

Things Betwixt

Overview

Boss	NPCs	Notable Loot	Enemies	Enemy drops
None	Strowen Griant Morrel Housekeeper Milibeth Dyna and Tillo	Rusted Coin Small Smooth & Silky Stone Human Effigy Gold Pine Resin 2x Amber Herb Cracked Red Eye Orb Dagger Handmaid's Ladle <i>Dark Souls II: Scholar of the First Sin:</i> Estus Flask Shard	Kobold Undead Traveler Ogre <i>Bonfire Intensity 2+ only enemies:</i> Falconer Red Phantom Goblin Roaming Soul Foreign Wanderer Phantom <i>Dark Souls II: Scholar of the First Sin:</i> Basilisk Pursuer	Stone Ring Falconer Set Golden Falcon Shield <i>Dark Souls II: Scholar of the First Sin:</i> Twinkling Titanite

Description

A small dimensional rift that exists between Drangleic and the outside world, this seemingly peaceful limbo serves as a gateway between the two realms. It lies deep within a shadowy cavern and traverses an ancient forest rising from subterranean lake.

Three former Firekeepers reside here with their caretaker, offering guidance to the Undead who pass through on their quest to break the curse. The forest serves as a proving ground for visitors and hides a great many secrets for those willing to seek them out, but beware - while the main road is relatively safe, straying from the beaten path can lead to a terrifying end before your journey has even begun...¹

Connections

- Majula

Maps

Bonfires

- **Fire Keepers' Dwelling**
Behind the back door of the house.

General Notes

- There is a raven's nest containing Sparkling Sisters Dyna and Tillo, similar to Dark Souls' Snuggly the Crow and Demon's Souls' Sparkly the Crow. You can leave items here and other random items will appear. The quality/rarity is determined by what item you drop. The four tiers of items the crows accept are, in respective order from least to best, Prism Stone, Small Smooth & Silky Stone, Smooth & Silky Stone, and Petrified Something.
- There is a coffin behind the two Ogres on the small beach. Using it will change the sex of the player. Using it again will revert the effect. In the Scholar of the First Sin, a Pursuer will spawn here.
- It is possible to obtain extra Human Effigies by killing Strowen or Housekeeper Milibeth. Note that turning hostile against any of the NPCs in the hut will deem Housekeeper Milibeth hostile and the rest uncooperative. The player can still kill the NPCs and speak to their spirits by sacrificing souls to their tombstones outside the front of the hut. This is necessary should the player wish to use a Soul Vessel to reallocate their levels with Strowen. Strowen costs 15,000 souls and the rest are 1,000 souls.
- Igniting every sconce will spawn an invader who drops a Petrified Something when killed (SOTFS only).
- After defeating the Ogres, you can get a Handmaid's Ladle from Housekeeper Milbeth.

Walkthrough

Things Betwixt Map (Japanese)

