Bloodborne

(Jumpchain CYOA)

(Version 2: 1.0)

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Yharnam, grand city set amongst extensive wilderness, built atop ruins most ancient. Knowledge of it flows far and wide for one reason however, the art of blood ministration. Blood Ministration is said to use sacred blood in a holy art said to cure any illness no matter how severe, and held in high regard by the Healing Church which introduced it to Yharnam.

Yharnam is a city plagued, however, by the scourge of the beast. The Scourge as it is known here is a curse, something even blood ministration appears hopeless in curing, causing those afflicted to slowly lose their sanity and transform into an abominable beast.

Although in times past, where brave hunters were common and numerous, such beasts could be safely hunted and kept in check, this is no longer the case. While tragedies past rocked the foundations of this city, they were able to persevere, they were able to survive. Now, the whole city appears to be experiencing a terrible night like no other, and the whole place is coming down.

Beasts roam the streets, civilians are being driven mad, simpletons and giants crush all in their path, and stranger things yet lurk in the shadows. In truth, there is more to this tragedy than the blood soaked cobblestone and morbid, corpse peppered scenery would suggest.

Once, long ago, there was an institution of learning sitting nearby by the name of Byrgenwerth. The scholars of Byrgenwerth traveled deep, deep down into the ruin dungeons beneath the city and made discoveries most peculiar, signs of lost civilization and blood most powerful. That isn’t all however, they also found evidence of what they could only believe to be divinity.

While some sought to achieve metamorphosis through through careful study and expansion of the mind, others split away from Byrgenwerth as they held the holy blood of the dungeons up as the key to human evolution; these renegades forming the foundation of the Healing Church. This blood, while empowering and curing those administered, is also the source of the scourge however.

This is only the surface of the century long tragedy of Yharnam. Old sins still crawl on the backs of old hunters, conspiracies have been woven in the name of progress, evil runs wild behind the scenes, good men have been lead astray, and things most incomprehensible turn their attention here.

The red moon is descending, and you have the terrible luck of awakening after treatment in the local clinic. It was blood ministration of course, good hunter. Ah, yes, you will be a hunter! It’s been a bit forced upon you at this point, you see. As a result, you’ll be out on the hunt this night too.

You're sure to be in a fine haze about now, but don't think too hard about all of this. Just go out and kill a few beasts. It's for your own good. You know, it's just what hunters do! You'll get used to it.

Maybe with your actions this night, this Nightmare can end. . .

. . .

Ah, Good Hunter, before you leave to face the harsh night, you also receive 1000 Blood Echoes with which to prepare yourself. For your sake, spend them wisely.

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Starting Location

Down below you will find a number of locations scattered about Yharnam and the surrounding area. You will, unfortunately, find yourself awakening in one such location as you make your way into this Jump. To decide where exactly your time in this world starts, either roll 1d8 and enter at the corresponding area, or pay 50CP and pick your poison manually.

>[1] Oedon Chapel – "A small chapel in the middle of Yharnam that acts as a safe haven due to liberal use of incense that wards off beasts. There is a gnarled old man here, blind and awkward, though honestly friendly and concerned for the well-being of others.

As the night continues, other kindly sorts might just make their way here. Despite the safety, I wouldn't recommend staying here too long, there's something. . . .off about the place."

>[2] Central Yharnam – "Central Yharnam, home to many mad villagers and some of the few remaining survivors. The area is made up of classic Gothic architecture, sewers and streets lined with corpses, and other remains of previous residents.

The Foreign Hunter, should they exist, will begin not too far away in Iosefka's Clinic. This clinic was the same place you got your treatment not long ago, and is a place I wouldn't recommend visiting again."

>[3] Old Yharnam – "A quarantined section of Yharnam, ruined in comparison and home to numerous beasts. Two former hunters also protect this place, kindhearted Djura, an associate of the Powder Kegs, as well as an unknown accomplice.

Djura simply wishes Old Yharnam to be left in peace, and mans a large gatling gun. If someone walks in, he calls out telling them to leave, and if they don't he fires. I wouldn't stay long unless you like beasts and hot Quicksilver."

>[4] Hemwick Charnel Lane – "Hemwick is a long abandoned village, now only home to crazed Witches taking part in macabre rituals as well as some other intimidating enemies. Be careful of ambushes and protect your eyes, the Witches like to collect them with their carving knives.

If given the chance, some of them are able to summon demons known as Stalkers which move slowly but can be incredibly dangerous. It's also home to a rather large graveyard, so have fun with that."

>[5] Forbidden Woods – “A confusing, maze-like forest on the outskirts of Yharnam. It's home to a rickety old village made by people chased out of Yharnam for one reason or another, and snakes.

Indeed, lots and lots of venomous snakes call this place home, massive piles of them, some of which will pop out of the necks of men and puppeteering their body in for an attack. There's also a toxic swamp here among some other rather nasty things. But is that really all. . . ?”

>[6] Yahar'gul, Unseen Village – “Yahar'gul is a hidden place inside of Yharnam that's home to an evil cult that boils people alive in baths of blood in a ritualistic attempt to create a god. If left alone they'll actually succeed too.

Beware, there are giants carrying sacks around the rest of the city, and they'll attempt to beat you and take you here. Bell Maidens are also a massive hindrance, as they can summon and empower allies. Those aren't the only horrors here, but I'd seriously advise leaving as quickly as you can.”

>[7] Forsaken Castle Cainhurst – “Cainhurst is the home of old nobles, and was once actively interacting with Yharnam, most notably as enemies of the Healing Church.

They were bound by their bloodlines and by-the-book when it comes to their traditions, before being exterminated by the Executioners, and therefore ending their trades with Yharnam.

Now just a cold ruin, Cainhurst has forever lost its road to return home to Yharnam. Only a lake with a deep mist, and dark ominous valleys as far as the eye could see.”

>[8] Freedom of Choice – “Congratulations, you may decide where you begin from any of the above locations. It’s not an appealing selection I know, but it’s what’s available.”

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Origin

The form you take in this world is to be constructed here, as well as the past it holds. Its age and gender are yours to determine, mattering little compared to what's to come. Continuing on, it must be said that you are a Hunter, though what that means is up to you.

That is to say, you may choose to focus your attention on some aspect of being a hunter in Yharnam. These aspects will be called Sub-Origins for the sake of clarification, and provide various benefits. However, remember this, you may only select one Aspect.

Alternatively, you may reject all Aspects, and instead receive twice the discounts on Tiered Talents listed within the Talents section of this document.

>Hunter's Identity (Mandatory) – "You are a Hunter, an individual who has been chosen by the Hunter's Dream to take part in the hunt, dying again and again until your connection is severed at the end of this grisly nightmare. Empowered by sacred blood and thrown into this mess, where do we even begin?

You've entered Yharnam at the wrong time, or perhaps the right time, receiving treatment and given the mission to end the nightmare plaguing Yharnam. You may either dedicate yourself to this mission, becoming the sole hunter of the Hunter's Dream, or leave the duty to a particular Foreign Hunter.

Additionally, you may either choose to have memories of this world, or enter with just the vague recollection of a suspicious doctor soothing your concerns before waking up at the rolled location."

Aspects

>Beast Aspect – "The act of blood ministration is miraculous in its ability to treat the wounded and diseased, but it also awakens something most primal within the heart of man. From that awakening, a beast will slowly fight and claw its way out until making it to the surface, perhaps as is natural.

Your inner beast happens to be a bit stronger than most, and you happen to be in more control than most. Although you are unable to take its form and may be vulnerable to its corruption, you have a greater ability to use its power for your own ends. Who knows; maybe you'll do even more."

>Scholar Aspect – "Through the prodigious research of old Byrgenwerth, of the secretive Healing Church's Choir, and of the maddened School of Mensis, there have been bold advances. Such advances were made towards the end of transcending the feeble form of humanity.

You too hold a keen interest in going above and beyond the constraints set upon you by birth. You will use the power and safety provided by your position to plunge into dangerous depths. You will pursue the Great Ones, learn from them, and reach out for evolution."

>Hunter Aspect – "You were surrounded by blood, absolved by blood, and now duty bound to drench yourself in blood. Your purpose, whether forced upon you or not, is now yours. What a simple one it is as well; you must only throw yourself into the hunt.

There is a root to this nightmare, existing somewhere in Yharnam or realms accessible from this city. To find it may require a bit of investigation, but I'm sure you'll find your way. In the meantime, there are few left here willing to talk freely, so pay little mind to wielding those tools of the trade freely."

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Talents

Welcome, Good Hunter, and feel free to peruse the following area for talents. Perks by any other name, the following purchases available can bestow skills, abilities, knowledge, and powers.

All Hunters receive special freebies and discounts, which include: one free 'Tier 1' Talent, one 50% discount on a 'Tier 2' Talent of choice, and one 50% discount on a 'Tier 3' Talent of choice.

Additionally, based on your chosen Aspect, you will receive a free Exclusive Talent, the 100CP Talent of your Aspect for free, and discounts on all other Talents under your chosen Aspect.

Before moving onwards, you will also be bestowed a few gifts, no matter the Aspect chosen.

Gifted Talents

>Rally (Free) – "After being injured in some fashion, you have a short window of time where bathing yourself in the blood of your enemies will trigger mild recovery. Something to the effect of the blood spraying out from viscerally hacking into a target will do.

It's never very much healing, and you're unlikely to fully recover from anything too significant, but every little bit helps. You don't have to be drenched in blood, but the amount required to trigger Rally will be quite noticeable."

>Blood Bullets (Free) – "At any time, you may sacrifice a significant, but not life threatening, percentage of your blood to create a small supply of five blood bullets. When loaded into a weapon, they will change shape to match the necessary ammo type, and function as normal.

A blood bullet loaded into a pistol will match the caliber, become a shell for a shotgun, and even fuel for a flamethrower, though is unable to become anything too complex. This ability is unable to make blood bullets in greater numbers, as using it again will cause previous bullets to lose cohesion.

A single blood bullet is unable to take the shape of significantly larger projectiles, such as cannon balls, but if multiple bullets with a combined mass equal or at least close to the desired projectile are placed together, they will fuse and assume the proper shape."

>Visceral Attack (Free) – "Due to the use of blood ministration on you, or just because your status demands it, your inner beast has awoken. As with almost all hunters, and no matter which Aspect you chose, you have the ability to draw on some of this power with great focus and strain.

This allows you to perform very minor feats when given time, such as partially transforming your arm into a stronger, clawed form to deliver a terrible strike. The amount of focus and strain this requires means it's often useless in battle, outside opportunities you create however."

>Hunter's Dream (Free*/100BE) – "Fleeting images of an old workshop, an old hunter, an old doll, and a moonlit field of flowers dance in your head. The Hunter's Dream is a place existing in another level of reality, where you can be empowered, commune benevolent figures, and return to on death.

Yes, for the duration of this 'nightmare' you will have a connection to the Hunter's Dream that resurrects you on death, and are able to travel to it through unique lanterns found in this world. Once your duty is done, you will lose your connection, but may still visit it through spending 100BE.

Regardless, you will no longer be able to resurrect with this after the end of the initial nightmare. For strict clarification, that means the events taking place in Yharnam."

Tier 1

>Violent Past (100BE) – “Even before stepping foot into this terror, your hands were never truly that far from brutality. Bar fights, muggings, disagreements with the local constables, and perhaps certain disagreements at home have tempered your knuckles. Now, as a hunter, that will be put to use.

Those fists of yours are hardened, endlessly enduring as you stay on the attack. No matter how hard and how much you punch, you won’t suffer the backlash of your actions. Your wiry muscles are also able to generate more strength, which helps with swinging much more effective weapons around.

This protection from self-harm is less effective against blade and spike, or fang and claw, but against a beast’s skull you can afford to pound and crush until they draw last breath.”

>Hunter’s Skill (100BE) – “There once was a time when hunters had training beyond a weapon in hand, and more guidance than a pointing finger directing them into the dark night. While you may not compare to those hunters of old, you do find yourself a step above those numerous, wandering mobs.

Finesse finds its way into each movement, and you find yourself possessing agility competitive with that of the beasts. This helps you dance and dodge around the mindless foes you’ll often find in the hunt, evading their haphazard attacks long enough to cut them down.

What it also helps with is wielding some of the trickier implements of the hunters, though there may be a mild learning curve at times. Never worry, there’s plenty of flat footed prey to practice on.”

>Good Blood (100BE) – “In Yharnam, blood flows like water, though it was once in a different context than now rivers of the stuff seep out of stacked corpses. Once upon a time, it was such a source of pleasure that it pushed out other drugs and temptations, and everyone would look for the best stuff.

Hidden in your veins is the real good stuff, potent blood that carries intoxicating power. This allows your blood to more easily fight off conventional diseases which abound in a place like this, and produce more powerful blood bullets.

Where once it might take a dozen shots with that special ammo to put down an enemy, it should only take three for the same one. This will also empower Quicksilver Bullets, and let you be more conservative. That’s a good thing, since even if blood soaks the ground, it’s best if that’s not yours.”

>Discovery (100BE) – “Those in the know prize knowledge, insight in a manner of speaking. There’s a mutual desire among all those seeking truth behind the scenes in this city to see more than their eyes allow. Perhaps as a result of sharing that desire, you also find yourself seeing more than you once did.

How is it that simply by looking for equipment, for resources, for supplies, it seems as if it turns up for you more often? It isn’t as if it appears just for you, but it’s as if your luck and intense search for such things allows them to manifest all the same.

Spare ammo, a stock of blood vials, a precious blood gem or two, and many other useful objects will find their way into your hands providing you look. It’s not like all finds become great bounties, but it’s noticeably more than what existed before.”

>Steel Yourself (100BE) – “This is not a happy world. There's corpses and blood everywhere, people are turning into undead beasts, cults are boiling people alive, and that's just the start of it.

Lesser people would most likely get distracted with their broken, decaying surroundings. Lesser people might even lose their minds, especially if they bore witness to the things most can't perceive.

You aren't lesser people though, and you have the ability to forcefully harden your mind and resolve, making it much harder to shake you up. This doesn't make you immune to mental degradation or getting distracted, but it will help you keep your cool and push forward, at least for a little while. . .”

>Messengers (100BE) – “The Hunter’s Dream contains another secret, one only those connected to it are privy too. That secret is the existence of the Messengers; grotesque, infantile creatures that seek only to help the admired hunter on their blood swathed path.

Within the Hunter’s Dream they are willing to part with various goods in return for strange currency, but in other worlds and realms they normally appear with messages. They’re just pieces of parchment relaying advice and directions in broken English, or other relevant language, but it’s helpful.

Something about you draws a much greater interest from the Messengers though, allowing you to call upon them with a snap of your fingers. At your beckoning, they appear with a note relevant to your current surroundings, giving anything from vague warnings to hints at treasure.

If you’re feeling generous, you can also give them accessories, which they will wear after procuring enough duplicates for the whole bunch. It’s nothing you can benefit from, but they’re rather sweet, so you will reward them from time to time, right? They especially adore the color red.”

>Little Things (100BE) – “Despite the relative mindlessness of those things swarming the place, it’s best not to take them too lightly. Not only are ambushes from these mutated predators a real threat, but more intelligent foes yet lurk in the shadows. That’s why it’s good to have an eye for the little things.

Though it’s not something so esoteric as the insight prized by the choir, you do have an expanded awareness, of a sort. You can detect signs of an ambush such as strange shadows and creaking boards and prepare at a moment’s notice. Enemy patterns, even if sometimes complex, unfold before you.

Many interesting bits of information flow into you from your environment, and your ability to act on that information is improved. It just wouldn’t do for the Good Hunter to fall prey to a simple pit trap after going so far, right?”

>Beastly Ignorance (100BE) – “How dreadful, oh how dreadful, the state of this city is almost too much to bear. Corpses are stacked high, the cackling of maddened inhabitants in their homes fills the night, and things man was never meant to see are congregating in great numbers. It’s too much to handle.

Do you truly wish to reject all that which inspires grief in your soul? Your talent for denial would permit such a thing, burying knowledge you wish you’d never learned, and ignoring features of your environment that you wish would go away.

In many ways, this could save you from being overwhelmed, but you’re still only influencing yourself. A slobbering beast hungering for your blood, snapping at your feet, must be dealt with the old fashioned way, no matter how hard you try to ignore it.”

Tier 2

>Brutal Execution (300BE) – “What is it that separates man from beast? There are many things, but what allows man to overcome beast so consistently in the hunt? Forethought of course, and proper technique as well, but above all else is ruthless execution of brutal intent.

You are a hunter, a killer, an executioner, slaughtering those who fall under the definition of your prey. Your reflexes are greater, dexterity heightened, accuracy fine, and timing just impeccable. These talents allow you to identify the most opportune moments to attack your enemy; when they least expect it.

