

# Oolacile Township

Oolacile Township (オオラキル) is a Location in Dark Souls. It is accessible via Royal Wood, and leads to the Chasm of The Abyss.

## Information

The **Oolacile Township** is a once-thriving city that has been corrupted by The Abyss, transforming its citizens into monstrous beings. This area features numerous enemies, dark magic-wielding sorcerers, and a variety of hidden treasures. The township connects to other key areas in the *Artorias of The Abyss* DLC and contains notable NPCs, shortcuts, and items.

## Enemies

### Oolacile Sorcerers

- Use high-speed and high-damage dark magic.
- Counter Strategies:
  - **Silver Pendant**: Reflects dark magic attacks, creating openings for counterattacks.
  - **Ranged Combat**: Use bows or spells to avoid direct confrontation.

## Items

### Silver Pendant

- **Location**: Near the first sorcerer, after descending the stairs.
  - Follow the right-hand path outside the building to a tower-like structure.
- **How to Access**:
  - Look for the "Light ahead..." message outside.
  - Use a light source such as:
    - **Skull Lantern**
    - **Sunlight Maggot**
    - **Cast Light spell**
  - This reveals a hidden room containing the pendant.

### Crest Key

- **Location**: Later in the area, within a dimly lit building.
- **How to Access**:
  - Descend a long staircase and spot a lit fireplace.

- Perform a roll from a nearby wooden platform to land inside the fireplace room.
- The key is found there.

#### **Dark Orb:**

- **Location:** Treasure chest in a room with two sorcerers.
- **Note:** An empty chest nearby acts as a trap.

#### **Twin Humanities:**

- **Location:** From the **Crest Key** room, descend to a balcony and jump to the roof below. Follow the roof to the right.

#### **Dark Fog:**

- **Location:** Found on a corpse hanging in a wide hall filled with enemies.

#### **Red Titanite Chunk:**

- **Location:** On the second floor of a collapsed wooden structure.
- **How to Access:** Use a light source near the dead end to reveal a hidden passage.

#### **Mimic Faces:**

- **"Very Good!":** Dropped by a mimic in the township.
- **"I'm Sorry.":** Dropped by a sorcerer near the **Dark Orb** treasure room.

## Walkthrough

### Entrance

- After exiting the coliseum where **Knight Artorias** is fought:
  - **Right Path:** Leads to the **Trial of Champions** arena.
  - **Left Path:** Leads to a locked door requiring the **Crest Key**, which is found later in the area.

## Shortcuts

- A shortcut mirroring the **Royal Wood** mechanics is located in the right-hand building past an area crowded with enemies.
- This shortcut can save significant time when traversing the township.

## Notes

- Light sources are crucial for discovering hidden areas and treasure in this dark and corrupted zone.
- Dark magic can be overwhelming; items like the **Silver Pendant** are essential for survival.
- Many items require precise platforming and exploration of the area's vertical design.

## Trivia

- The messages "Light ahead..." and "Hidden path..." are unique to the Oolacile Township, encouraging the use of light mechanics introduced in the DLC.
- The transformation of the city is a thematic parallel to the descent into The Abyss seen in other parts of the game.

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