Completionist Walkthrough

Loot Guide

Dark Souls II

+ show block - hide block

1. You start in a gazebo. In NG+ you will be surrounded by four Falconers. Follow the distant light.
2. Six Kobolds are running around in next area. They won't attack until provoked. During NG+ you will be ambushed by two Black Phantom Goblins. If you stick to the right wall you will find body with Rusted Coin (five when Bonfire Intensity is 2 or above).
3. Just before the bridge you can turn left. You will find a body with Gold Pine Resin guarded by an Ogre. The Ogre will drop the Stone Ring.
4. After crossing the bridge you can turn left and go under the waterfall to find a body with a Small Smooth & Silky Stone (three Smooth & Silky Stones when Bonfire Intensity is 2 or above).
5. Enter the house to initiate character creation. There is a wooden chest upstairs with a Human Effigy inside.
6. Exit house through the door and you will find your first bonfire. Destroy the wagon here to reveal a body with a Soul of a Lost Undead and a Torch.
7. Now you can go straight ahead to Majula or you can enter areas behind fog doors which serve as the tutorial.
8. You will encounter total of eight Undead Travelers in the first area. You can pick up a Dagger and a Lifegem here. Upon exiting this area you will find a nest with Dyna and Tillo and a ladder which can be kicked to gain easy access to them. Drop down on a ledge below to find a consumable soul on a body.
9. In a second area there are four travelers. Here the game teaches you how to jump and you can pick up two Amber Herbs. Jump back and climb a ladder. Drop down, there are two travelers here and a Cracked Red Eye Orb behind the door. The fog gate leads back to the main path.
10. In the third and final area there are four travelers and two Ogres (and one Black Phantom traveler with a crossbow on NG+). Enter the fog gate, kick a tree, dispatch the archer. Drop down the hole, there is one traveler with a sword and one archer (and Black Phantom on NG+). Exit the cave and turn left, there is one more traveler here and a tree to kick behind him. Now that you have a shortcut to this area you can turn back and fight the Ogres on the beach. If you kill them you can return to the Firekeeper's house and their Housekeeper will give you the Handmaid's Ladle.
11. Follow the main path and you will enter Majula.

Dark Souls II: Scholar of the First Sin

+ show block - hide block

1. You start in a gazebo. In NG+ you will be surrounded by four Falconers. Follow the distant light.
2. Six Kobolds are running around in next area. They won't attack until provoked. During NG+ you will be ambushed by two Black Phantom Goblins. If you stick to the right wall you will find body with Rusted Coin (five when Bonfire Intensity is 2 or above).
3. Just before the bridge you can turn left. You will find a body with Gold Pine Resin guarded by an Ogre. The Ogre will drop the Stone Ring.
4. After crossing the bridge you can turn left and go under the waterfall to find a body with a Small Smooth & Silky Stone (three Smooth & Silky Stones when Bonfire Intensity is 2 or above).
5. Enter the house to initiate character creation. There is a wooden chest upstairs with a Human Effigy inside.
6. Exit house through the door and you will find your first bonfire. Light your torch to light the sconces throughout the level. Destroy the wagon here to reveal a body with a Soul of a Lost Undead and a Torch.
7. Now you can go straight ahead to Majula or you can enter areas behind fog doors which serve as the tutorial. In NG+ a Black Phantom Undead Traveler will be on the bridge halfway through the level.
8. You will encounter total of eight Undead Travelers in the first area. You can pick up a Dagger and a Lifegem here. Upon exiting this area you will find a nest with Dyna and Tillo and a ladder which can be kicked to gain easy access to them. Drop down on a ledge below to find a Soul of a Nameless Soldier on a body.
9. In a second area there are four Undead Travelers. Here the game teaches you how to jump and you can pick up two Amber Herbs. Jump back and climb a ladder. Drop down, there are two Undead Travelers here and a Cracked Red Eye Orb behind the door. The fog gate leads back to the main path.
10. The third area is not accessible if you do not have a Fragrant Branch of Yore. Return once you have one and enter the tree. You will find two Basilisks and one Undead Traveler (on NG+ there is a Black Phantom Undead Traveler as well). Knock down the tree and drop down the hole in the floor. Here there is one Undead Traveler with a bow and three Basilisks (and Black Phantom Undead Traveler on NG+). A corpse holding an Estus Flask Shard is found here.
11. Climb the ladder and exit the cave and turn left, there is a Undead Traveler here and a tree to kick behind him. Now that you have a shortcut to this area you can turn back and fight the Ogres on the beach. If you kill them you can return to the Firekeeper's house and their Housekeeper will give you the Handmaid's Ladle. If the Ogres are dead, a Pursuer will appear, and will drop a Twinkling Titanite.
12. Lighting all of the sconces in Things Betwixt will spawn a Black Phantom, who drops a Human Effigy or a Petrified Something.
13. Follow the main path and you will enter Majula.

Footnotes 1. Collector's Edition Guide description

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