



Oolacile Township

 Oolacile Township () 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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