When in pitched battle, you could draw and fire off a round in the face of a lunging enemy in mid flight. If you catch an enemy’s back before they know you’re there, you know just where to plant a full power smash from behind to make it hurt most.

Brutally attacking enemies in moments like these will temporarily induce a state of shock, leaving them vulnerable to otherwise difficult to employ offense, like a ‘Visceral Attack’ for instance. Punish the enemy’s lacking awareness, and then deliver upon them their fate.”

>Hunter’s Intuition (300BE) – “It feels as if you've experienced uncountable years in the hunt instead of only just beginning. Fighting from advantageous and disadvantageous positions alike is ingrained in you. What are you prepared for; to hunt or be hunted? That is the question.

You gain an almost supernatural instinct when it comes to hunting, and it doesn't matter which side of it you're on. Tracking is like second nature, and in that same vein you're able to cover up your own tracks easier. You set better traps, and have an easier time noticing traps before you step into them.

Maybe most significantly, you find it much easier than before to identify and capitalize on enemy weaknesses. Could be a fear of fire, or an exploitable tendency, but you’ll find it eventually. Just be careful not to let your instincts consume you, lest you be no better than a beast.”

>Insight (300BE) – “You’ve seen things, heard things, learned things, fairly strange things at that. There’s something more going on here than a plague of beasts growing out of control. These experiences have given you insight into existence beyond most, allowing you sense that which others cannot.

Dolls may appear to move, babies heard crying in the distance, and beings that some would call divine can be clearly seen clinging to the buildings all throughout Yharnam. Even beyond this world, in the ones that follow, your senses may now perceive that which mundane folk cannot.

Beware, for even though awareness is a boon in preparing one’s self against the unknown, some truths may be too great for the human mind. Your learned nature does provide a boon in dulling your baser instincts, or in other words, your inner beast now has a tougher time influencing you.”

>Blood Artisan (300BE) – “When the Healing Church began to espouse the power of their sacred blood, it replaced many things in the hearts, bodies, and minds of the inhabitants. Medicine is a given, but are you aware of how blood can be used for munitions, or crafting material? Yes, you very much are.

Although only passingly skilled, you can still test blood for its validity to fill curative Blood Vials, mix it with mercury to create lethal Quicksilver Bullets, or construct small Blood Stones that are more resilient than steel for the sake of crafting. Using the principles of blood craftsmanship, you can grow from here.

If feeling discontent with your current level, pay twice the price you originally paid for Blood Artisan to upgrade it to ‘Plus.’ This gives greater proficiency in your craft, allowing you to construct larger Blood Stones, and the more supernatural Blood Gems.

When slotted into objects, they can convey unique effects, such as bathing it in flame, or making it bane to specific beings. No matter how skilled, or what you’re making, the products of your efforts still rely on good blood to make the best products. Shouldn’t be in any short supply here though.”

>Eldritch Teachings (300BE) – “It could be said that magic does not exist within this world in any true capacity. Those who believe in mysticism are simply tampering with forces they have no understanding of. Yet, there are discoveries of rituals and methods that certainly resemble the arcane.

As with the witches of Hemwick, you may sacrifice harvested eyes to summon Stalkers, almost demonic beings armed with hand scythes, difficult to perceive by layman. This is no specific skill, but the start of your abilities relating to human sacrifice and summoning of abominable wills.

All manner of rituals writhe in your mind, though they all share the same themes. You must sacrifice parts of a thinking being, and the manner in which it was taken, and in which it was sacrificed, causes the lingering consciousness tied to the sacrifice to create a new form for itself.

Harvested eyes create a being that carries the implement used to take them, and goes unseen. Numerous innocents boiled alive could create an animate slurry of limbs moving as one. A great and abhorrent enough sacrifice may even birth something greater, such as the One Reborn.”

>Hematophagy (300BE) – “Although blood had replaced medicine, drugs, and in some cases goods within Yharnam, one cannot sustain themselves on blood alone. Those who attempt to do so inevitably just become blood drunk, no better than beasts; but this ends with you.

You may sustain yourself on blood with little to no ill effects. This retains your strength with no other food or water, increases blood based healing efficacy, and won’t let your inner beast encroach further on your mind unless you gorge yourself. Effects may vary depending on your prospective meals.”

>Welcoming Host (300BE) – “Vermin, wriggling root of man’s impurity found within tainted blood. They are but one form of parasite running amok in this world, where serpents coil within the entrails of puppeted corpses, and more eldritch things writhe in the kosm. Perhaps, then, they may be used.

Parasites that make their way into your form, squirming and corrupting as they bury themselves deeper, are attacked indirectly. That is to say, those that attempt to possess you, twisting your body into a more suitable host, are instead subdued and taken over in turn, made symbiotic in nature.

While this aids with many parasites, the kind that simply eat their way out after implantation are harder to deal with. Survive for at least one week, and this talent even bend those though. For any filthy creature that tried to use you for their own ends, a most ironic fate awaits.”

>Runesmith (300BE) – “Runesmith Caryll of Byrgenwerth was a scholar like many who studied beside them, and yet, they were privy to a special sort of knowledge. Inhuman mutterings behind the walls of mundanity gnawed at their consciousness, and the only thing they could do was write them.

Whatever Caryll heard, whatever skill they developed with transcribing words that humans could not possibly fully fathom, they have once again manifested within you. While you aren’t any better at speaking the language of the Great Ones, you may now write their words, which maintain that power.

These incredible runes may be emblazoned straight upon one’s mind with the proper tools, conveying their abilities, each unique and relating to the word they represent. Take care, as the unenlightened human can’t handle too many words, meaning only three or so could be benefited from by most.

Greater perception, insight into the abnormalities in one’s surroundings, will let one better pick up the murmurs of Great Ones, allowing one access to writing more runes.”

Tier 3

>Beast's Strength (600BE) – "Hunters overcome beasts with specific plans, techniques, weapons, and resources. Beasts overcome hunts with nothing but raw power and ferocity. As your inner beast churns deep within your mind, swelling in power, you conclude that borrowing that strength might be wise.

Miraculously, your inner beast seems surprisingly tame, at least in regards to you bringing more of its power to the surface. Passively, this grants the sheer muscle power to crumple rib cages or rip heads off with your bare hands, and make it look easy.

Actively, you can transform parts of yourself with much greater ease than before, drawing even more power out while equipping yourself with powerful claws or fangs. Beastly legs can allow for powerful leaps, clawed hands turning flesh into viscera, just care you don't draw the whole thing to the surface."

>The Art of Quickening (600BE) – "Once upon a time, hunters operated under cover of night and the deadliest of secrecy. Based out of the hunter's workshop, they were led by the manic and lethal Gehrman who now resides in the Hunters' Dream. Privy only to those he taught, was a secret art.

Although mysterious how you learned this, despite not being among those lost ranks of the old hunters, you are privy to the Art of Quickening. This skill, this talent, allows you to move in bursts of remarkable speed, such that untrained eyed swore you disappeared and reappeared.

It's linear, taxing at first, and relatively short range; so why is it so effective? It is one of many truths, that understanding does not create opportunity. As such, most will be unable to contest the blade they do not see, even if they know where it will be."

>Blood Saint (600BE) – "Blood Ministration is a sacred art of the Healing Church, and yet in its most basic sense it is just simple, sometimes much too simple, blood transfusion. The trick of its miraculous healing is the kind of blood transfused into a patient, and you have some of the best around.

Like the Healing Church's nuns, your blood has miraculous of healing properties. When given to others, imbibed through some means, your blood is able to heal minor and middling injuries or diseases within seconds. Major ones could be healed in hours, like severed limbs, but would require many doses.

Of course, you don't have to be so charitable, and will benefit from this healing passively, no ministration required since it already exists in your veins. Blood loss shouldn't be an issue unless you're bled in seconds, and blood bullets are almost free. Beware though, fatal injuries stay quite fatal."

>Vileblood (600BE) – "Years ago, Castle Cainhurst was visited by a scholar of Byrgenwerth, one who had smuggled something most forbidden into the hands of the nobles there. Blood that Byrgenwerth found beneath Yharnam, but not the kind the Healing Church held up on a pedestal, it was forbidden blood.

Descending from these decadent lunatics, who have been nearly wiped out in retaliation for their grisly hunting of man, you have qualities reminiscent of the forbidden blood that flowed through their veins. Curious, most curious, at first glance it is simply decent for blood ministration.

Continued research shows that it behaves as a stimulant however, rapidly recovering the stamina of yourself, and those it's administered. The true nature of your blood is what it does to Great Ones, their kin, and other beings of an eldritch nature, causing them to take a keen interest in you.

Most will be more receptive to your calls for aid, and protective of you. It is as if you inspire a kind of parental urge, most likely due to the fact that so many Great Ones lose their children.

Beware, for certain beings of this persuasion cannot be influenced from their true nature, and their interest can be more threatening than desired. Great Ones are notably sympathetic, others not."

>Arcanist's Touch (600BE) – "There are many mysteries in this world, but those present in and under Yharnam blow most out of the water. The inner workings of the Pthumerian Ruins beneath Yharnam, the identity of the divine Great Ones, and what form of entity provided you such ephemeral gifts.

Eldritch energy flows around your touch, emboldening other energies your body contacts. In simpler terms, you now greatly empower arcane or elemental objects you touch with your hand. This can even affect mundane sources of elements, and temporarily endures after such things have left your hand.

Simple objects like a Molotov cocktail could release great, incendiary explosions after reaching the end of your pitch. Hunter's Tools like the 'Augur of Ebrietas' could send men flying dozens of feet away with its summoned tentacles. Enemies beware, even a simple torch can be used to fell a dark beast."

>Heirloom Hatred (600BE) – "Long ago an institution by the name Byrgenwerth conducted gruesome experiments in the name of enlightenment. Though many had volunteered in the name of progress, all had to endure a cruel existence as a living failure when such experiments fell through.

You are, most likely, descended from one of these failures, though through what means this could have occurred are mysterious indeed. Though your blood has been muddled and made more stable, you still stand twice the height of a normal human, with long arms, and twisted, blue flesh.

Although certainly nothing divine, and quite deformed, you also possess remarkable powers both arcane and eldritch. Harnessing the powers buried deep within you allows you to manifest and project ephemeral orbs of concussive energy, and potent electrical pulses, from the air around you.

Although somewhat weak at first, more on the level of shattering brick or stunning hunters, they and the place you draw them from are like a muscle. The more you use them, the stronger they will become, and the easier to control, until you can make your foe believe they have made an enemy of the sky."

>Dream Walker (600BE) – "You were pulled into the Hunter's Dream, and then sent out to end the Nightmare consuming Yharnam, but it won't be that easy. You will be forced to travel to lands beyond the material plane, through abstract and dangerous means. . .or possibly not.

Ordinarily, you would need to rely on higher beings or specific circumstances in order to gain entry to a given dream, or nightmare, or some other otherworldly plane of reality. All this really requires, is the acquisition of a sort of key, which you tend to be able to recognize on sight.

If you can find an object displaced from the original dream or nightmare it's native too, or the body of someone whose mind is trapped within that dream or nightmare, you can then send yourself to that place. Think of it as just needing to establish a connection, and then landing on the shore of that place.

You also obtain the power to manifest special lanterns housing blue flames, having the Messengers drag such constructs out of the ground in front of you. By having at least two active at a time, you can stand by one, and focus on the other, transporting between the two as if falling asleep and waking up.

These lanterns can be placed freely in the waking world and dreaming lands alike, as many as you like, though only one can be grown in any general area at a time. Navigation is now no issue for you."

>Sweet Dreams (600BE) – "A dream, may it not just be fantasy experienced only after one's eyes close for the night? They're real as anything else, just existing in another space, oft created only in a concrete state by otherworldly and powerful beings. Not one of them, but yet you have such a power too.

You have the ability to create your own dream, making a distorted land in another dimension resembling a location you've visited previously; nestling it amid steep cliffs and a sea of clouds. You may freely travel to this place, and back from where you entered it, dragging others along if you have time.

You may only sustain one dream at a time, but can expand it with up to two additional areas past the first. You may also further twist and distort it in impossible ways; a midnight coastline placed over a sunny city district, with those who swim too deep in the ocean above falling from the sunny sky below."

Beast Aspect

>Blood Scourge (Free/Beast Exclusive) – “Although the origin of the Scourge was the old blood found within the dungeons beneath Yharnam, you will find your own blood no less infectious. Those who take it into their body will be left open to degeneration and eventual transformation into a beast.

The amount of blood taken in, and the strength of the host, determines how radical their transformation inevitably becomes. If desired, you may instead base the degeneration and transformation into a beast off of one of your monstrous altforms. Infectiousness may be toggled.”

>Introduced Instincts (100BE) – “Reduced cognitive abilities, a new body, and unleashed aggression seems like a recipe for awkwardness. However, mysterious as it is, even the freshly turned are able to exhibit seamless movement and fluid aggression, as fluid as any beast could be anyways.

This enigmatic quality goes on to benefit you with your bestial skills, a background awareness of just how such things work even if you haven’t been fully transformed. You’ll get an idea of what your body is capable of, its limitations, what it’s designed for, and a comfortable familiarity with using it.

Additionally, should you ever find yourself taking on new form in other ways, your instincts will likewise cover for those forms as well.”

>Blood Hound (200BE) – “Blood starving monsters are prowling the streets, looking for the next hunk of warm flesh with which to rip asunder, and slake that thirst. Beasts can smell a meal a mile away, and will chase it down like their lives depended on it. They will no longer be the only gifted predator.

Without transforming or giving your inner beast quarter, you are able to borrow two of their strengths, the first being their agility. This allows you to run twice as fast as any normal human while leaping over obstacles, assuring only the most slippery can lose you in a chase.

The other is their nose, letting you pick up and identify scents in your surroundings with such ease that you could potentially fight while blind. Beware that your abilities don’t go to your head, running headlong into death, or exposing your nose to overwhelming scents.”

>Ego Beast (400BE) – “It can be said that the inner beast is not solely the product of the old blood’s corruption. In fact, it could be that such a thing sleeps within all humanity, waiting to be awoken. What does that say about you, who finds themselves so much more in touch with that beast, and its color?

While ordinarily the form of one’s bestial transformation is influenced by a number of factors, for you it’s mostly mental. By taking time out of your day to stop, focus, you can bring to mind an image of your inner beast, or other transformative forms of corruption, and slowly distort it with your will.

It’s not a simple or seamless power, but you can influence a number of physical qualities from size, to proportions, to deformities, to natural weapon growth. In time, the power of your inner beast could even rival that of the soon to be turned vicar. Just care you don’t give it too much influence.

>Squalid Beggar (600BE) – “The birth of a beast is the death of a man. Some beasts even function like animate corpses, surviving with neither blood or flesh. Beware however, for those beasts that look to argue otherwise. Good Hunter, there’s something quite wrong with you.

You have the qualities of a dark beast in your unturned form. Notably, your ability to cling to life is powerful, able to survive with most of your blood sucked away, and flesh picked from your bones, long as you mostly remain in one piece. It could even be said your content is redundant to your form.

It is as if your will alone is able to perpetuate movement, letting you move in disturbing ways, stretching and contorting limbs in a way no man ever could. Additionally, your body is able to produce man killing levels of electricity at will, though at the expense of your mental stamina.”

Scholar Aspect

>Eureka Moment (Free/Scholar Exclusive) – “It seems to occur so often, a sudden breakthrough that comes from agonizing work and failure. It’s never quite the way you expect, just a dawning realization, a new way of looking things. For some, it comes much too late, hopefully that’s not the case for you.

As you work on perfecting some new scientific procedure, replicating a phenomenon from the world around you, or discover some hidden truth, signs seem to crop up around you. These signs can come in any form, but always inspire sudden awareness or point you in the right direction to hasten progress.”

>Inhumane Treatment (100BE) – “A wise man once said ‘*Evolution without courage will be the ruin of our race.*’ The Healing Church has chosen a darkened perspective of what that means, willing to sink to whatever low they must for their goal. Will you tread forth with them, or die like a beast, hunter?

As long as it leads to you accomplishing your goals, you are able to commit whatever sins, injustices, and foul acts required of you. Should ideals be more important than results, you may restrain yourself, but if you have become determined to follow through, then nothing short of death will stop you.”

>Eye to Behold (200BE) – “The cadaver, so reminiscent of the living in all but spirit. Does flesh, regardless of life, not split under sharpened knife? Does blood not flow even if curdled? It seems so easy to imagine a time when the dead may rise if they can only think to do so. In our dreams, perhaps?

You have much greater skill with dissecting, pulling apart, studying, preserving, and stitching corpses back together. It matters little whether it’s of an otherworldly nature or not, a corpse is a corpse, even if it still writhes. Perhaps you had a past as a mortician, but they usually look well when you’re done too.

