchmaking

- The Dragon Soul Sign appears to other players within co-op range.
- Co-op range calculation: Your Level, +/- (10 + 10% of Your Level). This means a level 100 player using a Dragon Eye can have their sign found by others who are between the levels of 80 to 120.

Notes

When a player uses the Dragon Eye, the resulting message says that you are searching for someone who has a Dragon Scale. However, this is not actually a requirement. The targeted players will be able to see the summon sign if the listed requirements above are met.

Dried Finger

In-Game Description

*Dried Finger with multiple knuckles.
Shriveled but still slightly warm.*

*With this many knuckles,
surely it cannot be anything human.*

Use

When used, it clears the Invasion Cooldown Timer. This allows for immediate, back-to-back invasions by Red Phantom and Darkmoon invaders.

Availability

Found in the Painted World of Ariamis

In Dark Souls Remastered it can be bought from Undead Merchant Male in Undead Burg

Notes

- Used by players who want more frequent PvP.
- Does not disappear upon use.
- Repeated use (spamming) does not increase the effect, as the Dried Finger remains permanently active until the user dies or reloads the area.
- Allows you to summon 3 cooperators total but also allows you to be invaded by 2 invaders

Eye of Death

In-Game description

Online play item.

Lure phantoms from other worlds.

(Only Covenanter can use the item while Hollows cannot)

The dreadful Eyes of Death spread disaster across neighboring worlds. Phantoms lured to the host world may end up as victims, allowing the Eyes of Death to multiply, and leading to further proliferation of bane.

Availability

- Dropped by Basilisks found in The Depths and The Great Hollow (common)
- Dropped by Spirit of Vengeance who invades by using your Gravelord Soul Sign
- Treasure (x3) from a corpse located behind the Prowling Demon in The Catacombs
- Treasure (x3) from a corpse located at the beginning of the Tomb of the Giants. Use the Skull Lantern to find them after the first coffin when you enter the Tomb, on the left side, then jump down
- Sold by Patches at the Firelink Shrine for 3,000 souls each (limit of 3 per playthrough)

Use

- Having at least one Eye in the inventory enables you to gain access to Gravelord Nito's sarcophagus to join the Gravelord Servant by nestling in the coffin near the Prowling Demon in The Catacombs
- Given to Gravelord Nito's sarcophagus in order to rank up in the Gravelord Servant Covenant
- Infect three other online players' worlds with the Gravelord Curse and leave your Gravelord Soul Sign to lure them into your world.
- To use an Eye of Death correctly you must meet the following conditions:

- You need to be a Gravelord Servant
- You need to be in human form (reverse-hollowed)
- You need to be in an area where you have not yet killed the boss
- You may not have an invader or summoned phantoms already active in your world.
The Eye of Death will continue to work as invaders enter your world, but it will be 'greyed out' and unavailable for use if a phantom arrives before you use it.

Effects

- For the Gravelord Servant:
 - You will be unable to see white and gold soul signs by other players.
 - All your online slots will be for invasions.
 - You cannot enter boss fog gates.
 - You can still use Cracked Red Eye Orbs and the White Sign Soapstone.
- For the infected:
 - Appearance of a Gravelord Soul Sign in their worlds. The soul sign's position may change every 10 seconds, depending on the Gravelord Servant's position in their own world.
 - Gravelord Black Phantoms will appear if the world is in NG+ or beyond (the aforementioned Gravelord Curse). They're much stronger and more aggressive versions of the normal enemies in the area. The black phantoms will remain in the infected player's world until the Gravelord Servant accesses a loading screen¹. The infected player will get a notification informing them of the defeat of a Gravelord Servant² - even if they're in their first playthrough (New Game), and the black enemy phantoms never spawned. The infected player dying or resting at a bonfire will not cause the black phantoms to disappear.
 - Multiplayer is unaffected, infected players may summon or invade other players as normal.

Online Matchmaking

- The Gravelord Soul Sign appears to other players within co-op range.
- Co-op range calculation: *Your Level*, +/- (10 + 10% of *Your Level*). This means a level 100 player using an Eye of Death can have their sign used by others who are between the levels of 80 to 120.

