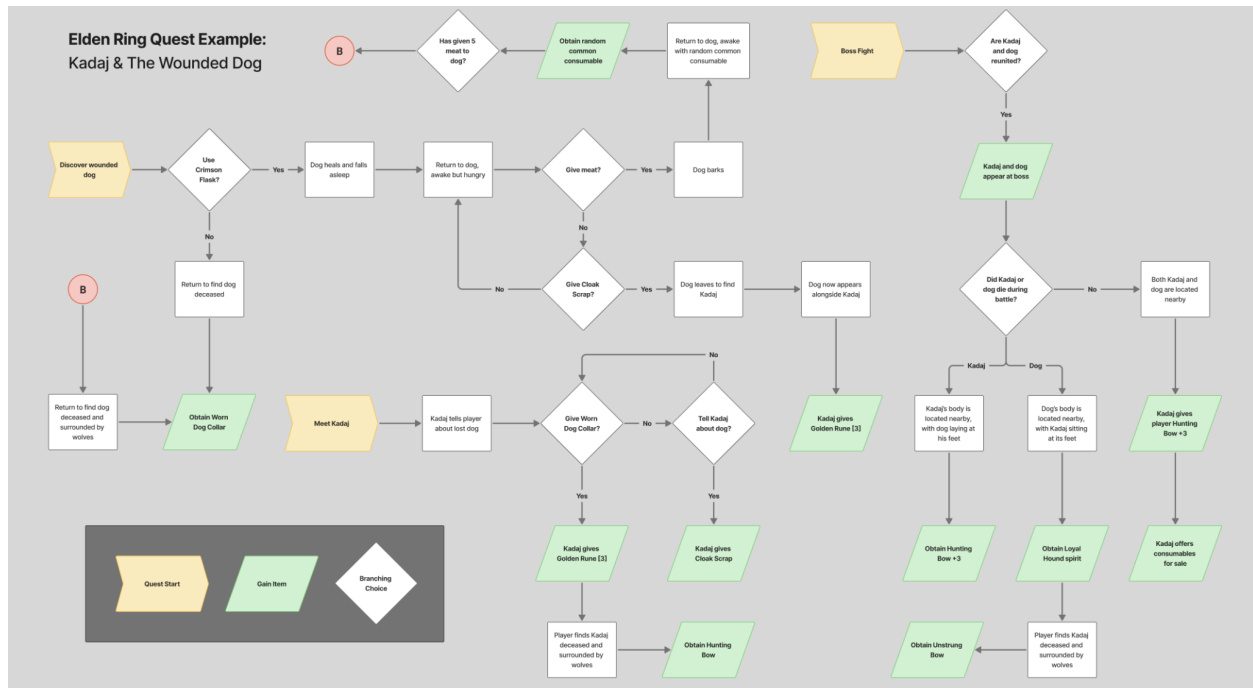




Preface

This quest is an example of a quest set within the “*Elden Ring*” franchise. It not only explores multiple endings and branching choices, but also a player-led narrative through the interactions and decisions they choose to make during the course of their playthrough.

Overview

Quest Type: Side Quest

Quest Given: When either the dog or Kadaj are interacted with

Quest Location: Siofra River

Objective: Reunite Kadaj with his dog

Potential Rewards: Loyal Hound Ashes, Hunting Bow, Golden Rune [3], various consumables

Synopsis

Kadaj is a blind, nomadic hunter who settled underground after his old home in Limgrave was no longer safe. During a hunt, he and his dog were separated, resulting in a blow to the leg that kept him from searching. Unknown to him, his dog is still nearby, stuck on the hidden precipice after falling off the cliff above.

In their travels, the player will be able to help Kadaj’s dog recover, decide whether or not Kadaj will join them in fighting a nearby boss, and determine the rewards they may gain in exchange for their actions.

Characters

Kadaj - A blind, solemn hunter not used to human connection. Understands when to let go of hope and move on, but desperately wants the chance to be reunited with their loyal guide and companion.

The Dog - Old, but can still learn new tricks. A good boy.

Quest Items

Worn Dog Collar - “Sturdy band of old leather meant for tamed hounds. Any writing the tag might have once depicted has long since eroded away.”

Cloak Scrap - “Otherwise unremarkable scrap of cloth given by the blind hunter Kadaj. Its dark green hue is stained dark by old blood. / Smells sharply of rusty chains and pine.”

Unstrung Bow - “Unvarnished wooden bow of surprising lightness. / While not complex, the lack of a string renders it completely unusable.”

Hunting Bow - “Unvarnished wooden bow of surprising lightness wielded by the blind hunter Kadaj. Recently restrung. / While not complex, the precision of the craftsmanship allows for quicker shots.”

Loyal Hound Ashes - “Ashen remains in which spirits yet dwell. Use to summon the spirit of a hunting hound. / Raised from a pup by hunters, its loyalty is unwavering even in death. Will enter a frenzy when the summoner’s health is low, increasing the speed of its attacks.”

Questline

Discovering the wounded dog

- While walking along a cliff, the player can make out the sound of a dog whining nearby. Following the sound will lead to a precipice further down the cliff face, where a dog with a wounded leg is trapped.
 - If the player ever chooses to kill the dog or waits one full day after initial discovery, *Worn Dog Collar* can be obtained from its corpse.
- Upon first interaction, the player will be prompted to use one *Crimson Flask* on the dog.
- Using a Crimson Flask will cause the dog to fall asleep as its wound heals. After resting, they will find the dog awake and standing in the same spot. Now, when interacting with the dog, the player will be prompted to pet and give meat.
 - Petting the dog will cause it to bark.
 - Both *Raw Meat Dumpling* or *Lump of Flesh* show as options when giving meat, but only one instance will be consumed from the option picked.
 - If meat was given, upon return after resting, the dog will have a random consumable nearby that the player can take.

