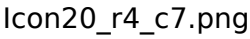


Prism Stone

 Prism Stones are a consumable item in Dark Souls that primarily serve to check the lethality of a fall.

“ Warm pebble emitting a beautiful phasing aura of seven colors, with a very rare eight.

The rainbow stone does nothing special, but can serve as a path marker, and can be dropped off a cliff to judge height by the sound of descent. If a loud noise is heard upon its landing, then a fall off the ledge is surely lethal.

Usage

Prism Stones are primarily used to test fall survivability. Dropping a Prism Stone into an abyss or onto a ledge will produce a sound upon landing. If the stone emits a scream, the fall is lethal. This function is particularly useful in areas with poor visibility, such as **Tomb of the Giants** or **Crystal Cave**. One can also be traded to **Snuggly the Crow** in exchange for a **Demon Titanite**.

In addition to their role in testing fall safety, Prism Stones emit a soft glow, allowing players to mark paths or signal routes in dark or confusing areas. They can be dropped to create a breadcrumb trail for navigation, especially in areas with similar-looking terrain. While their light is not as bright as other tools like the **Skull Lantern**, it serves as a subtle yet effective marker. Prism Stones also persist through deaths and reloads, making them ideal for marking significant locations or hazards.

Acquisition

Merchants

- Sold by the **Female Undead Merchant** in **Blighttown** for 10 souls each.
- Sold by **Marvelous Chester** in the Artorias of the Abyss DLC for 10 souls each.
- Sold by **Hawkeye Gough** in **Oolacile Township** for 10 souls each.

World Locations

- Found as loot on corpses scattered throughout **Tomb of the Giants**, **Blighttown**, and **Crystal Cave**.
- 20x found in a chest in **The Duke's Archives**, near the entrance to the **Crystal Cave**.

Enemy Drops

- Rarely dropped by **Vagrants** that appear in online-enabled play.

Notes

- Prism Stones are **lightweight and inexpensive**, allowing players to carry large quantities without worrying about encumbrance or cost.
- Unlike some consumables, Prism Stones do not provide direct combat utility but can be creatively used for **multiplayer communication**, such as marking traps or hidden treasures for phantoms.

Trivia

- The scream emitted by a Prism Stone during a lethal fall is one of the more unsettling sound effects in the game, adding an eerie dimension to its otherwise simple utility and suggesting some level of sentience.
- Lore theorists connect the Prism Stone's ability to emit light and its multicolored properties to the **sorcery of Seath the Scaleless**, known for his experimentation with light and crystal magic.
- Their description, referring to their "warm and soft" nature, hints at a possible connection to the **Moonlight Butterfly**, another luminescent and enigmatic aspect of the game.
- The Prism Stone has parallels in other games in the series, such as *Dark Souls II* and *Dark Souls III*, where similar items with slight variations in functionality serve comparable purposes.

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