Farming Strategy

Items Needed

- Weapon with a wide horizontal area-of-effect attack (e.g. most greatswords' two-handed strong attack, ultra greatswords' two-handed weak attack, Great Scythe, etc). Not only for efficiency, but the faster you kill the Basilisk, the lower your chance to getting Cursed. Wide attack weapons are for stun-locking multiple Basilisks or Rats, as they have low Poise and are easily stunned by almost all weapons.
- High Curse-resistant gear: Dingy Set, Paladin Set, or Havel's Set if you don't mind going heavy, also Cursebite Ring
- Item Discovery
 - Covetous Gold Serpent Ring
 - 10 Soft Humanities - also for Curse resistance
- Purple Moss Clumps in case you got Poisoned by the Small Undead Rats on your way to the Basilisks
- Homeward/Homeward Bones as needed.

How To

1. Start at the bonfire in Depths.
2. Run out the hall and take a right. Keep going past the hidden ladder and the kill 5 Small Undead Rats.
3. Continue and kill the rat in the box.
4. Keep going and kill 4 more rats.
5. Go in the hall nearby and take a right. Fall down the hole in the floor. Kill the Basilisks nearby.
6. Go up the stairs, through the door, and kill 3 Basilisks.
7. Head around the bend, straight ahead, drop down and kill 3 more Basilisks.
8. Through the nearby door and kill 3 more basilisks. You may teleport back to the bonfire here and repeat from step 1 if you're only farming for Eyes of Death, but you can continue to farm more rats while getting back to the bonfire
9. Up the stairs, follow the path and through the tunnel heading back. Down the stairs and kill 3 Large Undead Rats and 1 small one.
10. Up the stairs and kill 2 rats.
11. Take the shortcut back to the bonfire.

As you get Humanities from Rats, use it to increase Item Discovery and Curse Resistance. Rinse and repeat.

Footnotes 1. This includes dying, quitting, invading via Cracked Red Eye Orb, or warping via Homeward or Lordvessel. 2. *"Disasters are gone after the defeat of the Gravelord Servant."*

Hello Carving

In game Description

Head carved of archtrees by Gough in his imprisonment. Gough imparts an emotion to each and every completed carving, which helps him achieve personal enlightenment. When a head is disturbed, it speaks, reflecting the emotion conferred to it.

This head says "Hello". Have another look. Do you sense the amicability in its eyes?

Availability

- Sold by Hawkeye Gough in Royal Wood for 5 souls.

Use

- Verbal gesture - says the word 'Hello' when used.
- Doesn't disappear upon use.

Help me! Carving

In game Description

Head carved of archtrees by Gough in his imprisonment. Gough imparts an emotion to each and every completed carving, which helps him achieve personal enlightenment. When a head is disturbed, it speaks, reflecting the emotion conferred to it.

This head says "Help me!". Have another look. Can you hear the desperate plea?

Availability

- Treasure from a corpse in the Chasm of the Abyss.

From the bonfire, go down the path and towards the bridge. Before reaching the bridge, there will be a ledge on the right you can jump down to, and down until you reach a dead end with multiple Humanity Phantoms. The carving will be on a dead body. Get back up by using Homeward/Homeward Bone, or by dropping/rolling onto the pathway below, located just beyond the corpse.

Use

- Verbal gesture - says the words 'Help me!' when used.
- Doesn't disappear upon use.

I'm Sorry Carving

In game Description

Head carved of archtrees by Gough in his imprisonment. Gough imparts an emotion to each and every completed carving, which helps him achieve personal enlightenment. When a head is disturbed, it speaks, reflecting the emotion conferred to it.

This head says "I'm Sorry". Have another look. Isn't that an expression of atonement?

Availability

- Dropped by a Bloathead Sorcerer in the Oolacile Township.

The Bloathead Sorcerer is at the end of a walkway, near to the chest containing the Dark Orb in the Oolacile Township. It will be facing the ledge, so you can easily do backstab on it or kick it off the ledge. The carving will be added to your inventory automatically.

Use

- Verbal gesture - says the words 'I'm Sorry' when used.
- Doesn't disappear upon use.

