

Rosabeth of Melfia

Description

Rosabeth of Melfia is the petrified NPC blocking the switch that leads to the Shaded Woods. After being unpetrified, she upgrades your Pyromancy Flame and sells Pyromancies. She moves to Majula permanently if you offer her equipment.

While she remains where she is at the switch leading to the Shaded Woods, she is still susceptible to creatures' attacks though she does not aggro them. While you can use the switch to aggro all creatures nearby and release a basilisk. Alternatively, reloading the area removes her away from area though she may not immediately appear in Majula.

Location

Majula

Found next to Benhart of Jugo in the ruined gatehouse.

After receiving clothing she moves to the base of the large monument in Majula.

Bonfire Intensity	HP	Souls
1	2,550	1,300
2	6,120	2,600
8	?	5,200

Use

- Sells basic Pyromancies and Pyromancy-related items.
- Upgrades your Pyromancy Flame.

Sells

Rings	Total	Soul Cost	Notes
Flame Quartz Ring	1	2,000	Increases Fire defense by 50 points.
Thunder Quartz Ring	1	2,000	Increases Lightning defense by 50 points.
Dark Quartz Ring	1	2,000	Increases Dark defense by 50 points.
Consumables	Total	Soul Cost	Notes
Small Blue Burr	∞	1,200	Temporarily boosts Magic defense.
Small Yellow Burr	∞	1,200	Temporarily boosts Lightning defense.
Small Orange Burr	∞	1,200	Temporarily boosts Fire defense
Fire Seed	3	8,000	Used to reinforce Pyromancy Flame.
Scrolls	Total	Soul Cost	Notes
Fireball	1	1,200	Pyromancy
Fire Orb	1	3,400	Pyromancy
Combustion	1	1,500	Pyromancy
Poison Mist	1	3,400	Pyromancy
Flash Sweat	1	2,300	Pyromancy
Iron Flesh	1	3,500	Pyromancy

Drops

- Fire Seed

Attacks

- Fireball
- Great Fireball
- Great Combustion

Notes

- When unpetrified, she rewards you with a Prism Stone.
- Giving her equipment unlocks an achievement.
- While equipment given to her does not affect her defense values, the equipment still has passive abilities. For instance, if you give her a Symbol of Avarice, she takes damage from wearing it.

Dialogue

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+ Show Dialogue - Hide Dialogue

- **First Encounter**

1. Cough! Cough cough!
Th-th...Thank...thank you...
Cough cough!
I've been...petrified...hard to...speak...
Cough! Oww...
Give me...a moment, please!
2. I'm fine, I think. Hrgg!
No no no, I'm fine! Really, I am!
Um, my name is Rosabeth.
Thank you so much for rescuing me. Phew...
3. Oh, you're that traveller!
I still haven't thanked you!
Well, I'm quite a hand at pyromancy.
So, perhaps... You could consider this my thanks?
4. I was attacked, and turned to stone...I think...
I owe you my life! If you had not come...
I feel shameful...wearing these rags...
5. Um...I hate to burden you further, as you've already saved my life...
But...just look at me, my clothes are in tatters.
Do you have any clothing that you could spare?
I'll take anything, whatever you don't need. I'm not particular when it comes to apparel.
Anything at all will do.
Just put it on the ground, and I'll change into it later.

- **Re-encounter in Old Akelarre (before gifting clothes)**

Er...Could you spare me something to wear?
Just put it here, and I'll change into it later.

- **Re-encounter in Old Akelarre (after gifting clothes)**

I'm going back to Majula.

I hope we can meet again!

- **When gifting clothes**

Thank you so much! I'm very happy for this gift.

After I change into this, I'm heading for Majula.

I'm not sure where I might find Milord.

But perhaps Majula is my best chance.

- **Meeting again in Majula**

Oh! There you are!

I'm here in Majula thanks entirely to you.

You even were kind enough to clothe me. Thank you so very much.

The only thing I can offer is pyromancy, but if that might help you, come to me.

- **Re-encounter in Majula**

Hello! Do you require pyromancy?

(or)

Yes! How may I help you?

(or)

I'm glad to see you're well!

(or)

Hello again! How have you been?

- **Using Talk Option (Old Akelarre)**

1. I have my very own teacher.

His name is Carhillion of the Fold, a famed sorcerer in Melfia, our home town.

I was fascinated by sorcery! And so...! Well, he's so unique, you see...

When he set out for Drangleic, I couldn't let him go alone.

But we were separated...quite early on, I'm afraid...

2. I'm rather unskilled...Milord probably ditched me.

But oddly, I'm a fast learner when it comes to pyromancy.

What we're fascinated by, and we're skilled at, are not always the same thing.

Why can't I just focus on what I truly enjoy?

Ooh, dear, I shouldn't be so choosy!

It's hardly my place...

- **Using Talk Option (Majula)**

It was a perilous trek across the mountains.

I faced the most frightful things...

The number of times I nearly died! Tee hee!

- **Using Talk Option after Carhillion returns to Majula**

1. I finally tracked down my teacher.

But I've decided to keep it alone.

I need to see what I can achieve by myself.

2. Master Carhillion and I are from Melfia, to the south. A land lush with sorcery and pyromancy.

Master Carhillion polished his art at one of our renowned magic academies.

But he argued that the academies were terrible places to learn magic...

This quite angered Master Glocken, my previous teacher...

3. Once, Master Carhillion spoke excitedly of this land.

He made talk of the remnants...of some great power, and the deep abyss that surrounds it.

I tried to ask more... But he didn't seem to hear.

...I'll never be good enough, will I...

- **Leaving after menu interaction**

Be safe.

- **Leaving after using services (Majula)**

I'm always here, so come and see me when you're in town!

- **Leaving without exiting menu**

Wait! Where are you...cough...

- **When attacked**

Ouch! (no caption)

How could you... (aggroed)

B-but why? (50% HP)

- **Re-encounter after defeat**

I won't let you do this...

- **When killed**

dying groan (no caption)

Voiced by: Carina Reeves

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