More curious, you have a knack for ‘Making Contact’ with otherworldly minds, consciousness with no form, and guiding them to the cold bodies you’ve been tampering with. Though it may be far easier in the dreaming lands, the fact remains, you may make the dream of the living dead a reality.”

>Theoretical Recreation (400BE) – “Great Ones, existences impossible to fully understand in their entirety, at least by the undeveloped human mind. But even for an unenlightened one, a Great One can be studied, researched, understood to some extent. Curious that you seem more apt than most at this.

When it comes to studying the anatomy of the eldritch, the divine, and the otherworldly, you would have few peers even amongst Byrgenwerth’s storied scholars. You have the capacity to study such things, derive more information than most, with less mental deterioration, and push humanity’s limits.

What’s more, the greater you understand the inner workings of such lifeforms, the easier it becomes to replicate notable properties of such things in more familiar, mundane beings. Still, it could take years to begin figuring out how to bring man to the level of Great Ones, if starting from scratch anyways.”

>Wretched Rebirth (600BE) – “Every Great One loses its child, and then yearns for a surrogate. The origin of these words is ambiguous, but the truth of them appears to be reality. Perhaps originating in some zealous soul’s desire for ascendance, a ritual built around supplying surrogates was constructed.

With great skill in this ritual, you have the capacity to twist one type of being into being closer in body and mind to another. The first step of this ritual requires the construction of an artificial womb using flesh from the original being’s race, and the secondary being’s race.

The second step is to seal the subject inside of this bag of flesh after filling the warm chamber with plasma; blood cleansed of all impurities. The subject, sealed in this space, melting and reforming, evolving and deforming, until such time that they are released.

The final result gives the reborn subject great abilities based on the sampled being, and renders them to be far more susceptible to other surgeries and experiments relating towards guiding them further.”

Hunter Aspect

>Blood Echoes (Free/Hunter Exclusive) – “Blood Echoes, the lingering wills that continue to writhe within spilled blood. You collect these echoes from any foe you slay, bringing them into your body, but may also find congealed amalgamates of these echoes in pools of cold blood.

Enemies with incredible minds or numerous kills will provide more echoes. With these echoes, you can empower various facets of yourself, though each time you do so increases the cost in echoes progressively, no matter how you empowered yourself. Blood Echoes may be freely given to others.”

>Church Hunter (100BE) – “Once, hunters were able to operate under veil of night, using skill and discretion to go unnoticed. As beasts became bigger and stronger, and hunters became more publicly acceptable, new weapons were required to continue the hunt.

Whether your preference lies in the Kirk Hammer, or Logarius’ Wheel, you will find much greater prowess in wielding larger, and frankly unwieldy weapons. Your advantages stem from a combination of greater muscles and control over your weapons, aiding in your slaughter of Yharnam’s brutes.”

>Rally Kill (2000BE) – “Rally, the means by which a hunter heals their recent wounds with the blood of the enemy who caused them, usually anyways. It’s a term with connotations of back and forth action, perpetuation. The term for the end of a rally is the same for the end of a hunt though, it’s a kill.

Ordinarily, Rally would provide fairly minimal healing by bleeding enemies out in the midst of battle, splashing your body with their life giving fluids. Now, your Rally has become far greater, and by slaughtering your prey, their blood will forcibly spray out over you and heal even grievous injuries.”

>Workshop Artisan (400BE) – “Before the days that hunters openly stalked the streets as an acknowledged branch of the Healing Church, there was the Workshop. Tucked away in one of Yharnam’s corner, these self-sufficient hunters designed, built, and maintained their tools all on their own.

Wherever your prowess came from, you would rival some of these old hunters, at least when it comes to the creation of trick weapons and hunter’s tools. Trick Weapons are simply that, weapons with some inbuilt trick that provides the Hunter with options, such as a transformation, or built in guns.

Hunter’s Tools can be any number of things, from the arcane to the mechanical, whose activation is keyed to the intent in one’s blood. In addition to being able to skillfully design great Trick Weapons that can function well despite their complex designs and moving parts, you can also create Hunter’s Tools.

Essentially, you can key objects to draw power from blood, activating based on the intent within it. The more powerful the tool, the more blood required, though stored blood is applicable for activation.”

>Old Hunter (600BE) – “Hunters today are a dime a dozen, if blood and prayers weren’t the only form of currency left in Yharnam. Back, back, years ago, when the Workshop still operated, and Gehrman was still around though; those were truly the days. The Old Hunters, what formidable incarnations of skill.

Like stepping out of the mists of time, Good Hunter, you are every bit the match of those who once stalked Yharnam’s shadows, who only exist now within scattered corners. You’re simply more more stealthy, more deadly, more refined; simply superior in every context compared to the average hunter.

Beasts, Kin, Blood Drunk Hunters, even scattered clues and accounts of such threats allow you to quickly develop a plan of attack that can be executed with lethal efficiency. Equipment is always in pristine condition even in the midst of enemy territory, unless filth prove advantageous.

Your ability to run circles around prey, bringing what’s necessary to kill them, leveraging it masterfully, and adapting to any unexpected interruptions; few could boast similar prowess in the field.”

Undiscounted|Latent Potential

>Bloodborne (400BE) – "Before the healing church was founded, there was a man named Laurence. Laurence, a scholar of Byrgenwerth, had the same ambition of ascendance as his fellow scholars. The only difference was the desired path, one placing faith in the power of the old blood.

Laurence never found the means to evolve by way of blood, never uncovering the hidden depths of the old blood's miraculous qualities. In you, is a trait unseen in this world, one you alone will acquire if you so choose to pay appropriately; a trait that awakens latent potential in your blood.

The effects of Bloodborne are variable and many depending on the kind of blood you possess. As a hunter however, no matter what other choices you made, you will find your innate abilities relating to Blood Bullets to be vastly improved.

Instead of being limited to a hand full of bullets at a time, you could make four times as many. Instead of just bullets, you could make caltrops and knives that could handle combat. Instead of just the creation of objects, you can enhance weaponry, extending the edges of blades or faces of hammers.

The Bloodborne trait also enhances your latent healing qualities somewhat, Good Hunter. It is nothing you would notice day to day, but you will recover lost blood far faster. The losses incurred from making blood bullets may be healed up in a matter of minutes with no external aid.

If you have some other form of special quality in your blood, even something small, previously hidden or dormant facets of those qualities will come to the surface. It is because of that power, that Bloodborne acts as a 'Booster.'

As a 'Booster,' Bloodborne will unlock new powers relating to any Tier 3 Talents you purchased. Those of 'Vileblood' may gain near magical qualities relating to their forbidden blood, while those with 'Beast's Strength' could gain more wretched traits. For full details, see the 'Notes' section at the bottom."

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Gifts

From here on, there are no Tiers, and there is no mention of Aspects. You will simply find tools of the trade that will help you on your hunt, gifts you could call them. Odd, since they still have a price.
Regardless, you will still receive certain benefits. One 100BE item or lower of your choice is free; two items of your choice will be discounted; and a small 200BE stipend for exclusive use here is provided.

>Gifts from the Little Ones (Free/100BE) – "To make sure you're ready for the hunt, you are given a choice of one of three trick melee weapons, and one of two projectile weapons. The two weapons of your choosing will appear in your possession after beginning your journey.
The first trick weapon you may choose is the Saw Cleaver; a saw with large teeth that can flip open to be wielded similarly to a sword. Saws are common amongst hunters for the grisly wounds they leave.
The second is the Hunter's Axe; a large hand axe with a handle that can be extended so it may be wielded with two hands. It's a sturdy weapon, reliable in the hands of the strong.
The third trick weapon is the threaded cane; a sturdy metal cane that can transform into a bladed chain whip. It takes skill to wield the threaded cane, but allows the hunter to strike at great range.
The first projectile weapon is the Hunter Pistol; a quick, simple, high damage weapon that's handy at short to medium range. This pistol is ideal for close range precision against agile enemies.
The second projectile weapon is the Blunderbuss; a heavier weapon that fires a wide spread, effective at close ranges, against small groups of enemies. A bit more cumbersome, but easy to use.
For an additional 100BE each, you may pick additional weapons from the ones listed above, spending a maximum of 300BE to collect everything listed. The choice is yours."

>Bag of Quicksilver Bullets (Free/50BE) – "A curious bag full of quicksilver bullets. These bullets are infused with the wielder's blood and will prove quite useful during the hunt while facing beasts of various sorts. Though it's small and easy to carry, it can even fit twenty bullets at a time.
These bullets, much like Blood Bullets, can assume the shape of larger projectiles or fuel by loading them together into specific weapons. Just by possessing the bag you will somehow come upon this rare ammunition as you forage, but for 50BE it will automatically refill at a rate of one bullet per hour."

>Bag of Blood Vials (Free/100BE) – "Special blood used in ministration. When injected, the recipient will rapidly recover from minor and middling injuries, from gashes to bone fractures. A single vial's worth of this special blood is unable to heal severe injuries like limb loss, but more blood means more healing.
The bag is given to you full, somehow containing 20 Blood Vials despite its small size. For an additional 100BE however, the bag will refill as time goes on, one vial an hour. Works for anyone, but the nature of a hunter allows it to work simply by breaking it in hand."

>Hunter's Torch (50BE) – "An odd torch that never seems to stop burning. It doesn't release smoke or dwindle over time, it's just on fire. It's not an extremely hot, bright, or large flame, but it's fire alright. Surprisingly effective against enemies that hate fire, especially when used to bludgeon them."

>Flamesprayer (50BE) – "A small, hand-held flamethrower that can run on Quicksilver Bullets. It sprays a small gout of fire continuously for a few seconds for every bullet spent as fuel, as a point of comparison. Not the most efficient weapon by any stretch, but sometimes a plume of flame is just what the doctor ordered. Besides, lots of things around here hate fire, so it may prove useful."

>Shining Coins (50BE) – “A large bag of particularly luminous coins. There are few uses for common currency during the hunt, especially somewhere like here, but they may yet still have other purposes. Such uses include testing dark drops, leaving trails, or generally being pleasant to look at.”

>Victorian Doll (50BE+) – “A life-sized female doll made of porcelain, wearing Victorian style clothing. It doesn't "seem" to do anything, but it is pretty and well made. If you like collecting or playing with dolls, I'm quite sure it could become a prized possession.

As opposed to this female doll with her white hair and flowing dress, or in addition to it, you may purchase another kind of doll. This doll will have its own outfit of your choosing, providing it could be found around here, and somehow resembles one of the local inhabitants at your discretion.”

>Ring of Doomed Betrothal (50BE) – “A mysterious ring with a large diamond in a silver setting originating from deep beneath the city. It is stained with blood at first, though that is easily cleaned up. The ring doesn't seem that special at first, but bares strange ability. When used in a proposal, no matter how much the opposite party may love the person offering the ring, they shall decline.”

>Fist of Gratia (50BE) – “A hunk of iron with holes for fingers, and a wedge-like face. It was used by the hunter most know as Simple Gratia, who was too lame to wield firearms. With it, she unrelentingly beat beasts to death, and you can do the same. It’s surprisingly comfortable and resilient despite what it is.”

>Lead Elixir (50BE/100BE) – “A vial of strange, metallic liquid. When imbibed, it temporarily causes your skin to harden itself like metal against physical attacks while making your body much heavier.

This doesn't really help against the elements or arcane though, or other less than physical attacks. For an additional 100CP, it will refill over the course of a few hours once fully consumed.”

>Messenger’s Gift (50BE) – “One of many Hunter’s Tools, usually procured from the Messengers. By expending one bullet’s worth of blood, a black mist will envelop the user, producing an illusion that causes them to resemble a small messenger.

The disguise may be preserved for however long the user desires, but will be broken if any large movement is taken, or the user is struck. The gift itself resembles a small skull.”

>Blue Elixir (50BE/100BE) – “A vial of dubious liquid medicine used in strange experiments conducted by high ministers of the Healing Church. A type of anesthetic that numbs the brain.

Hunters, able to retain consciousness by force of will, will gain use from temporarily being much harder to notice while staying still or moving slowly. For an additional 100BE the vial will slowly refill to full several hours after emptying.”

>How To Pick Up Fair Maidens (50BE) – “A literary classic from over a century ago. A book with a simple cover baring only its name, it was written by an unknown author with the intent of teaching the socially inept modern man of ages ago how to invite fair maidens out to a merry time.

To vouch for its efficacy, it can even be found in the book collection within the Hunter’s Dream. Yes the advice is technically sound, but sound advice will do little in the hands of the cripplingly awkward.”

>Kirkhammer (100BE) – “A matching pair of Silver Sword and stone sheath that together make up the Kirkhammer. The sword is nicely balanced, light weight and easy to use. When locked into the sheath however, it transforms into a large, heavy hammer that overflows with style. It’s a very strong, versatile weapon overall, though the hammer form is a bit slow if you're lacking in strength.”

>Beast Roar (100BE) – “A beast's claw converted into a Hunter's Tool by the hunter called Irreverent Izzy. Taking two bullets worth of blood to use, the hunter will borrow the strength of the terrible undead darkbeasts, if only for a moment, to blast surrounding foes back with a powerful roar.

This roar can also deflect projectiles if timed correctly, even small boulders, but it doesn't really work with anything much heavier than that. The indescribable sound is broadcast with the caster's own vocal cords, which begs the question, what terrible things lurk deep within the frames of men?”

>Old Hunter Bone (100BE) – “An Old Hunter's Bone formerly belong to a Hunter that apprenticed under Gehrman. Temporarily grants the one who uses it the ability to use the Art of Quickening.

Quickening allows you to move in bursts of speed so fast, the untrained eye could mistake it for teleportation. More can be read under the Tier 3 perk on this power. Requires 5 bullets worth of blood to use, but lasts for a short time each use.”

>Augur of Ebrietas (100BE) – “Use phantasms, the invertebrates known to be the augurs of the Great Ones, to partially summon abandoned Ebrietas. The Augur is a powerful tool in the hands of those trained to use it, and continues to function even if its contracted master is ‘indisposed.’

Requiring only one bullet’s worth of blood to use, the Auger of Ebrietas summons forth tendrils that rush forward, crashing against anything in its way. Not incredibly powerful by itself, but scales upwards with the Arcane potency of its user.”

>Beast Claw (100BE) – “Crafted by chiseling the long bones of an undead darkbeast. The bones are still alive, and when unleashed, grant its wielder beastly power. As flesh is flayed and blood is sprayed, the beast within awakens, and in time, the wielder of this weapon surges with both strength and reverie.

The wielder may will the weapon to grant them a measure of its power, transforming the opposite hand of the one it is held in to transform into a darkbeast's claw. Be careful when wielding this, for the beast awoken may just assume control.”

>Explosive Bundle (100BE) – “A box with a handle full of fire bombs of varying kinds: five Molotov Cocktails, five Rope Molotovs, five Delayed Molotovs, and five Delayed Rope Molotovs.

Molotov Cocktails are readied and used as you would expect, exploding in a plume of flame after breaking. Rope Molotovs are much the same, but with a bit of rope attached for ease in throwing.

Delayed Molotovs are more complex fire bombs engineered by the Oto Workshop, with blades that allow them to be lodged in a target, and a timing mechanism that causes them to be blown up several seconds after impact. Delayed Rope Molotovs are much the same, just with some rope attached.

The box will replenish spent bombs at a rate of one per type an hour and capping at five per type. "Spent" bombs are those that have been tossed at enemies and blown up, meaning you can't simply hand them out to allies and stockpile them.”

>Numbing Mist Satchel (100BE) – “A bag of ten "Numbing Mist" bottles. "Said to be used by the blood hunters of Cainhurst, its recipe is a secret closely guarded by the line of nobles inhabiting the castle."

When the bottle is broken, a cloud of mist forms from the contents that temporarily numbs the life essence of those who touch it; a poetic way of saying it retards healing. The bag replenishes its bottles over time, at a rate of one per hour.”

>Curious Goggles (100BE) – “A curious pair of goggles with a leather strap, thick lenses, and strange frames made of thin tubing and metal, all in your choice of colors. These goggles, strange they may look, are a great invention that allows for those who wear them to see that which evades the notice of others.

To put it in simpler terms, it allows you to see things that would normally require "Insight", but does nothing to help perceive these things in other ways such as hearing or smell. Can be freely worn by anyone, allowing allies to see things they may wish they hadn't as well.”

>Blacksky Eye (100BE) – “A soft eye playing host to phantasms, and discovered by Byrgenwerth’s attempts to contact the arcane. Deep within the eye lies a vast stretch of dark sky that rumbles with an endless meteor storm. On use, one of these cosmic stones will soar out like a vicious cannonball.