Indictment

In-Game Description

*Slip sold by bishop of Velka, Goddess of Sin.
If you are killed by an invader, use this
to report the crime of the trespasser.*

*The indicted player will be added to a list
of unfortunate souls who will one day face
the wrath of the Blades of the Darkmoon*

Availability

- Sold by Oswald of Carim in Undead Parish for 200 souls
- Dropped by Oswald of Carim if not already purchased

Use

Allows the player to file a negative report of another player who has invaded and killed them.

- The invader's name will be placed along with other sinners in the Book of the Guilty. Sinners are eligible for invasions by Blade of the Darkmoon covenanters. If the invader is already in the Book of the Guilty, their sin count will increase by 1.
- The death doesn't need to be directly caused by the invader. It can be PvE or environmental (including suicide) as well.
- Prompt appears automatically after your death, with a brief countdown (8 seconds), choose Yes or No. You will not see the result, the invader will see "You have been indicted."

Notes

- If you see the message "cannot be indicted," it's because it is a phantom-type that cannot be indicted. Only Dark Spirits and Dragon Spirits can be indicted. Dark Spirits include players invading via the (Cracked) Red Eye Orb, the Red Sign Soapstone and the Cat Covenant Ring (i.e. Forest Hunters).

- Despite appearing as a consumable in your inventory, an Indictment is infinite use. You only need to buy one to have the permanent ability to indict others. If you have extras, consider dropping them for other players in co-op or PvP, in case they haven't picked one up yet.

Orange Guidance Soapstone

FoldUnfold Table of Contents In Game Description Availability Use Notes Message Mechanics
Message Icons

In Game Description

Online play item.

Write/view/rate message.

Messages transmit to other worlds, where they are rated. Also, rate messages of others.

In Lordran, the flow of time is distorted, and messages allow Undead to assist (or deceive) one another.

Availability

- Sold by the Undead Merchant (Male) for 100 Souls
- Dropped by Undead Merchant (Male) if not already bought

Use

- Allows the player to make and rate comments on the ground for other players. Each player can write up to six messages at a time, per character.
- Using the orange guidance soapstone and selecting "Rate Message" will allow you to give a plus or minus rating to the last message you read.
- Only needs to be bought once and then can be used infinite times.

Notes

- **The Orange Guidance Soapstone is not required to rate messages.** While reading a message, press the Select/Back button, and it will instantly bring up the ratings screen to either rate it up or down. The soapstone is only required to rate the last message you've read if you're not currently reading it.

- If you cast Seek Guidance, you will see more messages. This miracle will also show some hidden developer messages.
- If you find a message useful, give it a positive rating. Helpful messages can inform others of impending secrets or pitfalls.

Message Mechanics

- The visibility of messages ebbs and flows when you enter an area. Higher rated ones are more likely to appear and reappear.
- Messages written by others will normally display the total number of times they've been rated (positive or negative) and *not* the sum of their ratings. A message that has been rated +3 and -2 will have a "5" rating. With Seek Guidance you will be able to see the message's +/- ratings separately.
- Messages are not confined to the co-op level range. A low level player can create a message that a high level player will see.
- Messages created by other players do not sync with their current multiplayer-pool. Once a message shows up in a player's world, it will typically last for a while, even if the player who left the message has logged off. Players in co-op or PvP are not guaranteed to see the same messages.
- Messages are somehow filtered or randomized to display for others. If a player casts 6 messages in total, it is possible for only one out of the six to show up for a friend, if any show up at all. Messages can also take a long time to display after being cast.
- There is no confirmed reward for receiving an upvote on a message.¹

Message Icons

Developer messages show an Oscar of Astora avatar, while user-created messages have an avatar of other various NPCs. Which NPC is displayed will change with the number of ratings it has received:

Rating	Avatar	Image
n/a	Oscar of Astora	
0-100	Undead Merchant Male	
101-200	Solaire of Astora	
201-300	Domhnall of Zena	
301-500	Lady of the Darkling	
501+	Primordial Serpent	

Footnotes 1. Testing on the PS3 has confirmed that receiving a +1 rating on a message does NOT reward humanity nor estus. In spite of the common rumor, there is no documentation of humanity being received from upvotes.

