

Soul Sign

Souls Signs

Soul Signs are used to summon or invade other players for cooperative play or PvP. These signs are created by the use of their corresponding multiplayer items. The conditions for being able to see a soul sign created by another player will vary depending on the type of sign.

General Information

Image	Type	Created By	Conditions for Seeing	Purpose
	White Soul Sign	White Sign Soapstone	Player must be in human form with the area boss undefeated.	Summons others for co-op.
	Gold Soul Sign	White Sign Soapstone	Player must be in human form with the area boss undefeated.	Summons others for co-op.
	Red Soul Sign	Red Sign Soapstone	Player must be in human form with the area boss undefeated.	Summons others for PvP.
	Gravelord Soul Sign	Eye of Death	Cannot have another player summoned.	Invades others for PvP.
	Dragon Soul Sign	Dragon Eye	Player must be in human form with the area boss undefeated. Cannot have another players present.	Summons others for PvP.

Additional Information

- The Gravelord Soul Sign is the only sign that will not stay in a fixed location. If the Gravelord Servant who created the sign is moving around, the location of the sign will follow them, refreshing to a new location every 10 seconds.
- The white, gold, and red signs will cause the summoned player to spawn at the exact location of the sign. However, the Gravelord Sign and Dragon Sign will instead cause the summoned player to "invade" at the nearest invasion spawn location.
- All signs use the same level range as the white sign soapstone for cooperative play, asides from the red sign soapstone. The red sign has no upper-level-limit on who can see

it, meaning those who find the red signs have the potential of summoning a player who is far below their level. More information about the level ranges can be found on the online-matchmaking page.

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