

Housekeeper Milibeth

Description

A housemaid who lives with the three Old Firekeepers, Strowen, Morrel and Griant, in Things Betwixt. Milibeth cares for the elderly sisters and handles the chores and housework, a role fulfilled by many generations of her maternal ancestors before her.

Milibeth will initially provide you with some background information on herself and the three elderly women in her care.

Location

Things Betwixt
The Old Firekeeper's house.

Bonfire Intensity	HP	Souls
1	1090	0
2	?	0
8	?	0

Drops

- 3x Human Effigy

Notes

- After venturing past the Firekeepers hut and defeating the two Ogres on the beach, speak to Milibeth and she will reward you with the Handmaid's Ladle.
- If you attack any one of the Old Firekeepers, Milibeth will attack you.
- If she is killed, the Old Firekeepers will no longer speak to you.

Dialogue

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+ show Dialogue - hide Dialogue

- **When first met**

This is a limbo. A link between Drangleic and the outer world.

Fair traveller, I know that you must have a story.

Why else would you visit such a place?

This lost, decayed kingdom.

- **When talking a second time**

My name is Milibeth.

The old women were once Fire Keepers.

I am here to look after them.

It is what my mother did, and her mother before her, and so on.

- **When talking a third time**

The old women were keepers of the fire.

But now, the fire shows signs of fading...

And the kingdom...is beset by Hollows...

- **When talking a fourth time**

The old women are sisters. I am told there was a fourth.

They have looked like that for as long as I have known them.

Long ago, Fire Keepers were commonplace.

But now they are lost, scattered to the winds.

- **When giving equipment to the player**

You have proven yourself to the forest.

We have little to offer, except perhaps these.

May they bring fortune to your journey, in some small way.

- **When attacked but not aggroed**

You brute!

(or)

Stop this at once!

- **When attacked and aggroed**

What are you doing!

- **When re-encountered after aggroing**

Leave at once!

- **When attacked and health is under 50%**

What are you...!

- **When killed**

(death scream; no subtitles)

- **Unknown**

Have a safe journey...

- **Unknown**

That was dangerously close.

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Revision #1

Created 17 December 2024 07:54:47 by jade

Updated 17 December 2024 07:54:47 by jade