Requiring a single bullet’s worth of blood, the arcane meteor projected from the eye will deal considerable damage to those vulnerable to such things. As with the Augur of Ebrietas, the nature of those with a deeper connection to the eldritch will coax out even greater power.”

>Church Pick (100BE) – “One of the old trick weapons of the Healing Church, a hunting weapon formed from one of the giant picks that appear in old beast tales. The weapon takes the form of a large, ornate, bladed spike that can be used for vicious thrusting attacks or crushing swipes.

Those who master the transformation process can fluidly extend the shaft and rotate the head in one, clean motion to transform it into a war pick; deadly and capable of puncturing the hide of beasts like a knife through frayed cloth with a good swing.”

>Beast Cutter (100BE) – “A thick, iron cleaver with deep serrations meant for hacking and grinding through even the toughest of beasts and their leathery hides. Inelegant, and quite heavy, but very useful in the hands of an especially strong hunter.

When transformed, the blade separates into sections connected by resilient wires, allowing it to be lashed like a heavy whip. Although functioning similarly to the Threaded Cane, its crude design make it a mid range option for more brutish hunters who can afford to exert the necessary force for its swings.”

>Loch Shield (100BE) – “A shield finely crafted out of blue glass, fashioned after a lake in its appearance. Originally used to safeguard the leader presiding over a sacred Healing Church ceremony, it was later supplied to tomb prospectors, in particular those exploring the labyrinth of Isz.

Although made of glass, the symbolism that went into its form greatly reduces the strength any non-physical force, such as flame, electricity, and even the arcane. Although it won’t break easy, the amount of force that makes it through when used to block the physical makes it near worthless for such things.”

>Kos Parasite (100BE) – “Long ago, near a humble Fishing Hamlet, the carcass of the Great One called Kos washed up upon the coast. Its insides were teeming with tiny parasites, unlike any found in humans. More resilient than it appears, when clutched in one’s fist it can imbue arcane energy to a punch.

Its true power may only be revealed under specific circumstances however. Able to ‘stimulate phantasms inhabiting a lumenwood,’ when used in conjunction with a specific rune, writhing tentacles and great, arcane power may be wielded. Should you desire this power, seek the Milkweed Rune.”

>Victorian Wardrobe (100BE/200BE) – “Befitting the era this place was themed upon, offered here is an extensive wardrobe that’s larger on the inside and already filled. Clothes that would allow you to blend in, show off, or aid in more dangerous endeavors can be found within.

For 100BE, the wardrobe is filled with normal Victorian era style clothing. From the outfits the common man or woman would wear, to the finer garments of the upper-class. You will also receive one armor set worn by the locals of your choice.

If you instead spend 200BE, this wardrobe will include all the various sets of armor and equipment available for use within the game of Bloodborne. Although armor plays a backseat to evasion much of the time, this will nonetheless prove to be a great boon”

>Caryll Runes (100BE) – “Caryll Runes are the words of Great Ones transcribed by Runesmith Caryll. Originating from the work of that prolific student of Byrgenwerth, etching these runes onto your mind can provide a number of benefits.

Benefits can range from resisting certain types of damage, increasing resistance to various poisons, or increasing stamina and vitality, among other things. You may transcribe up to three different Runes on your mind, though you'll need the proper equipment to remove or replace them.

Each purchase of "Caryll Runes" grants you either three Tier 1 versions of different runes, a Tier 1 & Tier 2 rune, or a single Tier 3 version of a rune. The higher the Tier of the rune, the higher quality it is, with all those listed below being available.

You may purchase this as many times as you desire, and choose from the selection of Runes you've purchased which ones will etched onto your brain as you enter the world. Notably, multiple levels of the same kind of rune may be purchased and equipped, their effects stacking.”

>>[1] Anti-Clockwise Metamorphosis – “The twisted cross means "metamorphosis", and those who have it etched upon their mind tire less quickly. This rune bolsters the stamina of the one who bares it, somewhat at least tier Tier 1, and twice that at Tier 3.”

>>[2] Arcane Lake – “This transcription of the Great Ones' inhuman voices ripples like a watery reflection. Those who bare this rune are granted protection against eldritch, "Arcane" powers. This rune allows you to resist the damage of mystical attacks somewhat at Tier 1, with twice the defense at Tier 3.”

>>[3] Beast – “A transcription of the roar of a labyrinth beast, the bearer of the "Beast" rune has accentuated transformation effects. This rune physically empowers the beast within, allowing you to fall from greater heights to no harm, and draw out more power from your ‘Visceral Attack.’

Tier 1’s effects are mild, while Tier 3 grants five times the extra power, and twice the resistance to long drops. This does not enable you to better handle bestial urges however, so take care.”

>>[4] Blood Rapture – "Blood Rapture is the raw euphoria from experiencing the warmth of blood. Those who bare this rune gain the power to trigger a state of rapid, temporary healing by using a ‘Visceral Attack,’ or other vicious method of rending guts, on enemies.

The healing even from Tier 1 is noticeable, leading to Tier 3 only being half again as potent. Doesn't do anything when trying to rip out the innards of something without blood or guts.”

>>[5] Clawmark – “The Clawmark is an impulse to seek the warmth of blood like a beast. It strengthens ‘Visceral Attacks’, one of the darker hunter techniques, and similar techniques that involve puncturing and gutting enemies with your bare limb by a noticeable amount, with Tier 3 being three times as effective compared to Tier 1.”

>>[6] Clear Deep Sea – “This transcription of the Great Ones' inhuman voices depicts down-reaching currents. This rune improves your blood and body's resistance to most slow acting toxins and infections that fester and weaken the body over time.

The effects are potent even at Tier 1, with Tier 3 making you nigh immune to most slow killing poisons outside of soaking in a tub of them.”

>>[7] Clockwise Metamorphosis – “The twisted cross means ‘metamorphosis,’ and those who bare this rune are afforded heightened vitality. This basically means you're a bit hardier compared to normal humans outside of damage that's immediately fatal, such as being stabbed in the heart.

The effects are noticeable, though small at Tier 1, helping you survive with a few extra wounds when others would have died already. Tier 3’s effects are three times as potent as Tier 1.”

>>[8] Communion – "Several runes relate to ‘blood,’ including ‘Communion,’ which raises the maximum number of blood vials one may carry. This is a special rune tied to your free ‘Bag of Blood Vials’ gift that raises its capacity.

Tier 1 increases its capacity by one, Tier 2 by three, and Tier 3 by five. What's so special about this? If you bought it the ability to refill over time, it will now go up to the new maximum capacity before stopping instead of stopping at twenty.”

>>[9] Deep Sea – “This transcription of the Great Ones' inhuman voices depicts down-reaching currents. Humans have certain limitations of the mind, limitations that cause certain types of information to inflict tremendous brain damage in great enough volume, a condition otherwise known as ‘Frenzy.’

This rune increases your resistance to this condition, with Tier 3 being three times as effective compared to Tier 1, which is itself quite notable.”

>>[10] Dissipating Lake – “This transcription of the Great Ones' inhuman voices ripples like a watery reflection. Those who bare this rune are granted protection from electricity, whether it be eldritch or bestial in origin.

Though the protection isn't significant, it is noticeable and can save you in a pinch even at base level. Tier 3 grants twice the protection of Tier 1.”

>>[11] Eye – “A transcription of "Eye," as spoken by left-behind Great Ones. Allows one to make additional discoveries. This rune is similar to the ‘Discovery’ talent, causing miscellaneous items to find their way into your hands more often via mysterious chance.

The Tier 2 ‘Eye’ Rune is about as effective as ‘Discovery’ in this regard. By comparison, Tier 1 is about a quarter less effective, and Tier 3 half again as effective as Tier 2.”

>>[12] Fading Lake – “This transcription of the Great Ones' inhuman voices ripples like a watery reflection. Like its sibling runes, "Fading Lake" protects those baring it against a type of energy.

Those who bare this rune find their body warded a bit against fire of all kinds. Though small, it's noticeable enough to help when you need it at Tier 1, and twice as strong at Tier 3.”

>>[13] Formless Oedon – "The Great One Oedon, lacking form, exists only in voice, and is symbolized by this rune. Those who memorize it enjoy a larger supply of Quicksilver Bullets. Like ‘Communion,’ Formless Oedon is a special rune tied to an item you've been given, the ‘Bag of Quicksilver Bullets.’

Tier 1 increases its capacity by one, Tier 2 by three, and Tier 3 by five. Like ‘Communion,’ if you upgraded your Bag of Quicksilver Bullets it will now refill over time to the new maximum capacity.”

>>[14] Great Deep Sea – “This transcription of the Great Ones' inhuman voices depicts down-reaching currents. Frenzy, slow acting toxins, deadly fast acting toxins, the ‘Great Deep Sea’ protects the one who bares it against a wide variety of problematic body degrading ailments.

It's half as effective as the more focused "Deep Sea" runes Tier for Tier, but is generally more applicable. Tier 3 is three times as effective as Tier 1 with this in mind.”

>>[15] Great Lake – “This transcription of the Great Ones' inhuman voice ripples like a watery reflection. Great Lake is an all-encompassing form of the other ‘Lake’ runes, warding the body against all forms of bodily harm.

The drawback of course is that the more focused runes are twice as good at protecting against their select form of damage compared to this one, Tier for Tier. Tier 3 is a bit less than twice the potency of Tier 1 with this in mind.”

>>[16] Guidance – “A Caryll rune discovered by the old hunter Ludwig along with the Holy Moonlight Sword. Guidance is a special rune tied to the ‘Rally’ Perk, improving the potency of the health regeneration whenever you trigger it. Even Tier 1 has a noticeable, though small, boost; meanwhile, the Tier 3 rune is about three times as potent.”

>>[17] Lake – “This transcription of the Great Ones' inhuman voices ripples like a watery reflection. This rune hardens the skin, making physical attacks of all kinds less effective as they struggle to get through. Not immediately noticeable at first, but helps more than you'd think over prolonged conflicts.

Tier 3 is a bit under three times as effective as the low effect Tier 1 rune.”

>>[18] Oedon Writhe – “Writhe sees a subtle mucous in the warmth of blood, and acknowledges visceral attacks as one of the darker hunter techniques. A unique ability, whenever you use ‘Visceral Attacks’ and similar techniques, Quicksilver Bullets will appear in your possession.

If your bag is full, then the bullets may appear in a pocket, in hand, or just on the ground. Tier 1 grants a single bullet for each attack successfully performed in this way, Tier 2 grants two bullets, and Tier 3 grants three bullets.”

>>[19] Stunning Deep Sea – “This transcription of the Great Ones' inhuman voices depicts down reaching currents. Some toxins weaken the body and kill over time, others kill you before you can count to three.

This rune grants your body and blood resistance to being afflicted with the latter, helping keep you safe from these deadly, fast acting toxins and similar ailments by requiring greater doses before they take effect. Tier 1 is noticeable, while Tier 3 is about three times as potent.”

>Tonitrus (200BE) – “A unique trick weapon contrived by Archibald, the infamous eccentric of the Healing Church. Striking this peculiar iron mace like a match generates the same blue sparks that blanket a darkbeast, like a much more deadly form of static build up.

Though possessing the lowest durability of almost any Trick Weapon you encounter here, it also has among the highest damage potential when the blue sparks have been activated. They don't last long, but there is no penalty for continuously lighting it up.”

>Stake Driver (200BE) – “A trick weapon fashioned by the workshop heretics called the Powder Kegs. This mechanical, arm mounted trick weapon manipulates a bladed stake to attack. There are two states of the Stake Driver, when the stake is extended, and when the stake is retracted, or "primed".

When extended, the wielder has more range and can attack with sweeping motions, slicing enemies with the stake’s blade. When retracted, the weapon is faster to handle due to having more backward center of gravity, which allows the wielder to make quick punching motions and stabbing attacks.

Additionally, while the weapon is primed, the wielder may extend it during an attack to drive it into an enemy, thus giving it its name. This namesake attack is both strong and fast, and priming the stake takes relatively little time.

Through specific preparation taken during the primed state, the Stake Driver will unleash a powerful explosion on impact that will not damage the user. This attack often takes a few seconds to ready though, so pick your time appropriately.”

>Evelyn (200BE) – “Special pistol used by Cainhurst knights. The Evelyn uses Quicksilver Bullets, just as any workshop firearm, but the Cainhurst variant relies more on Bloodtinge.

What this basically means is that it and the projectiles it shoots scale incredibly with the quality of wielder's blood, especially once Evelyn has been upgraded with Blood Stones. The more "potent" the wielder's blood, the more stopping power it possesses.”

>Cannon (200BE) – “Large prototype firearms fashioned by the workshop heretics, the Powder Kegs. Use of this weapon is equivalent to toting a mounted cannon into battle; complete with its ridiculous weight, staggering kick, and lavish use of ammo. Such a monstrosity was doomed from the start, and indeed its development was cut short.

Yet, against impossibly gigantic foes, it might be just the thing. You may expend Quicksilver or Blood Bullets in place of cannonballs, though it requires ten bullets total to reload. Projectiles produce a powerful explosion upon impact. Comes with the blueprints so you may repair it or make more.”

>A Call Beyond (200BE) – “One of the secret rites of the Choir. Long ago, the Healing Church used phantasms to reach a lofty plane of darkness, but failed to make contact with the outer reaches of the cosmos. The rite failed to achieve its intended purpose, but instead created a small exploding star, now a powerful part of the Choir's arsenal. At times, failure is the mother of invention.

This item is actually a Hunter's Tool which appears as a galactic slug, a phantasm really. At the lofty price of eight bullets worth of blood, A Call Beyond generates numerous orbs made of white energy that fly away from the wielder a moment after being called into existence.

Soon after, they will home in on the wielder's intended target doing incredible damage. Due to how long it takes for them to form and subsequently home in on the enemy, this Hunter's Tool isn't good in confined spaces or at close range.”

>Warding Incense (200BE) – “Have you seen the incense burning all around Yharnam? People think it will keep them safe, and they're right to a degree. Purchasing this grants you an endless supply of special incense sticks that when burned ward off Beasts and other evil creatures of the night.

This merely helps with evading their notice however, tricking them through their nose to leave you alone. More intelligent Beasts that notice something keeping them away may be able to push through the smell, and the incense can't do much against strange creatures of a ‘different’ sort.

All things said and done though, being able to ward off areas using incense can be a powerful tool with rampaging beasts and turned mobs littering the streets.”

>Madaras Whistle (200BE) – “Whistle of the Madaras twins, denizens of the Forbidden Woods. The twins grew up alongside a poisonous snake, and developed a silent, inhuman kinship. The poisonous snake grew uncontrollably, raised on a healthy diet of beast entrails.

Even after their deaths, it is said to respond to the call of the twins' whistle from within the Nightmare. When this Hunter's Tool is blown, and four bullets worth of blood is expended, the ground begins to rumble, and that's a sign you should move.

In a moment, a massive snake head, a vicious illusion varying in power based on the quality of your blood, bursts from the earth to snap its jaws shut where you were standing when it was blown to deal tremendous crushing damage. Used to set traps for attacking enemies, or kamikaze attacks when you don't care what the snake does to you.”

>Tiny Tonitrus (200BE) – “Tonitrus is a unique weapon crafted by Archibald, the infamous eccentric of the Healing Church; the Tiny Tonitrus is a similar implement. When stuck into the ground, it recreates the blue sparks that are said to surround the darkbeasts, sending them forth instead of holding them.

In more clear terms, when you stab this tool in the ground and activate the effect, at the cost of six bullets worth of blood, a line of blue lightning is called down from above to deal brutal damage to everything in a straight line for a considerable distance. The electrically vulnerable will be especially hurting after feeling the sting of Tiny Tonitrus's ‘sparks.’”

>Simon’s Bowblade (200BE) – “Church hunter Simon despised firearms, and so the Church workshop had this specially fashioned to his liking. The large curved blade serves as a bow when transformed. Aside from a few close friends however, Simon was scoffed at for his choice in arms.

This miraculously dangerous weapon serves as a powerful sword in its default state, hacking through beast and human limbs alike with proper force. Its shape is unique, unseen in other designs.

When transformed though, the sword splitting apart and forming into a bow with taught wire as a string, requiring strength to properly draw. You're able to transform a single Quicksilver Bullet or Blood Bullet into a powerful arrow with this weapon, and send it flying with surprising precision for its design.”

>Boom Hammer (200BE) – “A trick weapon crafted, and used, by the workshop heretics called the Powder Kegs. A giant hammer equipped with a miniature furnace. When ignited and fired, it emits a volley of flame that explodes furiously upon impact. Its purpose simple, crush the beast, then burn them.

This weapon is like the demented lovechild of a lighter and a warhammer. Wielded with one hand, it can be struck and ignited with the other, causing the furnace in back to glow and crackle with flame. When the ignited Boom Hammer is used to strike an enemy, the fire explodes out and torches them.”