Purple Coward's Crystal

In-Game Description

Online play item.

Quit Battle of Stoicism.

(Session ends if host leaves)

*Victory in this battle once led to ancient
Anor Londo, but even in the absence
of it's overseer, capitulation is a disgrace.
In the name of a warrior's honor, do not
quickly resort to the use of this crystal.*

Availability

Automatic addition to player inventory on entering the Battle of Stoicism for the first time

Notes

Doesn't disappear upon use.

Red Eye Orb

In-Game Description

Online play item.

Invade another world.

(Only Covenanters can use the item while Hollows cannot)

Defeat the master of the world you have invaded to acquire humanity.

The Darkwraiths of Kaathe use this orb to seek humanity and plunge further into dark. Perhaps they are more human than we?

Use

- Allows for infinite invasions of other players
- You must be in Human form to use this item
- You have to be a member of the Darkwraith Covenant
- Depending on where it is used, the player will spawn at a corresponding spawn location.

Availability

It will be awarded to the player by Darkstalker Kaathe after joining the Darkwraith covenant and ranking up to +1.¹

Online Matchmaking

- The Red Eye orb will search for a host who is in human form. The host must also be in an area where they have not defeated the boss yet.
- It can invade other players that are 10% below your level, and infinitely upwards. This means a level 100 player can invade between the levels of 90 - 713.

Footnotes 1. Kaathe will only be available in The Abyss if you haven't already placed the Lordvessel. He will go away if you place the Lordvessel for Kingseeker Frampt or yourself.

Red Sign Soapstone

In-Game Description

Online play item.

Leaves invasion sign.

(Hollows cannot use the item)

Be summoned to another world as a dark spirit, and defeat the summoner to acquire humanity.

Certain Darkwraiths resist their descent into dark and preserve along the honorable path.

The Red Soapstone is for them.

Use

The Red Sign Soapstone is an online play item that allows players in human form to lay down a red soul sign.

Another player may interact with the sign to summon them as an invading Dark Spirit. The winner of the battle will receive souls and a single humanity point.

To cast a sign using the Red Sign Soapstone:

- The player must be in human form.

To see signs cast by other players:

- The player must be in human form.
- The area boss must still be alive.
- The player cannot have a sign down themselves. Placing a sign makes others invisible and inaccessible.

Availability

Found at the highest point of the Painted World of Ariamis at the very top of the spiral staircase in one of the buildings near the Undead Dragon.

Online Matchmaking

- The player who casts a sign can be summoned by others who are within co-op range below their level (- (10 + 10% of the player's level)), and any level higher. This means a level 100 character using the Red Sign Soapstone can be summoned by others between the levels of 80 to 713.
- It is believed that higher priority matchmaking is given to players of closer levels. While it is possible for the red sign to appear for other players of a much higher level, it is more likely to be seen and activated by players closer to your level.

Servant Roster

In-Game description

Online play item.

Check servants of the Daughters of Chaos.

Egg-bearer Eingyi keeps this roster of those who serve his master, a Daughter of Chaos. Eingyi praises those who offer significant humanity to alleviate his master's suffering.

But what is praise from Eingyi really worth?

Availability

Sold by Eingyi for 500 souls

Use

- Allows you to browse all players that contributed to the Chaos Servant covenant. Displays a list you can scroll around sorted by humanity donated by players in this covenant
- No other uses are known as of yet

Souvenir of Reprisal

In-Game Description

Blood-Drained, shrunken ear.

Souvenir taken for subduing the guilty.

The knights called the Blades of the Darkmoon punish the guilt-soaked offenders of the Gods and take this as proof of their conquest.

The earless corpses of the guilty will be left behind as a warning to others, inspiring both fear and respect for the Gods. Such is the eternal mandate of the Dark Sun.

Availability

- Dropped by Knight Lautrec of Carim if you kill him by invading his world with the Black Eye Orb in Anor Londo
- Dropped by Crow Demon in the Painted World of Ariamis (uncommon)(6% Drop Rate)
- Kill a host player by invading them with Blue Eye Orb (by being a Blade of the Darkmoon)
- Trade Pendant with Snuggly the Crow

Use

Given to Dark Sun Gwyndolin in order to rank up in the Blade of the Darkmoon Covenant

Notes

For farming tips, check the Crow Demon page

Sunlight Medal

In Game Description

This faintly warm medal engraved with the symbol of the Sun, is the ultimate honor, awarded to those who summon the Warrior of Sunlight and complete a goal.

