

Cale the Cartographer

Description

A traveler who likes cartography.

He is navigating Drangleic with the purpose of creating a map of the continent but he seems to have actually come to Drangleic in search for a cure to the Undead curse. He lives in the mansion in Majula as a squatter. He has found a map carved in stone of what seems to be Drangleic in the mansion's basement. Part of his reasons for making a map of Drangleic is to prove that the map in the mansion is indeed of Drangleic.

Once Creighton the Wanderer has been released, he claims that he saw a man who just looked like someone from his home land Mirrah. The man had been sentenced to death for several murders, only he escaped before his execution. He can't recall his name, but it was something like "Crei.."

Location

Forest of Fallen Giants

In a cave in the open area with giant roots and archers close to the Cardinal Tower bonfire.

Talk to him a few times to get him to give you the House Key, and then talk to him again for him to move to Majula.

Majula

Goes to the basement of the Majula Mansion after all of the following have occurred:

- Dialogue with him is exhausted in the Forest.
- The Last Giant is defeated.
- The basement of the house is cleared of enemies.

Bonfire Intensity	HP	Souls
1	860	?
2	?	?
8	?	?

Event Items

Item	Conditions for Receipt
Cale's Set	He needs to move to the mansion. Then, speak to him after lighting all fires in the map.

Questline

To complete his questline, you need to have:

1. Defeated the Last Giant
2. Defeated the Lost Sinner
3. Defeated the Old Iron King
4. Defeated the Rotten
5. Defeated the Duke's Dear Freja
6. Obtained the King's Ring
7. Obtained the Ashen Mist Heart
8. Defeated Throne Defender Throne Watcher

Then speak to him in the mansion and he will give you the reward.

Completing Cale's questline will give you the "Curious Map" trophy/achievement.

Drops

- Cale's Helm
- 800 souls

Notes

- There is a bug where Cale will not move to the Majula house basement after exhausting his dialogue in the Forest of Fallen Giants, defeating the Last Giant, and eliminating the skeleton in the basement. He will disappear from your game for the entire play through. The only known fix to this bug is to use a Bonfire Ascetic at the Majula bonfire and defeat the skeletons again. However, this is not a fool-proof fix; there is a possibility that the game will bug out again (you may need to burn several Ascetics before he appears).

Dialogue

+ Show Dialogue - Hide Dialogue

- **When first met in Forest of Fallen Giants**

Oh, I'm sorry. I was just...daydreaming, I think.
My name is Cale. I am a traveller, like yourself.
I'm navigating the continent to create a map.

- **When talking for a second time in Forest of Fallen Giants**

Why cartography, you ask?
Well...That's a good question...
When I first came to this forsaken land...
...It was...um...hmm...?
Err...A curse...? Err...Something about a curse...
Hah hah...How embarrassing. I seem to be losing my focus these days.
But I do know one thing for certain. I have always been very fond of maps.

- **When talking for a third time in Forest of Fallen Giants**

I came to this land some time ago.
Drangleic, the lost kingdom... It sounded so romantic...
Have you seen Majula? There's a rather spacious mansion there.
I...I've made it my temporary home. A...As something of a squatter, I'm afraid.

- **When talking for a fourth time in Forest of Fallen Giants**

Inside the mansion, I found a strange map. Like none I'd ever seen.
I believe that it's a map of Drangleic.
Now I'm travelling the land to prove it.
Yes, yes, that's it! That's why I came to the kingdom!
Wait...No, that wasn't it...
Then what? I don't seem to recall...

- **When talking for a fifth time in Forest of Fallen Giants**

Were you looking for that map?
Wonderful! Then you're fascinated by maps, just like me?!
Shame on you, you should have told me before!
Here, take this! A key to the mansion!
What a joy to meet a kindred spirit out here...

- **When talking for a sixth time in Forest of Fallen Giants**

Incredible really, isn't it? Such a map, to be chiselled in stone...
Oh, but one thing...
I would not venture deep into the mansion.
I can't be certain, but... I've heard disturbing noises...
Something about it feels wrong... Just be careful, please.

- **When talking for a seventh time in Forest of Fallen Giants**

I'll be back in Majula soon.

Perhaps we will meet again, and discuss maps at our leisure!

- **When talking for the first time in Majula**

Oh! Hello again!

You've made it. The map, I presume?

Of course, take a good look!

- **When talking again in Majula**

Did you see the flame on the map?

It wasn't there when I came here before.

I don't know what explains it...

- **When talking again in Majula**

But there is something greatly comforting about that flame.

It seems to fulfil something very precious, deep within the soul...

Something...essential...

- **When talking again in Majula**

I would not venture far into that hole.

It was blocked by a wall, something built long ago.

But it was crumbling, and I finished the job. Now a foul sound echoes within...

- **When talking again in Majula**

Even more flames have appeared.

I don't know what causes it.

- **When talking in Majula after all flames on the map have been lit**

It seems that all the flames have been lit.

It makes me feel...somehow...

Wait! What...am I doing here?

Who are you again?

- **When talking in Majula after meeting Creighton once**

Ah yes, there is something I wanted to tell you.

I was born in the land of Mirrah.

Mirrah is also the home of an infamous killer, a 'knight' in name alone.

He was locked in the dungeon for multiple murders. But shortly before his execution, he managed to escape.

And the other day... I saw a fellow with a striking likeness! And then!

And then...Wait...

Well...I think he looked rather similar...

N-no, it's true! I saw just such a man, I swear!

I believe his name was...Cr...Cr...err Cray-something...I believe...

They shared...some resemblance, I...I think...

- **When giving equipment to the player**

Fate brought us together for a reason.

Take these. And may they help you on your travels.

- **When attacked but not aggroed**

Argh!

(or)

Watch it!

(or)

Stop that!

- **When attacked and aggroed**

I shan't die here!

- **When killing the player**

Are you...all right?

- **When re-encountered after aggroing**

Shoo, go away!

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

How could you!

- **When killed**

My...my map...

- **Unknown**

That map...It's spellbinding..

Voiced by: Rhys Swinburn

Revision #1

Created 17 December 2024 07:54:29 by jade

Updated 17 December 2024 07:54:29 by jade