>Piercing Rifle (200BE) – "A rifle engineered by the Oto Workshop, the precursor to the workshop of the heretical Powder Kegs. Designed for hunting in narrow streets, this weapon has been optimized to cause perforation wounds, but is unfit for reliably counter attacks. The long design makes it best used with two hands, though one handed use is possible at the cost of being a bit awkward.

That being said, the advantages are clear; with this weapon possessing excellent stopping power and the ability to puncture multiple enemies with a single bullet. The aim for this gun's use should be crowd control, rather than quick and efficient countering, assuredly.”

>Church Cannon (200BE) – “An oversized weapon used by the Healing Church. A type of cannon that fires with a curved trajectory and creates an explosion upon impact. Originally designed for use by brawny men with deteriorated brains instead of ordinary hunters.

A large ornate cannon with a strap that binds it to the arm, this weapon worked like portable artillery. While it's a bit less powerful than the ‘Cannon,’ it also consumes two less bullets and is meant to be used differently.

Projectiles have a more predictable arc, allowing you to angle them over walls and obstructions to attack from unexpected positions. Still, this would require one brawny in body, and deft of mind, which certainly wasn’t the focus group this weapon was designed for.”

>Rakuyo (200BE) – “Hunter weapon wielded by Lady Maria of the Astral Clocktower. A trick sword originated in the same country as the Cainhurst Chikage, only this sword feeds not off blood, but instead demands great dexterity.

Able to split apart into a sword and dagger, or join together into a singular weapon with blades from both ends, it takes skill to wield properly. This unique style demands finesse and control to avoid hurting one’s self. The Rakuyo is also sentimental item of Lady Maria that was tossed away long ago. ”

>Workshop Equipment (200BE) – “This is actually a package deal containing a variety of workshop tool sets and equipment. The first set has some basic tools for repairing equipment ,and some more specialized tools for upgrading weaponry with varying Blood Stones.

The second set allows for the slotting and removal of Blood Gems; items that as previously mentioned can greatly empower weaponry. The last set of tools allows you to etch Caryll Runes into the mind to attain their wondrous strength, or remove them just as easily.

Runesmith Caryll, student of Byrgenwerth, transcribed the inhuman utterings of the Great Ones into what are now called Caryll Runes. As previously mentioned, these can contain a variety of benefits, and you may etch up to three upon your mind.”

>Ludwig’s Holy Blade (300BE) – “Ludwig's Holy Blade resembles the Kirkhammer in a way, as it consists of a sword that combines with its sheath. The silver sword itself heavily resembles the one employed by the Kirkhammer actually, but is a bit longer and seemingly higher quality.

Instead of a hammer, when the sword is locked into its stylized sheath it forms a large single bladed greatsword. The size and design of this Trick Weapon takes both strength and skill to properly wield. On the other hand, the methods used between forms aren’t so different.

Hunters shouldn't shy away because of this though, as once mastered it becomes an incredibly potent weapon in the wielder's arsenal. Additionally, this Trick Weapon seems quite receptive to magical effects, such as Blood Gems which grant it elemental damage.”

>Chikage (300BE) – “A favorite of the Vilebloods, this is a deadly Trick Weapon, for both the wielder and their enemies. When wielded with one hand, it just seems to be a normal, albeit well-made katana. It’s when its wielded with two hands that its deadly secret is revealed.

When wielded with two hands, the Chikage siphons the wielder's blood and coats the blade with it. Upon doing so, it heavily empowers itself using the wielder's blood, based on its quality.

Depending on that quality, that potency, the increase in power can be anywhere from moderate to incredible. Once a coating of blood is applied though, it also taints it with poison, allowing the wielder to spread it with their attacks. It becomes a double threat, one could say.

This great power comes at a cost though, as the weapon will continue to siphon the wielder's blood while they hold it to sustain the wet coating, at a significant rate I might add. You may stop this without dropping the sword by simply flicking the blood off.”

>Burial Blade (300BE) – “Trick weapon wielded by Gehrman, the first hunter. A masterpiece that defined the entire array of weapons crafted at the workshop. Its blade is forged with siderite, said to have fallen from the heavens, an incredibly durable yet lightweight material that can be magnetized.

The Burial Blade consists of a large, double edged, curved sword that can be quickly and easily combined with a light, curved shaft to become a great scythe. Despite the weapon's size, it can be wielded with surprising speed, making it very dangerous at longer ranges than most melee weapons.

Like the Ludwig's Holy Blade, the Burial Blade is receptive to arcane enhancements. When not in use, the shaft can be folded and carried on one’s back.”

>Rosmarinus (300BE) – “A weapon very similar, yet incredibly different, to the Flame Sprayer. It looks the same, is about as durable too. Rosmarinus can also consume Quicksilver Bullets or Blood Bullets as special mediums, each one producing about as much propellant as they do for the Flamesprayer.

Instead of flames though, Rosmarinus projects a mystical, sacred mist. Arias are heard wherever sacred mist is seen, proving that the mist is a heavenly blessing. Despite its truly divine nature, it has great and terrible lethality that should not be overlooked.

With the proper training, the wielder is capable of killing even giants after just a few seconds. Even enemies that can withstand the mist itself will probably soon succumb to a bizarre, almost toxic property of the mist. Like the Flamesprayer it can be ammo intensive, but is far more worth it.”

>Amygdalan Arm (300BE) – “The arm of a small Amygdala Great One. Strictly speaking, the Amygdalan Arm is no trick weapon of any sort, but certain madmen wield them like clubs. Starts as a large, tough, blunt weapon formed of bone, but when extended, the hand quivers as if it were still alive.

The severed arm functions incredibly well in the hands of a hunter for something not intended as a weapon. By default it's a very strong club, but when ‘transformed’ through what seems to be will alone, the finger still attached readies itself.

It will still function fine as a club in this readied state, but each swing will be accompanied by the bladed tendril of a finger lashing out at nearby enemies as if it had a mind of its own. The way it bends and curls, perhaps that isn’t so unlikely.”

>Bloodletter (300BE) – “The demented hunter weapon brandished by Brador, the Healing Church assassin. The Bloodletter assumes its true and terrifying form after it draws upon blood from the inner reaches of one's body and soul. This is the only effective means of expelling tainted blood, or so Brador, isolated in his cell, continued to believe.

Looking like a spiked, bladed mace, this weapon is made for bleeding enemies dry. It transforms by absorbing ghastly amounts of your blood, the most direct method being impaling yourself on it.

Once pulled free, the transformed Bloodletter is revealed, a massive bludgeon with a head covered in long, dangerous spikes, yet despite this size it's surprisingly easy to swing.”

>Whirligig Saw (300BE) – “A trick weapon crafted by the workshop heretics, the Powder Kegs, and weapon of choice of the Old Hunter Valtr, the Beast Eater. This weapon pummels beasts in its mace form, but its true strength lies in its attached mechanical saws. These discs, lined with serrated teeth, spin rapidly, thrashing the flesh of beasts into fine shreds.

The initial form, a simple mace with a diamond shaped head, is nothing to write home about. When the weapon is transformed, by inserting the head inside the bladed mechanism carried on one’s back when out of us, that is when it becomes special.

The mechanism grants the weapon a new head, with two dangerous buzz-saw blades that spin in opposite directions. The blades spin on command, though revving it up may tire you, indicating some form of will or stamina transference. Despite its apparent mundanity, it's brutally effective at its job.”

>Gatling Gun (300BE) – “This is a highly-customized, portable version of the stationary gatling gun operated by the old hunter Djura in Old Yharnam. It was also the weapon of choice of the youngest of Djura's three companions.

The Gatling Gun boasts exceptional rapid-firing functionality, but is considered a cumbersome weapon, due to its excessive weight and insatiable consumption of Quicksilver Bullets. A hail of bullets from this firearm are nonetheless as dangerous as any other, making its salvos hellacious.

While this weapon may seem wasteful, with such a finite supply of the local rounds and difficulty aiming it, what makes the Gatling Gun truly special is that it can fire four shots per bullet consumed. This means that even with a hand full of Blood Bullets, twenty shots can be fired off in moments.”

>Holy Moonlight Sword (300BE) – “An arcane sword discovered long ago by Ludwig. When blue moonlight dances around the sword, and it channels the abyssal cosmos, its great blade will hurl a shadowy lightwave.

The Holy Moonlight Sword is synonymous with Ludwig, the Holy Blade, but few have ever set eyes on the great blade. Whatever guidance it has to offer, it seems to be of a very private, elusive sort. It is in remarkable condition, with significant quality in the make of its blade, for a twice lost sword.

When prayed upon, the arcane light within the blade surges forth to empower it. The wielder can fling arcane blades through the air off the blade’s edge, and crushing lances from the tip. The source of those mysterious lights that Ludwig looked too for guidance will remain a mystery to you, however.”

>Eternal Labyrinth (300BE) – “The Chalice Dungeons lying beneath Yharnam, known as the tomb of gods by some, are the root of this calamity that afflicts the city now. While Byrgenwerth and the Healing Church before you have plunged into their depths, the question must be asked. Will you?

Think of this item as opportunity; appearing at first as a series of half-buried altars that you may place as desired. To go with them, a series of chalices required to perform certain rituals. With the chalices places on the altar, and different materials used as sacrifice, you may travel to these ancient dungeons.

Each Chalice Dungeon sports different features: horribly trapped halls, swamps of fat that have leaked from stacked corpses, especially great numbers of specific enemies like ancient workers or beasts, great and powerful foes that stand over the rest, and treasures yet uncovered.

Even now however, the ancient Pthumerians monotonously continue to dig out and expand the labyrinth beyond any reasonable dimensions. Perhaps it exists partway into the dream lands? It would certainly explain how disparate lands could be so interconnected.

In each future world, a new altar, and a new chalice will appear. Locate the proper ingredients within that world to offer as sacrifice, and plunge into a new dungeon. Treasures and threats relating to that world, warped by the nature of this one, will be encountered if you dare search for them.”

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Companionship

Within the following section comes a small number of options, unique to here alone. This section relates to companions: importing them, creating them, recruiting them. The full details will be disclosed in each option, but as a final note, all options may be purchased repeatedly.

>Reinforcement (50BE) – "Through this call for aid, a single existing companion may be imported, acquiring all benefits of the Jumper such as choice of Aspect, freebies, discounts, and so on. These companions will receive a budget of 600BE to do with what they will.

Companions may also be created through this option. In either case, you the Jumper may also trade companions points from your own budget in increments of 50BE at a time. The ability to bestow points is on an individual basis."

>Greater Reinforcement (200BE) – "Greater Reinforcement, in all ways except for one, functions in exactly the same capacity as Reinforcement. This option simply allows the importation or creation of eight companions at a time. As with Reinforcement, points must be traded on an individual basis."

>Invitation (100BE) – "Though most of Yharnam is being swallowed in death and madness, there's still a few wandering souls that can stop and have a reasonable chat. Good Hunter, would you like continue chatting with them, long after the dust settles? A friend from here, for world's beyond?

With this purchase, you receive an enclosed invitation with the terms and conditions of becoming a companion. You may give it to whomever or whatever you like, and should they willfully accept the enclosed terms, they will become a Companion, to follow you on your adventures to come."

>Living Doll (100BE/200BE) – "What's that? A person? They seem to be sleeping- ah, no, they were never real in the first place. It's just a simple doll. That's what you would think upon first seeing them, all the way until they stand up and begin to move.

This special companionship option allows you to take an animated doll as a companion, follower, or animate item. This doll is able to resemble one of the locals as well, or made to your own specifications. Either way, its body will be made of porcelain, and its wardrobe befitting the local themes.

This doll has a small budget of 600CP on Talents to be customized, but is unable to benefit from 'Inner Beast' related abilities due to being inhuman and immune to that form of corruption. Notably, the Living Doll bleeds a strange, pale blood hinting at a more eldritch nature.

It's also important to note, that as it is inhuman, that its mind can also be designed in inhuman ways; such as being obsessed with certain themes or holding specific values that others would deem madness, but in honest fashion. The Living Doll is by default some degree of dutiful to you however.

As a fun bonus, anyone who how purchased 'Insight' and a 'Victorian Doll' obtains one free purchase of Living Doll, with their purchased doll animating for the sake of the purchase. Alternatively, the doll's consciousness may be divorced from its form, only visible to those with 'Insight'

At 200CP, you may purchase a much greater doll, sorta. It has no true advantages over a normal Living Doll besides shape and size, but resembles one boss of your choice. This form of porcelain, cloth, and paint, has all the other benefits of a Living Doll. This option may not be used for importation purposes."

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Hindrances

Drawbacks by any other name, hindrances are additional challenges that may be taken in order to provide additional Blood Echoes to spend on more advantages.

There are two issues however, the first being that drawbacks cannot strictly be 'beaten' unless stated otherwise. Hindrances trump perks, items, and all other abilities when it comes to enforcing their affects. In short, if a Hindrance says it does something, you cannot prevent it from doing so.

The other issue is that you may only benefit from a gain of +800BE in points acquired by taking the challenges found below. More could be taken, but you cannot gain points past this limit.

>Deathless Dream (+0BE) – "This removes your ability to respawn in the Hunter's Dream that you normally would have had in the first few days of this Jump. In return, when the Nightmare plaguing Yharnam is ended, Gehrman will not sever your connection. You will be able to continue visiting the Hunter's Dream as you desire for the remainder of your stay in this world, no questions asked."

>Bloodlust (+100BE) – "You now have a problematic hunger for blood. Though you may push the temptations back for a time, you will eventually need to quench your thirst, a powerful thirst.

Beware that avoiding it completely has negative effects of its own, as the temptations will grow stronger and the beast inside becomes more desperate for even a lick.

A balance shouldn't be too hard to find, but considering how most of the blood here is rife with disease or comes from beasts or aliens, you see the problem."

>Enucleation (+100BE) – "More specifically, what you have might be called 'Evisceration.' Your iris, cornea, and internal eye contents have been removed, and your ocular nerve severed. Your sclera and everything else have been left behind however.

Basically, you're completely blind. You cannot remove your now useless, creepy, wandering eyes; nor may you fix them or otherwise cure your blindness. Blindness, of course, is a bit problematic."

>Curiosity (+100BE) – "A bit of curiosity is normally a good thing, well, not right now, you're far too curious for your own good. This usually means following through with bad ideas "just to see what happens" or digging around to learn things you really shouldn't take the time to learn.

There are things people just aren't supposed to know, ya know? This drawback makes you more prone to insanity as you tirelessly seek out all forms of knowledge, even the inhuman kind that people generally can't handle. Cannot be taken with Ignorance is Bliss."

>Anti-Fashion borne (+100BE) – "For people mostly dedicated to killing beasts and each other for a living, the people and their clothing are bizarrely fashionable. Hand tailored suits for hunting, Healing Church attire, even the peasants slowly transforming into beasts have nice, albeit dirty and damaged, clothes.

This drawback basically enforces the opposite on you. You will live in a perpetual state of being humiliatingly unfashionable. Accessories never go together, articles of clothing will always clash, well steamed suits will be wrinkly and stains will be around every corner. Even if you strip down and wear nothing at all, the universe will still conspire against you to make you look bad."

>The Hunted (+200BE) – “The hunter has become the hunted, and now hunters and angry mobs are out looking to end you. Hunters are normally highly skilled individuals that usually work alone, or in pairs, always armed with Trick Weapons and Hunter's Tools.

Angry mobs have almost become beasts themselves, and while physically strong, they lack the Hunter's skill. While the mobs have inferior equipment, they more than make up for it with numbers and fast, undead hunting hounds. Both groups have excellent trackers, forcing you to constantly fight them off or flee.”

>Obvious Cannibals (+200BE) – “As the name suggests, you're gonna end up running into a lot of really obvious cannibals. They'll almost always be chewing on some poor person's corpse, and they're really bad actors.

They'll calmly act oblivious and try to start a nice conversation as if nothing is the matter, usually asking if you know some place nearby where other people might be. After a while they might eventually target you as well.

Attacking them is probably a bad idea, since they're all powerful Dark Beasts in disguise. They're awfully trusting though. . . This drawback obviously makes the world at large far more dangerous for both you and any regular folks still left alive, take with caution.”

>The Little Girl (+200BE) – “If you hadn't come along, a Hunter would have met a little girl asking for help. She would ask them to find her mom, who went looking for her dad. The Hunter would find the father, a Hunter named Gascoigne that had lost himself to the beast, and be forced to kill him.

He had already killed the mother. Later, she would ask for somewhere safe to hide, and the Hunter would give her directions to a safe place.

The Hunter would later discover that the path she took to get there was blocked by a massive undead pig, which tore her apart and consumed her. Now, instead of the hunter, you will be the one connected to this gruesome tale.