The symbol represents Lord Gwyn's firstborn, who lost his deity status and was expunged from the annals. But the old God of War still watches closely over his warriors.

Availability

- Gifted by Knight Lautrec of Carim in Firelink Shrine, after you rescue him from his cell
- Dropped by Chaos Bug in the shortcut tunnel between Demon Ruins and Lost Izalith (3% drop rate)
- Treasure (x3) from a chest guarded by a Spear wielding Silver Knight in Anor Londo
- Upon clearing a boss, all party members are awarded a Sunlight Medal if the survivors include at least one Gold Phantom (i.e., a Warrior of Sunlight phantom, including NPC Phantom Knight Solaire)

Use

- Given to the Altar of Sunlight in order to rank up in the Warrior of Sunlight Covenant
- Trade with Snuggly the Crow for a White Titanite Chunk

Thank You Carving

In game Description

Head carved of archtrees by Gough in his imprisonment. Gough imparts an emotion to each and every completed carving, which helps him achieve personal enlightenment. When a head is disturbed, it speaks, reflecting the emotion conferred to it.

This head says "Thank you". Have another look. Is this not the face of gratitude?

Availability

- Sold by Hawkeye Gough for 5 souls.

Use

- Verbal gesture - says the words 'Thank you' when used.
- Doesn't disappear upon use.

Very Good! Carving

In game Description

Head carved of archtrees by Gough in his imprisonment. Gough imparts an emotion to each and every completed carving, which helps him achieve personal enlightenment. When a head is disturbed, it speaks, reflecting the emotion conferred to it.

This head says "Very Good!". Have another look. Does it not appear quite jovial?

Availability

- Dropped by the Mimic after the first wooden bridge in the Oolacile Township.

Use

- Verbal gesture - says the words 'Very Good!' when used.
- Doesn't disappear upon use.

White Sign Soapstone

In-Game Description

Online play item.

Leave summon sign.

Be summoned to another world as a phantom through your sign, and defeat the area boss to acquire humanity.

(Hollows cannot conduct summons)

In Lordran, the flow of time is distorted, and the White Sign Soapstone allows Undead to assist one another.

Use

An online play item. It creates a white soul sign that another player can use to summon you into their world for cooperative play.

To cast a sign using the White Sign Soapstone:

- You must be connected online
- It does not matter if you're human or hollowed, or if the area boss is alive or defeated

To see signs cast by other players:

- The player must be in human form
- The area boss must still be alive
- The player cannot have a sign down themselves. Placing a sign makes others invisible and inaccessible

If a member of the Warrior of Sunlight covenant uses the white sign soapstone, their soul sign will appear as golden instead of white. This is the only covenant to have an effect on the color of the white sign soapstone.

The white sign soapstone can also warn players of impending invasions. If you meet the conditions for being invaded, online-use items like the soapstone will become temporarily disabled a few moments before an invasion occurs. The item will appear 'grayed-out' in the HUD, indicating that it cannot be used.

Availability

- Given by Solaire of Astora in Undead Burg, when you answer "Yes" to both his questions.
- Dropped by Solaire of Astora if not already given.

Online Matchmaking

- The player who casts a sign can only have their sign seen by others who are within "co-op range" of their level.
- Co-op range calculation: *Your Level*, +/- (10 + 10% of *Your Level*). This means a level 100 player using the White Sign Soapstone can be summoned by others who are between the levels of 80 to 120.
- The above formula cannot be applied to the host, as the range is calculated by the player using the White Sign Soapstone. If a host wants to know if they can summon a friend or not, calculate the range from the phantom's perspective to find out if the host's level is found within that range.

Notes

There is an infrequent bug that sometimes causes players to be summoned as the wrong kind of phantom. It is possible to use the white sign soapstone and get summoned as an invader, but it is a rare occurrence. This also applies to invasions and summons of all kinds, not just the soapstone.