- If meat has been given five times, the player will instead return to find the dog dead and surrounded by Lone Wolves.
- If the player has obtained *Cloak Scrap*, they will have the option to give it to the dog.
 - Once Cloak Scrap is given, the dog will not be there after the player rests.

Meeting Kadaj

- Kadaj can be located in a secluded area, where he has set up camp.
 - Offers limited amount of consumables for trade.
 - If Kadaj is killed, *Unstrung Bow* can be obtained from his corpse.
- Speaking with Kadaj, he will tell the player about his leg wound and his missing dog.
 - If player gives *Worn Dog Collar*, Kadaj will give *Golden Rune [3]* as thanks and no longer offer trade.
 - Both Kadaj and his camp will not be there after the player rests.
 - His corpse can later be found dead in nearby woods with *Hunting Bow* and surrounded by Lone Wolves.
 - After interacting with the dog, the player will be able to inform Kadaj, who will offer *Cloak Scrap* in response.
 - If Cloak Scrap has been given to the dog, it will be by Kadaj's side after the player rests. Kadaj will give the player *Golden Rune [3]* in appreciation and warn about nearby boss fight.

Encountering boss

(Boss can be either Ancestral Spirit or Dragonkin Soldier)

- If Kadaj and his dog have been reunited, they appear at the start of the fight.
 - If both Kadaj and the dog live, he will give player *Hunting Bow +3* and continue to serve as a permanent merchant, offering consumables that refresh over time.
 - If both Kadja and the dog are killed, Kadaj will give player *Loyal Hound Ashes*.
 - If only the dog survives, the player gains *Hunting Bow +3* and can interact with the dog until resting.
 - If only Kadaj survives, the player gains *Loyal Hound Ashes* and can interact with Kadaj until resting.
 - He can later be found dead as if he was given *Worn Dog Collar*, but with *Unstrung Bow* nearby instead.

Dialogue

Kadaj Dialogue

Trigger	Dialogue
Initial interaction	“No, too clumsy to be anything worth firing at...who goes there? / Yes, there you are. Though I will warn that if you plan on robbing a blind man, I have sharp ears and sharper arrows. / Call me Kadaj, a hunter. / Me and my clan were driven out from our home some time ago, though I separated to seek new hunting grounds here. / Now, my blasted leg keeps me from wandering far from camp, but I have supplies for trade. You’re lucky I didn’t shoot you first.”
Ask about past	“If you must know, I was born without my sight, though you can never miss what you’ve never had. / An abandoned pup was raised to be my eyes, and remained by my side ever since. / Imagine my despair, then, at our separation. / A chance encounter with one of those spectral denizens of this place left me alone and crippled, and my companion... / ...If your travels lead you to any signs of their whereabouts, please, tell me.”
If given Worn Dog Collar	“Wait, this is...yes, I know this collar. / ... / Thank you, stranger. I am saddened, but if what you say is true, then there is little to be done.” <i>(start here if interacting again)</i> “I will attempt to return to the surface, in the hopes of finding what remains of my clan. / Please, leave me as I prepare. I need time to reflect.”
If told dog is alive	“You’re certain? This close? After all this time... / Here, take this. / <i>(gives player Cloak Scrap)</i> / Hopefully they still recall my scent.” <i>(start here if interacting again)</i> “Show them that scrap of my cloak, and they will be able to track me no matter the distance.”

If reunited with dog	“There you are, friend. / Thank you for returning them to me. I feel like a part of myself has been restored at last. / Here. Words alone cannot express my gratitude. / <i>(gives player Golden Rune [3])</i>” <i>(start here if interacting again)</i> “I must warn you, there are signs of a great foe nearby. / Should you face it and require our aid, we will be honored to fight by your side.”
If killed during boss fight	“My friend...thank you for one final hunt.” <i>(if dog survived)</i> “Have no fear. My companion can find their way back to our clan, but they will wait should you wish to say farewell. / Please, take my bow with you. May it serve you well. / <i>(gives player Hunting Bow +3)</i>” <i>(if dog was killed)</i> “Do not blame yourself for the loss of my companion. I harbor no malice towards you. / Their trust never came easy, but you more than earned it. / Please, let them join you. Even in death, they will aid you well. / <i>(gives player Loyal Hound Ashes)</i>” “Thank you...may your mark never cease to miss its quarry...”
If only dog was killed during boss fight	“... / Oh, my friend, do not blame yourself for the loss of my companion. I harbor no malice towards you. / Their trust never came easy, but you more than earned it. / Please, let them join you. Even in death, they will aid you well. / <i>(gives player Loyal Hound Ashes)</i>” <i>(start here if interacting again)</i> “I will attempt to return to the surface, in the hopes of finding what remains of my clan. / Please, leave me as I prepare. I need time to reflect.”
If survived boss fight alongside dog	“Excellent work, my friend. What a fine hunt indeed. / Perhaps I will remain here, now that I have my companion to guide us. / Here, for you. For what you have done for us, may it serve you well. / <i>(gives player Hunting Bow +3)</i> / Don’t fret. What kind of hunter would I be if I relied on a bow alone?”

If still available for trade after boss fight	“Still just as clumsy as always, my friend. / Here to trade?”
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