Not just this one either, your entire time here will be filled with tragic stories of people dying horrible deaths, many of them because of you either directly or indirectly. You will also be forced to care, meaning even if you're a sociopath at this point, your heart will ache, break and shatter.”

>No Guard (+200BE) – “ By taking this drawback, you find yourself physically incapable of blocking, guarding, protecting yourself or bracing yourself against enemy attacks. Unless you dodge them, the attacks will land as if you didn't know they were coming at all.

Armor, reinforced clothing and natural durability can still help, you just can't actively block an enemy attack to save your life. Hope you're quick on your feet.”

>Iosefka’s Clinic (+300BE) – “Well, shit. Your starting location and body seem to have been rewritten, as you begin your time in this jump in Iosefka's Clinic, apparently as one of her impostor’s experiments. You have been transformed into a Celestial, the lowest tier of them, and all special abilities besides those native to your new body have been sealed.

Celestials a short, blue, alien-like beings with massive heads and squid faces. You have no Inner Beast now, and get to keep your knowledge, so you have that going for you at least. Unfortunately you can't rely on blending in with other Celestials as there's clearly something wrong with you.

Enjoy being targeted by literally everything due to being a little blue freak that can't speak up to defend themselves due to the whole tentacle mouth thing. At least you're not all that slow or weak.”

>Ignorance is Bliss (+300BE) – “You've become completely oblivious, dense as a brick, ignorant to anything that isn't spelled out and explained to you. You're incapable of noticing traps, constantly fall for obvious lies, and will never be able to perceive the things "insightful" people can.

That's alright with you though, the phrase actually rings true. Seems being oblivious of all the horrible things lurking in this world is very relaxing, meaning your guard will usually be down.

A note. This drawback stops your descent into madness via taking in far too much inhuman knowledge, as you now can't. Instead though, your dense, ignorant nature brings you closer to the beast inside.

This means that it will have a much easier time taking over, especially if you accidentally eat a Beast Blood Pellet while thinking it's candy. Cannot be taken with Curiosity.”

>Watching (+300BE) – “Every Great One loses its child, and then yearns for a surrogate. Great Ones everywhere are now highly interested in you for reasons related to this. Some believe you can help give them children while others blame you for the death of their own child and wish to see you ended.

Some of them even wish to. . .adopt you, which is something you'd probably like to avoid. (See Endings) No matter what each individual Great One thinks of you now though, know that all of them are now watching. . .”

>Nightmare Mode (+300BE) – “By taking this, all special powers, gear or companions not directly bought or acquired in the Bloodborne Jump will be stripped from you and sealed away until the end of the Jump. If a companion was imported, then they will be reduced to a human with only what they purchased or acquired in this Jump to start with, just like you.

Your essence as a Jumper granted by the Benefactor will be dispersed into this world, causing strange and erratic anomalies to appear with increasing frequency as time goes on. Beasts might appear in unexpected places, Dreams and Nightmares may begin to bleed into the waking world, Great Ones could start becoming visible for the normal populace.

There's no telling what might happen, just that things are only going to escalate in strangeness the longer you're here. One final note, Nightmare Mode is required for ‘Nightmare Mode Scenarios.’”

>The Hunt (+500BE) – “By taking this, all special powers, gear or companions not directly bought or acquired in the Bloodborne Jump will be stripped from you and sealed away until the end of the Jump.

If a companion was imported, then they will be reduced to a human with only what they purchased or acquired in this Jump to start with, just like you. For the purposes of this drawback, you will also only be able to benefit from two companions, with any others receiving their purchases but not coming in.

By taking this hindrance, you will be dramatically reducing your stay here from ten years to two days. This is because you will be replacing the player character, the "mysterious foreign hunter" mentioned elsewhere in the Jump. Not only do you replace their existence, you replace their role in the story.

If you fail to end both the Hunter's Nightmare and the Nightmare destroying Yharnam before your time here is up, it will be treated like a loss and you will be sent home. Oh, one last thing to note, there will be no respawning during this ‘Hunt.’ You have one life as per usual to end the two Nightmares on.”

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Scenarios

Scenarios are special missions or events that you have the option to take part in. Should you successfully overcome the challenges involved, you will be granted rewards of some kind that reflect the Scenario you had taken and completed.

Note, Scenarios are in no way natural events or canon, they are fabrications of the Benefactor to make things extra interesting. There is no need to complete a scenario for the sake of continuing the chain, but failure does mean forfeiture of rewards ordinarily gained by success.

For more information on what each type of scenario entails, please consult the relevant sections and their descriptions. There are limits for how many of each type of scenario can be taken.

Covenant Scenarios

"Covenant Scenarios" are Scenarios that take the canon missions or quests that involve Covenants, and twists them into something more difficult while providing additional reward. Taking and successfully completing your Covenant Scenario of choice will lead you to joining that Covenant, granting you the "Oath Rune" of the Covenant like you would get the game.

An "Oath Rune" is a special type of rune that ignores the normal "three rune limit" on your mind, but only one can be mentally slotted at a time. Please note that you may join any of the below Covenants the canon way, but Covenant Scenarios do more than grant otherwise unattainable rewards on successful completion.

Joining a Covenant by beating a Covenant Scenario will also open up unique routes and opportunities in other Scenarios that take place after the canon events. You may only take a single Covenant Scenario.

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> **Hunter of Hunters** - “Hunters hunt beasts in the night, as has been the case for a long, long time. Those very same hunters have the potential to fall prey to the beast inside of them though. For almost as long as the hunters have hunted, there's been a dark presence that disposes of those hunters.

The one who hunts t hose who have fallen to their lust for blood, is the Hunter of Hunters. There is only ever one, and current Hunter of Hunters has been doing her job for who knows how long, a Hunter by the name of "Eileen the Crow".

Dressed like some sort of Victorian plague doctor, she stalks Yharnam using the alleyways and shadows to conceal herself. She is old though, and even with her vast experience and warped blades, her skills wane.

First making contact with her on one of the balconies hidden away in the labyrinth-like streets, she notes you as a foreigner like herself. You must continue to find this woman though, aid her in the disposal of blood drunk hunters even if she tells you not too. She'll thank you after each hunt as long as you don't dramatically fail or otherwise get in her way.

Though I say that so simply, her targets aren't so easily vanquished; they’re wizened hunters driven mad by the blood, yet retaining their skill. Without your help, she would surely die before this nightmare is ended properly. This being said, even teaming up does not guarantee survival, as it isn't unlikely that your targets have company in their madness.

You can't always be by her side however; she's independent, and constantly vigilant. Eventually she will leave you to follow up on the trail of three especially skilled Hunters she will not be able to defeat alone, not with her old bones. She can still escape though, if barely. Wounded upon finding her, you will have to defeat these blood drunk hunters by yourself.

This is where things become truly harrowing though, for as you come back to check on the wounded Eileen, grasping her shoulder, you'll find yourself in a much different place. Appearing as if you've been taken to the sewers underneath Yharnam, things aren't right.

The structure seems. . .wrong in some way, and especially dark.

Navigating through the fetid water and dark tunnels, you'll hear splashing and see. . .Eileen? Upon catching up, she notices you and tells you to retreat, as it's dangerous down here. Something is strange though, she sounds. . .younger. Following behind anyways, for she won't tell you twice, and there isn't much time for conversation anyways.

You see a figure down the tunnel staring the two of you down, cloaked in black and wearing a mask similar to Eileen's. If you didn’t care to notice before, take heed now that Eileen doesn't have her signature Blade of Mercy in hand; the figure does. You hear her say something just barely audible under her breath, "Master," before the figure begins to walk towards you.

Eileen's master, an older "Hunter of Hunters" is upon you, existing in an exaggerated state due to Eileen's fear and injuries. Silent as night, he seems to meld into the shadows and moves at frightening speeds while relentlessly attacking the two of you. It is not brutal strength or speed you must fear though, as this was a man who made it his life's work to slay his fellow man.

He will not settle for simple, wild swings. Every brutally efficient slice and movement is directed towards something vital, from arteries to tendons to eyes. Make no mistake, if you allow him his way, he will kill the two of you simply and easily, and you must not let Eileen die while you are inside her head!

Slaying this nightmare she's conjured on death's door will bring relief to her mind and allow you to exit back into the waking world. You will have not only helped her throughout this night, but brought an end to her internal conflict that will help settle things for her, as she passes the torch to you.

Eileen handing her title of "Hunter of Hunters" to you will mark successful completion of this scenario.

As the new Hunter of Hunters, you will be granted an extra set of Eileen's special clothing, as well as her trusted "Blade of Mercy." The warped sword is made of siderite, like the Burial Blade, and can be split into two separate knives at a moment's notice.

You will also acquire the Oath Rune of this Covenant, "Hunter," which simply grants you a larger well of stamina to draw from. The title is truly more significant than the effect.

Maybe more important than the material goods or eldritch rune, is the strange knowledge that has been filtered into your mind. Possibly the result of delving into Eileen's nightmare, you seem to have incredibly intimate knowledge of human anatomy now. The only reason you can fathom being gifted this knowledge is a simple one, "a hunter must know its prey."

Ah, one last thing before you go now. Successful completion of this scenario will also earn Eileen as a companion, should you both find such a situation amicable. She will almost certainly die here without professional aid of some kind in her current state, however. Keep that in mind."

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>**The League** - “This Scenario starts off a bit different than others, as you are charged with finding the mysterious master of The League, Valtr. The man doesn't hang around in a single location, so this may be a bit tricky though.

Upon finding him, please extend a greeting, as he will then tell you about himself and “The League.” Members of The League are like most other kinds of Hunters; charged with eradicating evil in whatever form it exists. They are few in number, but vigorous in their duty.

Specifically however, the League seeks to find and eradicate "Vermin." Vermin are strange insects said to be the root of human corruption which use beasts, Hunters, and other things as hosts. Members of the League have no illusion of sympathy for their cause, but continue their work in spit of that.

With only Valtr’s blessing, and the camaraderie of other members across the land, he asks that you join them in their hunt for corruption. Doing so will grant you the Oath Rune of the covenant, "Impurity," imbuing you with marginal increase in vitality, and the much more important ability to more easily see "Vermin." This is where your true mission begins.

Vermin can be found in all manner of places, acting as vicious parasites that corrupt their host into something foul. Impure animals will usually be far larger and grotesque compared to a normal variant, while humans will be more vicious and have glowing, red eyes. Slay those touched by the filth of Vermin and crush the nasty things wherever you find them.

To prove your dedication, Valtr simply asks that you crush one in front of him. In return, he shall teach you the Oath of The League and grant you a proper symbol of your membership in the confederacy; the League Staff. This staff contains a charter of your fellow members inside the hilt, and proves your claim of being among their ranks.

Continue your search for filth, slay the beasts, stamp out Vermin, kill those who would spread evil across this plot of wretched land. Valtr will even join you on your hunt this bloody night. The Master of the League is no weakling. It is during the search of an abandoned house that you will find an old book opened to diary entry, the writer’s observation of a story, that will pique your interest though.

It tells of a Yharnamite favorite about a group of constables from a foreign land who chased a beast all the way back to Yharnam. The constables fell prey to the beast one by one, until only a lone survivor remained. Alone, the final constable devoured the beast whole with revenge on the mind. Yharnamites are apparently partial to such stories of ignorant foreigners falling prey to local dangers.

Other than reaffirm the idea of people around here being less than moral, it makes you think back to the constable garb worn by Valtr, the bucket helm hiding his face, and his incredible hatred of beasts. You must shake off your curiosity, if only temporary to round up more Vermin.

Watching a capable hunter such as yourself in action during this night, dedicated to the goals of The League, does the Master's heart good. After a successful hunt with many Vermin vanquished, he will offer his hand, though taking it offers a result different than what you were expecting, as you find yourself in the woods during a rainy night.

You see torchlight in the distance, find a shack occupied by four members of The League, Valtr and three you don't recognize. Valtr behaves strangely, not recognizing you, but welcomes you with open arms to the table upon seeing your staff. They tell you of their hunt for a foul beast, one they've tracked across the countryside that has already taken two of their companions.

With your duty in mind, you should join them in their hunt; the decision coming right as the rain outside begins to fade, conveniently enough. It seems the hunt is on once more. With torches in hand, the five of you track the beast, following the familiar leader of the group you didn't get the name of. The almost impossibly black darkness surrounding you adds an ominous feeling to it all.

Seemingly just like the story you read mere hours before, something is stalking you and your companions, as well as killing them off one by one. The wicked beast crunching the upper half off of the woman bringing up the rear, and rushing into the woods before her knees hit the ground. The second victim, a younger man, being snapped up in its jaws after they broke away from the group to pursue it.

The third is only able to scream and push the leader out of the way of a massive clawed hand snatches them up, lifting them up so their head may be bitten off before the lifeless corpse is thrown to the side.

In all three cases, things feel like they happened too fast to prevent, like fate was having its way with you. The leader will stand up with tears in his eyes, letting out an angry yell as he readies his weapon, the two of you sizing up the gluttonous beast.

Its head brushes the limbs of the trees above, body rippling with muscle, eyes milky white, fur black as the night around you two , and a giant maw of teeth far larger than necessary for its head.

You have only seconds before it is upon the two of you. Luckily it doesn't seem as fast as when it consumed the other members of the confederacy. Unluckily, it's still big, strong, ruthless, and much more willing to stand its ground now that you and the furious leader of the constables are all that's left.

The creature is dreadfully hard to see in the night for how big it is, and is eager to snap you and your companion up in its jaws if given the chance. The fight will be long, bloody and brutal, the unnaturally strong beast more than likely pushing the two of you back through the woods before the moon begins to shine through the clouds.

Aid the leader of the constables in slaying the nightmarish black beast, and you will be rewarded with a disturbing sight. Giving a despair filled yell, the furious Valtr will leap upon the corpse. Your consciousness fades as he devours the beast in front of you, the scene of his revenge carried out under the pale light of the moon.

Finding yourself back in the waking world, you and Valtr exchange a glance, and he tells you the story in full. By the time the story is over, between your exemplary ability as a Hunter shown off during the earlier hunt and your aid in his mind moments before, he decides to pass his helmet and title of "Master" to you. This event signifies successful completion of the scenario.

Along with the Oath Rune and League Staff already detailed above, you will be granted a spare set of Constable Garb, along with Valtr's bucket helmet, and the status of Master of the League. Any members who see the helmet and staff will know of your status, granting you aid in strange places, and at times you'd least expect.

In addition, it seems a measure of Valtr's feat has rubbed off on you in the form of a very. . .very strange boon. You have been granted a bizarre digestive system able to crush, compress, and compact even the bones, teeth, and claws of animals with nil ill effect. It is no exaggeration to say you would likely be able to devour an entire beast whole if you truly set your mind to it.

Finally, after completion of this Scenario you may offer Valtr, who now goes by the title "Beast Eater," companionship. Though he is no longer master, he is still dedicated to eradicating every single beast and Vermin. So long as you prove your resolve to him going forward, it is sure to be a simple task."

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>**Cainhurst Vilebloods** - “To begin your quest, you must find a letter containing a summons to Castle Cainhurst in Iosefka's Clinic. You must then take the summons to the crossroads at Hemwick Charnel Lane, where a phantasmal carriage will appear to take you to your mysterious destination.

It won't take long, and upon exiting the carriage on the other side of a broken bridge, you will look back to find a broken down carriage and long dead horses. With no immediate way to get back, you must head farther in to the forsaken Castle Cainhurst. This grand structure was one home to the Cainhurst Vilebloods.

Once the throne of power for old nobility, the inhabitants were corrupted by the acquisition of tainted blood from a traitorous student of Byrgenwerth. The queen and her knights, among other corrupt nobles, then began to target the Healing Church and residents of Yharnam before subsequently being almost entirely exterminated by the church's Executioners.

Making your way into the courtyard pits you against vicious blood sucking beasts, bellies swollen with blood like a tick and able to leap great distances like a flea. Fighting or running through them to enter through the doors to the far end inside will find you in a dusty, ruined castle.

Bodies litter the area, the aftermath of the Executioners' slaughter, but a low, feminine cry tells you that you aren't alone in here. The ghosts of fallen noble women weep and scream from their prolonged suffering. They’re impossible to see from a distance, and nearly invisible at close range, which also gives you a great view of their sickeningly sharp knives.

Joining the poltergeists are the old servants of the nobility, passed over by the Executioners during their attack. Part knight, part insane servant, they can normally be found endlessly scrubbing walls and floors, or cleaning in general. Most wouldn't bother with you, but others attack with blow guns and rapiers with deadly skill, as it was formerly their duty to dispose of beasts for their masters.

