

# Elizabeth

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## General Information

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Elizabeth is a giant sentient mushroom who acts as Oolacile Sanctuary's keeper. She has no arms, making her distinct from the Mushroom Parents elsewhere.

She is most likely Princess Dusk's caretaker when the princess was small. Elizabeth recognizes the player as the savior of Dusk in the future, then tasks the player to rescue Princess Dusk once more, as Knight Artorias seems to have failed his mission.

## Location

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### **Oolacile Sanctuary**

At the left side of the sanctuary wall (when facing the path to the Royal Wood)

## Use

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- If you have rescued Dusk of Oolacile but have not bought all of her spells, then Elizabeth will sell the remaining ones.
- Gifts you Elizabeth's Mushroom x3 after you killed Manus, Father of the Abyss.

## Sells

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Name	Cost
Hidden Body	2,000
Cast Light	1,000
Repair	10,000
Chameleon	3,000
Hidden Weapon	2,000

Oolacile Ivory Catalyst	1,000
Repair Powder	300
Gold Pine resin (x5)	1,000

## Stats

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Playthrough	HP	Souls
First	314	3,000
NG+	333	3,000
NG+6	333	3,000

## Drops

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Elizabeth's Mushroom x3 - if not already gifted

## Notes

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If Dusk of Oolacile is dead (wherever and whenever you kill her), Elizabeth will be dead too the next time you visit her.

Killing Elizabeth will not make Dusk hostile, you'll just lose a merchant.

## Dialogue

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**All dialogue text is © From Software Inc.**

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+ Show Dialogue - Hide Dialogue

<http://www.youtube.com/watch?v=wh2cwoCzbX4>

<http://www.youtube.com/watch?v=4NSE-GwMKpE>

- **First time speaking**

Well, look at this one

From what far-away age hast thou come?

Thy Scent is very human, indeed.

...But, not intolerable...

Ah, Prince Dusk's saviour.

Thine aura is precisely as she described.  
I thank thee deeply, for rescuing Her Highness.  
But Princess Dusk is here no longer...  
...snatched away by that horrifying primeval human.  
And so I must ask...  
Couldst thou once more play the saviour?

- **Answer "Yes"**

Thank you.  
I am Elizabeth, guardian of this sanctuary.  
Something of a godmother to Princess Dusk.  
I shall assist thee, to my utmost.  
For I am one with the sorceries of Oolacile.

- **Answer "No"**

Yes, I understand.  
We care dearly for Princess Dusk,  
and are apt to blur our boundaries.  
I am ashamed to have been so imposing.  
But should thine heart be changed, speak to me again.  
This sanctuary, and the sorceries of Oolacile, are my domain.  
My strength could surely assist thee in thy travels.

- **Speak to her after answering "No."**

Hast thou reconsidered?  
Such that thou might rescue dear Dusk?

- **Answer "No" again**

yes, yes, of course.  
But should thine heart be changed, speak to me again.

- **Using "talk" option after making the decision**

1. Thou shalt see further on.  
An abyss was begat of the ancient beast,  
and threatens to swallow the whole of Oolacile.  
Knight Artorias came to stop this,  
but such a hero has nary a murmur of Dark.  
Without doubt, he will be swallowed by the Abyss,  
overcome by its utter blackness.  
...Indeed, the Abyss may be unstoppable...  
Still I have faith, that Princess Dusk may be rescued yet...
2. May the flames guide thee.
3. Thou art from a time far, far ahead.  
There are many things I wish to ask.  
But I know that I must not.  
The perils of our time are overwhelming enough.
4. Hah hah...Was thine eye, glancing hither?  
Though needst not hide thy wonder.

I am a mushroom, after all.

Hee hee hee...

5. Not long ago, I had another visitor.

A human like thineself, from a far-away time.

Only, he was dreadfully odious...

And I am afraid that he is still amongst us.

He wore a hat and a long black coat...

- **Speak to her after talking to Marvelous Chester**

Thank goodness thou art safe.

What is they wish? I offer thee my all.

- **Speak to her after defeating Manus**

I have awaited thee.

Thou hast rescued Princess Dusk.

...and rid us of that terrible primeval human.

Even halting the spread of the Abyss!

I salute the grandeur of thine enterprise.

Please, allow me to express my gratitude.

I thank thee...as do we all.

- **Using "talk" option after defeating Manus**

I will remember thee, but I will keep thy story to myself.

This is the best way, for thou art come from a time far ahead.

No-one will sing they praises, but yet thy greatness shall live on.

For it shall be my purpose, to remember all thou hast done for us.

- **When killed**

But, why...Why...Dear Dusk...(uuuuuuugh)

**Voiced by:** Joanna Wake

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