Fight your way up, Hunter, up to the roof so you may find your final challenge in this dreaded castle. During the attack, the leader of the Executioners discovered that the tainted queen of the Vilebloods was unkillable, and so he stayed behind, martyring himself to keep her sealed for the rest of time.

Martyr Logarius now stands in your way Hunter, a giant of a man carrying an equally large scythe and a sword. He floats through the air like a silent wraith, attacking you with various projectiles of eldritch energy, his scythe, and the wrathful souls of his slain comrades and enemies in the form of skull phantasms. This is all coming at you on top of a slippery, snowy roof top as well.

Slay the monster of a man, and then take his stolen crown, the Crown of Illusions, formerly belonging to the king of Castle Cainhurst. Donning this ornate crown allows you to see through illusions, including the one that hid the entrance to the throne room behind his own throne.

Sitting serenely in this dusty old throne room is the queen of this castle, "Annalise, Queen of the Vilebloods." "Visitor. . .I claim no subjects, but here lieth Our throne. Kneel afore us. . .or get thee gone." Speaking with what appears a bored tone, it is regardless as she says. Simply kneel before your new queen to be accepted as a Cainhurst Vileblood, grasp her hand and. . .face yet more horrors.

Just like others, you have been pulled into the mind of Annalise. You've found yourself in the same throne room, kneeling before the same queen, her hand in yours, but things are less dusty and worn. . .and there's a faceless man with the Crown of Illusions in the throne next to her. That's when you hear screaming from outside.

Following the Vileblood King outside, you see a much less dead, and much more ominous looking Logarius with his Executioners, who look more like demons than hunters of the church. Following the half-forgotten King of Cainhurst Castle down, you see knights and nobles of the castle alike being crushed by the wheels of the Executioners and cut down by Logarius's now much more imposing scythe.

Working together with this illusionist king of the castle and the dwindling ranks of the Cainhurst Knights, you must protect the queen and slay this exaggerated group of monsters that are supposed to be Logarius and his Executioners. Be fearful, for this is not the same man you faced moments ago, this group has been one of the few things Annalise has thought about for a long, long time. . .

Slaying the monsters of the church and returning your king to your queen will land you back in the waking world, where she will warmly proclaim you one of her faithful and beloved knights. This moment marks the successful completion of the scenario and grants you membership as a Cainhurst Vileblood.

Successful completion awards you with the armor of the Cainhurst Vilebloods, which is stylish and offers substantial protection against blade or bullet, but not against blunt force or elements, magical or otherwise. You will also be granted the Reiterpallasch, one of the signature weapons of the Knights of Cainhurst, an elegant rapier with firearm attached.

The Oath Rune of the Cainhurst Vilebloods is "Corruption," which allows those with it to more quickly heal when they're near death, as well as find "Blood Dregs." Blood Dregs are frightful echoes of suffering found in the cold blood of deceased hunters, and it is the duty of Cainhurst Vilebloods to collect them for their queen, so she may someday sire the "child of blood," the heir to the throne.

Finally, it seems that helping the king in Annalise's personal nightmare has imprinted some of her other memories of him onto you. With this new information, you have gained his ability to weave visual illusions onto the world around you. The smaller the illusion and more time you have to concentrate, the higher quality it'll be.

Wearing the Crown of Illusions, which the queen will allow you to keep, will also improve the potency of this skill, allowing you to make more elaborate illusions. Time and practice will be needed to truly explore this ability's potential however.

Though it is unlikely she will accept, you may also offer companionship to the undying queen through successful completion of this Scenario. More likely than not, she will decline and continue to wait on her throne until the day far in the future that she bears her special child, but you do have this option.”

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>**Executioners** - “Wandering in the streets is a Hunter like you, a man named Alfred. Kind and cordial at first, he seems to be a wellspring of information about Yharnam and the Healing Church, and is more than willing to share it. He even offers cooperation in hunting the beasts and other unclean things lurking in the night.

As you talk to him more, he becomes more open with his identity as possibly the last of the Executioners of the church. He tells you the tale of Master Logarius and the accursed Vilebloods of Cainhurst. He tells how Logarius led a raid on the castle, but all did not go well, and Logarius stayed behind while his Executioners fled so that he may seal off the queen of the wretched nobles.

Alfred wishes to free Logarius, so that he may be properly honored as a martyr, and your goal here is to help him. Like the “Cainhurst Vilebloods” Scenario, you must find the summons to Cainhurst Castle with your name written on it and fight your way through strange beasts, weeping poltergeists, and insane servants.

Just like in that Scenario, you will have to face the eternally watchful Martyr Logarius; an empty husk of what he once was, though still powerful. Putting on the stolen crown of the Vileblood King taken from the deceased Logarius will allow you to venture into the queen’s throne room. Like the other Scenario, you may keep the crown.

Unlike that Scenario though, this one doesn't require any kneeling. . . Ignore the queen for she is not what you came for, instead you should take an unopened summons to the castle from a nearby table and deliver it to a specific man on a mission. Give the summons to Alfred, and he shall thank you warmly, though with a strange tinge to his voice.

By the time you return to the throne room, the polite Hunter you've come to know has been replaced with a stark raving mad man screaming to himself, alone. The queen you had left in her throne has been replaced with a quivering pile of flesh, somehow still pulsing with life despite being a lump of meat.

Alfred will thank you from the bottom of his heart, slowly calming down before he begins whispering things under his breath that you can't decipher.Put your hand on his shoulder, see if he’s alright, and you will be then taken somewhere else. You will be taken in front of a twisted, bloodied version of Cainhurst Castle; cackling and revelry heard in the distance from it.

You stand among a solemn group dressed like Executioners, but they have an odd. . .lack of detail to them. A much more alive and heroic looking Master Logarius stands before you though, who unlike the others seems meticulously detailed. It appears this place and this group were internally constructed from the numerous stories Alfred had studied of the events here.

Clear your mind now hunter, focus intently and you may be able to make out a few words from Logarius's mouth. "Acts of goodness are not always wise, and acts of evil are not always foolish, but regardless, we shall always strive to be good." Whatever more he was planning to say is interrupted by a distant gunshot dropping one of the featureless executioners, causing him to order a charge.

Charging into the twisted Cainhurst Castle, you face blood soaked nobles that laugh and guffaw at the Executioners even as they go on the attack or are cut down. Strange rooms and areas that look more like the castle you've seen in the waking world are mixed in though, and heroic Master Logarius's robes sometimes seem. . .darker.

Regardless, you must keep up the advance, which means running into the almost demonic Vileblood King who conjures deceitful illusions; illusions that appear familiar to you, images of the waking world that Alfred seems eager to cast as lies. . . Be careful, hunter, if it wasn't already obvious, this place is unstable. Waiting at the end is the Vileblood queen, root of the evil here in Alfred's mind.

Mad ramblings questioning why Logarius had to be martyred to seal someone so weak echo from the walls. Even undead as she was, a humble Executioner like himself was able to tear and smash her to bits. Alfred's insane mumbling to himself twisting the queen into something that makes more sense, a monstrous undead that pounces towards your party with a thirst for of blood.

Extraordinarily ruthless and hard to kill, the queen fights like a wretched animal, ripping your fellow Executioners apart every chance she gets and licking the blood from their corpses. Logarius himself is powerful ally, but Alfred already knows he did not defeat her, only seal her away. He can't win this alone. Logarius needs your help, and the Queen is constantly growing stronger as time passes.

Kill the Vileblood Queen, or help Logarius seal her away, in order to exit Alfred's twisted mind. Upon doing so, you will find yourself back in the waking world, and find Alfred as you left him, muttering incoherent things to himself under his breath. You may talk to him as you wish, though it is unlikely he'll respond, forcing you to leave him alone eventually.

Returning to the place you first met, you will likely find Alfred crumpled in a heap on the ground. With Logarius freed and the last Vileblood slain, he lost his purpose in life and sank into despair. It's highly likely that he's taken his own life, though you can't be certain. Regardless, finding him where the two of you first met after helping him will mark the successful completion of this Scenario.

The Oath Rune of the Executioners is "Radiance," seemingly worthless at first glance as it causes the effect of healing blood such as blood vials to be a bit more potent for you. There does seem to be something else "off" about it though, allowing you to feel a feint tickling in the back of your mind in the presence of the "unclean."

Outside of the Rune, you will find three special items on Alfred's corpse. The first is his weapon, the signature weapon of the Executioners, Logarius' Wheel. A pair of conjoined, giant wheels and trick weapon, it is used like a massive bludgeon. By being fed blood, the shaft connecting the wheels extends a bit, separating them and allowing the wheels to be spun.

Spinning the wheels causes the weapon to begin siphoning your blood, but makes the weapon more powerful for a short time. Still used like a massive bludgeon, you fill find your body rejuvenated whenever you attack an enemy using the wheel's empowered state. After the wheel comes the Golden Ardeo, a gold, conical helmet and another signature of the Executioners.

The last is a pair of strange gloves you've never seen Alfred wear, but appear similar to his own. Likely something he'd picked up inside Cainhurst to liberate the items from the filth. . . These "Executioner's Gloves" are caked with the blood of who knows how many vile, wretched, unclean mongrels.

Your time in the castle fighting the nobles, slaying Martyr Logarius and finally fighting alongside of him in Alfred's mind has imbued you some special power. With the help of the gloves drawing this potential out, you are able to conjure the wrath and suffering belonging to those you've slain in the form of explosive, Arcane skulls.

Not quite stealing their soul, you're capturing the echoes of their torment via their blood spattering over in combat, caking your skin and clothing with their pain. Simple homing projectiles that explode on impact are just the beginning. With enough time and study of this heinous power, you won't even need the gloves.

Though it is unlikely, if you manage to convince Alfred that it is not yet his time to die after you exit his mind, you may offer him companionship status. Successful completion of the Scenario is the same as before, meeting him where you first met after helping him complete his mission. You won't be able to loot his body, but he'll help equip his new comrade, and will freely hand over the gloves.”

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>**The Blood Beast** - "Upon entry into the Hunter's Nightmare, land unto itself, you will quickly be able to find a cathedral guarded by an "Eldritch Executioner;" massive in stature with tentacled face. Hidden within, upon the altar in the back, rests the flaming body of a Cleric Beast.

This beast used to be the once great Laurence, founder of the healing church and progenitor of many of the ruined Yharnam's problems. Now residing within the Hunter's Nightmare, he's doomed to rest here on the altar, dreaming, until his skull finds its way before him. The skull is a symbol of Laurence's past, and what he failed to protect.

Now it's your duty to find Laurence's human skull, an item which only exists in the Hunter's Nightmare, hidden away in a place of worship. Remember you cannot stay in this Nightmare forever without a grave risk to personal health, sanity, and safety, so making haste would be advisable.

Once you do finally find his skull, return to the Cathedral with it in hand. The burning monster before you will begin to stir, rolling off the altar and crawling towards you, desperately trying to reclaim his humanity. He is destined to seek his skull, but even if he found it, it could never restore his memories.

The moment he lays the tip of an outstretched claw on the skull, your senses will dull, and your mind will drift away. . . . Awakening, you pull yourself up and find yourself in Old Yharnam, only everything seems less ruined, and bigger. The area is devoid of people at a glance, but the buildings look twice as tall as they should be, almost stretched out.

As you look around, you may notice the sun visibly inching through the sky; its position putting it at morning and progressing fast. That's when you will start to hear voices coming from down an alley. No matter how close you feel you get though, they always sound muffled, unable to be understood.

One alley will eventually lead you to several blurry shadows on the wall, acting out a scene that seems synchronized to the voices, before blood spatters across the wall. More voices will eventually bring you into a town square where an entire invisible crowd seems to be jeering and screaming at a giant cross before blood splatters it and the ground around it.

The voices become more and more clear as you visit each of these scenes; the day rapidly transitioning into night. You're guided to a cathedral much like the one you were in before waking up in this place, with the dark being pierced by the dull glow of candles. Even now though, the voices will be too muffled to clearly make out.

You don't need to understand the words to understand what's happening though. Shadows of people in robes backing away from the shadow of a man screaming in agony, the silhouette growing and warping into something less than human. The man's scream becoming the roar of a beast before the shadow disappears.

The candles will be knocked away from the now bloody altar, and the large double doors you walked through blasted off their hinges and into the streets. The flames spread quickly to the carpet and the pews, the wooden supports and the tapestries on the walls, until the entire structure is aflame.

Making your way outside, you see the moon rising into the sky as the buildings around you stretch higher. Distant screaming and roaring can be heard as smoke rises up in the distance. The entire city is soon engulfed in flames. The roaring gets closer until with an explosive crash, the wall of a nearby building explodes outwards.

Through the hole comes the form of a roaring beast engulfed in flame. It almost resembles Laurence as you saw him in the Hunter's Nightmare, only bigger, with a less bestial head and much more fire. No fur or even skin can be seen under the raging flames. The last thing you notice before it comes flying towards you is a white hot fire on its head dripping magma, like a grievous wound of some kind.

You must work fast Hunter, this warped version of Old Yharnam that stretches into the sky is up in flames, and it will consume you as well if you can't escape. Even now chunks of the ground are sinking into magma, and the cause is the flaming beast attacking you. Laurence, now in a rampage after being unable to recover his memories, is angry, so very angry.

Spitting gouts of flame and lava at the tiniest provocation and lashing out with his massive arm are just the basic problems. The burning landscape doesn't affect him a bit, giving him a massive home field advantage. Unlikely to have realized this, he nonetheless is very eager to send buildings collapsing or smashing the ground into burning bits to give you less to stand on.

Even now though, he'll seem to break down, having more human moments where he screams pleas of forgiveness or asks why he was forsaken. There's no way of telling though, and the beast will quickly take control once more.

It's only by slaying the pitiful beast that you earn your freedom from his dying mind.

Waking back up in the cathedral in the Hunter's Nightmare, you'll see Laurence burning away into nothing, signifying successful completion of the Scenario. You will quickly realize the effects of the Oath Rune you've been granted, "Beast's Embrace," as you partially transform into a beast from ‘learning’ it.

Your teeth become as fangs, ribs becoming more pronounced as they strain against your tight chest, and face distorted like that of a monster, though you’ll still be visibly more human than beast. This form will instantly puts you on the hit list of most Hunters, but the benefits are clear.

You're able to pull out more of the Beast's strength and agility, leaping and pouncing great distances with great ease. You will acquire improved senses of smell and hearing, letting you track prey and predator alike. You also gain the ability to let out a powerful roar able to push enemies off their feet.

In no uncertain terms, Beast’s Embrace has divorced a large amount of the inner beast’s power from its instincts, giving that power to you. That isn’t to say it isn’t some level of threat, but you may now use beast based powers with far greater freedom than before.

In addition to "Beast's Embrace" though, a touch of Laurence's power has transferred to you. You're able to burn, cloaking yourself in flame, suffering neither damage or pain. You won't burn eternally like Laurence, but the enemy of most beasts is no longer a concern.”

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>L**umenwood Kin** - "Deep within the Astral Clocktower, located in the Hunter's Nightmare, exists a former Blood Saint by the name of Adeline. Helping this woman is your goal, and she desires brain fluid. To understand why, you must understand what this place is.

The Astral Clocktower in its current state within the nightmare is the prison containing Byrgenwerth College's experiments; formerly human experiments. Abominations driven insane, with twisted bodies, pale skin, and inflated heads that cover or conceal their faces. The poor things are aggressive for the most part though, and the only one actually capable of holding a conversation is Adeline.

While most claw with worn fingers or attack with grotesque tendrils, among the few peaceful human experiments housed within these walls are strange individuals. The inflated flesh formerly covering just their head has completely engulfed them, leaving them nothing more than an immobile sack of squirming flesh.

It is these individuals you must siphon the fluids from, before bringing it back to Adeline. Upon returning, it is also up to you to inject it into the sack of flesh over her head, as she's. . .a bit tied up. In fact, she's bound to a chair in one of the rooms on the upper levels by leather belts, and stuck on a kind of crude life support

She craves the fluids you bring her, and you can almost hear the desperation in her tone as she asks you for them. It's all in the name of enlightenment, she says. The first dose you give her earns her trust, and no small amount of bliss as her head makes sickening, writhing motions. This also causes her to reward you by allowing you to take a vial of her blood.

The blood of a Blood Saint has powerful healing properties. Once two doses have been administered, after waiting a while for her to settle down from the first one anyways, the next time you find her she'll have transformed into a sack of flesh like her fellow experiments. Now in the corner, she's weak, but can't help but ask one final dose.

With the final dose, she begins to speak of some kind of personal revelation, and how your voice bends and bleeds. She truly, honestly thanks you before giving off a sharp cry, one that will cause you to black out. By the time you awake, you'll be in some place completely different. It's a tower much like the one before, only this one seems to be more like an Escher painting brought to life.

Giant blinking eyes are slowly growing from the walls, rivers of blood twist through the air, and strange statues are dotted around with shapes that look visibly impossible,all hurting the brain trying to comprehend them if you stare too long. These are all among the numerous oddities you'll find here.

You stand on a stylized, circular mural depicting people in a city reaching up or bowing down to something. Grooves in the floor wind through the mural and away from it to three different doors.

Taking care to inspect the area you're in allows you to find another mural looking like some gate in the sky, placed directly above you on the ceiling. You don't have much to go on, but it seems the key to getting out lies behind those doors.

The interior or the tower is confusing to say the least, but hidden within the reaches of Adeline's mind are "blockages." These things, which can only be described as tentacled, chitinous anomalies in the wall, must be destroyed in order to let a flow of brain fluid into the trenches on the floor that lead to the mural in the center.

Navigation proves exceedingly difficult within this realm, as retracing your steps could lead to some place brand new, and even direct methods of movement like flight or teleportation seem to end the same way. Once you do finally destroy the blockages though, and the brain fluid is allowed to flow to the mural, things will begin to happen.

You'll see the mural break and fall into what can only be described as deep outer space, and the floors and walls begin to crack and break away, following it. It is now a race to escape, with you now having to figure out a way to the gate in the sky or fall away with everything else.

The scenery becomes far more erratic as time passes, forcing you to race up, forward, and down to the ceiling mural; gravity being as fickle as anything around here. The only relief you'll get in your escape comes from side rooms which seem to decay far slower, even as eyes grow on their walls like wildfire. A crack in one of these rooms shows what awaits you if you fail.

What can only be described as a beautiful star like our sun sits in the distance, and a dark shadow behind it can soon be seen engulfing it with the ease a human would breath. Even as you make your way up the tower itself you can see shadows, silhouettes of massive things of all sorts of maddening shapes and sizes swimming in the star ocean beyond you.

If you actually make it to the gate, lying at the top of a long, spiraling staircase of debris, your senses will dull for a moment, only for you to hear a feminine giggle behind you. Against your will, you seem to turn, only to face what looks like the cosmos itself reaching out with a small hand to poke you on the forehead, sending you falling up through the gate.

Waking back up safe and relatively sound in the Astral Clocktower, next to the deflated corpse of Adeline, will signal successful completion of the scenario.

You are granted two things for passing through the chaotic madness of Adeline's ascending mind. The first is the Oath Rune of the Lumenwood Kin, "Milkweed." You may have heard a bit of it previously, but we'll go into greater detail here.

Milkweed transforms you into a kin of the Great Ones, granting a unique biology to say the least. You'll acquire blue skin that almost seems tumorous, thin tentacles sprouting from your limbs, and a head appearing visually like a brain or stalk of broccoli. This strange biology gives benefits in places you wouldn't expect, and grants a "more open mind."

The second reward was gifted by the strange eldritch being at the end of your escape, a piece of "eldritch truth." Your mind has been granted an expanded capacity to understand. This means your mind is less likely to violently reject things you don't understand, and you have the potential to study and possibly one day understand that which drives others to madness.

You are the exception to a rule, of there being a limit to human understanding."

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Adventure Scenarios

Adventure Scenarios take place after the initial Nightmare you're dropped into and involve traveling to distant lands to take on extraordinary threats. As such, these are used to occupy your time once the hunt has ended and you’re left with a brave new world to almost die in.

Unlike "Covenant Scenarios", most of the events, locations, and enemies introduced in Adventure Scenarios are fabrications of the Benefactor to challenge you for their entertainment, promising special rewards if you succeed.

This is as opposed to the Scenarios in the previously mentioned sections, which take events or challenges you could have faced and twisted them, or made them much more difficult than they ordinarily would be. You may take a maximum of two “Adventure Scenarios.”

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>**Zealot & Scholar** - “Once upon a time there were two boys, orphans who only had each other for as long as they could remember. The boys were welcomed into the church, one pledging their body and soul to the church while the other looked higher. While one boy prayed and punished wicked beasts, the other wished to become something more and sank himself into research.

Even while choosing different paths within the church, both boys, now men, stayed close and were seen as useful enough to eventually become appointed as clerics. All good things must come to an end though, and it started with love. The Pious man had his eyes set on a Blood Saint within the church, but his advances were rejected due to her distaste for his barbarous ways.

The Pious man threw himself farther into his prayer, and the hunt, to drown his grief in blood. A rift began to form between the friends over time, their bond eventually severed during a falling out over a later event. The once Pious man, now but a Zealot who served the church faithfully since his inception was passed over for a holy mission in favor of his friend; the role of missionary to the far south.

Among the party that would be traveling with the Scholar was none other than the saint the Zealot had set his eyes on so long ago. Feeling betrayed by his church and his once upon a time friend, the Zealot swore to god that he would prove himself the true correct choice for spreading his faith.

Breaking into the inner sanctums of the healing church the man stole as much "healing" blood as he could find and fled. With the party of missionaries traveling south, he chose to run away to the north, wanting to leave everything behind and start anew while spreading the good word of healing blood.

Years later, after the Nightmare in Yharnam is vanquished, rumors from travelers begin to spread of activity in faraway lands. In the land of endless sands in the south, it is said that robed figure serves as the head priest of a formless black god.

Any who speak out against the robed figure are never to be seen again. Meanwhile, deep in the dead, snow covered forests to the north, it is said a thousand-headed beast stalks the night, leaving behind only blood and destruction in its wake.

The more you talk to other travelers, the more you’ll be filled in on the situation. It seems the robed figure rules over an underground city in the desert from a stone temple. An expansive cavern system in and around the city conceals strange blue creatures with large heads that do the figure’s bidding. Merchants advise to keep your head down and try not to attract attention, as you might be left alone.

In the north, it seems no one has seen the beast clearly. Entire villages are just getting wiped out somehow, and a man whose body is concealed by the pelts of beasts tells anyone who he runs into that he's tracking it across the region after it ate his hand. Whatever the case may be, beasts are beginning to crop up in the region and people are scared.

No matter who you talk to, you won’t be able to get any truly juicy details. The interior of the temple in the desert city in the south, the existence of this great, monstrous beast in the north and the identity of the robed figure and the man with the missing hand; they’re all mysteries.

The Scholar and Zealot shared one thing in common despite their differences, and that was a deep hatred for beasts. The Scholar sought enlightenment, delving into books and research of the church in search of a cure. The Zealot didn't think too hard on things like that, believing in the strength of the church and hunters to lay the beasts low.

They balanced each other out, logic and passion, direction and drive, but as the rift between them grew, they began to drift into opposing extremes. The Scholar became colder, while the Zealot grew more aggressive, but they never forgot about each other. The two were skilled in their respective areas as well, their positions being no mere titles.

The Scholar was always a smart man and was trusted with important information. He carries many of the healing church's secrets, such as the procedure for altering humans into celestial emissaries like the “Fake Iosefka.” Meanwhile, the Zealot was big and strong, almost like a beast himself with how ferocious he was. Not too good with a gun, so he used a large axe and a hunk of iron.

With this information all in mind, the Zealot and Scholar are no doubt connected to these rumors, and this leads to your role. You must investigate these rumors, these stories, while figuring out how they're connected to the wayward clerics. Once you find the connection, sever it, and put an end to whatever it is their actions have caused.

You may do things diplomatically or use more "aggressive" tactics to stop things, it's up to you. Here's the catch though, while you're working to solve one problem, the other grows uninhibited in a far off land. The celestial cult in the south might achieve their mysterious goals relating to their shapeless god, or the beast plague in the north could grow out of control.

Who's to say exactly what will happen if one is left unchecked through? Well, you're going to find out, since you can't exactly visit both at the same time. No pressure or anything but choose the problem, and cleric you wish to investigate first, wisely.

Only once you have found the clerics, decisively severed their connection, and solved the problem relating to them will you have successfully completed this Scenario. By decisively I do mean permanently, with killing them being a simple option, though definitely not the only one. Your reward for this Scenario varies depending on the order you stopped the Zealot and Scholar.

Choosing to investigate the Zealot second, after the situation in the North has worsened, will grant you an iron container of "Old Blood". Old Blood, when injected can cure most ailment and diseases in humans, and can cause one to gain inhuman speed/strength. Fear the old blood, though, for the mysterious substance originally found below Yharnam is the source of the beast plague.

Choosing instead to investigate the Scholar second, after the situation in the South has worsened, will grant you a stack of books. These books contain a variety of research notes relating to insight and Great Ones, occasional mad ramblings, and various secrets of the Healing Church. Among these secrets is the operation and requirements for transforming humans into Celestial Emissaries.”

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>**Cursed Island** - “Hundreds of years ago there existed a blood thirsty fleet of pirates that terrorized the western coast, and the ocean beyond it. Led by a captain whose head was wreathed in smoke, they pillaged, and stole, and looted with seeming impunity; unstoppable in their menacing, covetous ways.

That all came to an end when they committed the most grievous of mistakes, taking something most precious from a god of the deep, dark sea. They attempted to fight it, and would eventually flee when that failed, but its all seeing eye followed them no matter where they attempted to go.

They eventually tried to hide to an island shaped like a waxing moon, planning to bury their treasure in a place the beast would never find it so they would be able to come for it later. And so, they placed it in a tomb of stone, scattering the pieces of the special key that gave access to the tomb across the island. Each piece was cast down into its own resting places.

Unfortunately for the pirates, the god now unable to locate the stolen treasure punished the crew in its grief. It let out a calamitous wail and sank their ships with a great wall of water, before falling into a mournful slumber. Centuries later, the reign of the pirates long over, villages and even a great kingdom were built upon the island by new explorers.

One day, a clever woman happened upon a map in a bottle while scouring the beach. Smart as she was, she was able to locate each piece of the key and unearth the great treasure hidden by the pirates. Upon reaching the surface with her earned goods however, the god could feel the presence of its precious object and began to cry once more for its return.

A vicious storm was summoned as waves crashed against the island's shores, bringing destruction down upon the heads of the inhabitants. The woman, believing it was her actions that angered the beast, returned the treasure and key fragments to their original resting places, but still it was not appeased.

She begged at the edge of the water for forgiveness, for mercy for her people, but still it was not appeased. Even after pulling her away to a dark fate, it was not appeased, and it would not sleep this time until it found that which was stolen. It is said that island has been cursed now, eternally wracked with storm as the god of the deep searches endlessly.

Years later, it is you who happens upon a map in a bottle of an unknown island, and your first task is to find someone who knows of its location, and willing to take you to the mysterious island. As few live to tell the tale of this place, finding someone both willing and able might just take a while.

Sailing closer to the island, even from miles away you can see the black clouds hanging over the accursed place. As you get closer, you can see hundreds of lights sailing under the surface of the water, moving like a massive school of glowing fish deciding to greet you. Your escort will be forced to drop you off at the end of a long stone pier leading to a ruined village before sailing away.

It becomes readily apparent why people believe this place is cursed. It will remain eternally stormy during this scenario, but that's not all. A black tower stretches up off the coast from the sea, this tower appearing to be a lighthouse from the blinding, rotating light at the top, though the rain and darkness deprives you of a good look.

What's more, you will constantly catch sight of the back of a mysterious moaning woman during your stay; finding her digging in the sand or crying in her hands. The reason you'll only see her back is because whenever she notices you, she vanishes into thin air, only to reappear elsewhere for you to find in the future. An enigmatic figure for a time.

Your mission is this, Hunter. Follow the treasure map, collect the four pieces of the captain's "key" scattered around the island, use the key to unearth the buried treasure, and find a way to remove the curse on this island. Of course, that's a very simplified explanation, and not quite as easy as it sounds.

The first key fragment is located somewhere in this ruined village at the end of the pier you'll arrive on. The entire village is flooded with a few feet of standing water wherever you look, and constant saturation has caused several of the worn structures to sink into the sands of the beach. Walking up the pier, you'll also catch hints of glowing figures lounging on the rocks off the coast.

If you're unfortunate enough to get a closer look, you'll find warped mermaids, beautiful women with the lower halves of fish. The warped part of that description starts with their entire body glowing an eerie blue-green light. Their eyes also appear as a pair of oily black orbs. The unfortunate part is that if you were lured close enough to see all this, they show truly warped they are.

A seam at the edge of their mouth going down to the base of their neck will open to reveal a maw full of needle-like teeth, used to violently grip down on prey before them so their sisters can help rip the prey to shreds. These will be a persistent threat while you stay near the water, but not the only one.

Farther up the coast you'll find a strange, inward flowing river that leads farther into the island, into a cave, which is the location of the second key fragment. In the deep recesses of this cave you'll find a massive room containing a small but deep pool; one illuminated by luminous glowworms hanging from the ceiling. This cave is heavily populated by the second threat.

Massive serpentine creatures resembling oarfish covered in frayed fish scales and baring red, finned sails going down their backs crawl about within the cave. Their sides are lined with barnacles and human-like arms, allowing them to follow you on land like horrific centipedes to rip and crush you apart.

Their heads are like no fish though, resembling a disfigured human's with a missing nose, sunken eyes and such incredibly tight skin. The scaly flesh stretched over their skulls forces their eyes wide open and the lips forced back as if they were permanently baring their teeth. With how aggressive and ruthless they are, it fits their behavior.

Alerting them of your presence by collecting the second fragment will cause them to leave their cave and scour the island in search of you, giving you constant threats to your life on land or at water's edge. The remaining two locations and key fragments are yours to seek ,and yours to discover the horrors of. We'll be speaking of the treasure's resting place now.

The X marked on this "treasure map" of yours leads you to a ruined kingdom built on an incline; its streets and many buildings now underwater for the most part. This forces you to navigate the rooftops of single story buildings in the lower districts, though you may still dive into windows and explore those that have more than one floor. Upper districts should be more accessible though.

The treasure chamber is hidden somewhere deep within this flooded kingdom, though finding it will certainly be a task. If you do actually find it, figuring out where the key is supposed to go and opening the way to the treasure, a glorious sight will await you. Mountains of gold and jewels and other valuable objects. It's real deal buried pirate treasure.

Not a single piece out of the mound seems important enough for a god of the sea to condemn an entire island though. Whether you figure it out or not, there is a second treasure that can only be found using the key in this new room. Within this second hidden chamber exists an iron chest locked seven times over, and inside is what can only be described as the biggest pearl you have ever seen.

Should you find this cannonball sized pearl and drag it up the surface, you will find the bad times previous to this were only the beginning. Reaching the surface once more, you'll come face to face with the mysterious woman, finally seeing her from the front. She's quite pretty, or at least she would be if half her torso and face weren't completely stripped of flesh.

With her one good eye appearing shocked, you will probably catch her staring down at the chest, before attempting to tackle you to the ground and screaming. Alerted to the treasure, the black tower will swerve its light to shine directly down on you two like a spotlight. An island shaking scream reminiscent of a whale's call amplified to migraine inducing levels is bellowed from the ocean after that.

If the screaming undead attacker, blinding light, and the cry from the deep that rattles both your mind and the land you stand on wasn't bad enough, there's more. A massive tidal wave follows shortly after the other events if you successfully make it to the surface with the pearl. Not that this matters much, as you'll be blacking out soon anyways.

When you finally wake up, you'll find yourself in a place that appears like the island you were on before, but different. The skies are clear, and wrecked ships are washed up all along the coast. There doesn't appear to be any sign of the black tower, the fish creatures, or even the ruined settlements you saw before. It's as if they never existed.

If you look down, you'll see the sand appears golden. Looking around, you can see skeletal pirates hidden inside of fortified caves, holes in the sand, rooms in wrecked ships, and self-made structures that shouldn't work as well as they appear to be. Their watchful eyes peering out and staring at you with a look of frantic panic.

That's when you'll hear the scream of the woman again, with her down the beach and marching towards you; a storm brewing on the oceans out in the distance behind her. Slamming her fist through the wood, pulling a gun and an emaciated pirate out from behind his barricade, all hell breaks loose. Gold and moldy food will fly out with him, which he scrambles to sweep back into his den.

Before the woman can take aim at you with her new gun, a stampede of sprinting corpses grabbing and swiping at the spilled valuables begins. In the frenzy they'll start accidentally spilling some of their own goods in turn, which only goes on to feed the chaos as hundreds of undead pirates fly from their hiding spots in a turbulent mess driven by greed.

It is not long before the storm is on you all. Battering waves shall slam into the beach, only furthering the madness as treasure and hungry corpses are thrown around. Escaping the wreckage and madness allows you to see the dread inspiring culprit. A massive black beast breaching the surface of the ocean under the darkness of the summoned storm.

Wriggling appendages cover it like scales, each easily dwarfing the ships wrecked on the beach you'll find yourself on. Glowing spots in the thousands line its side and those appendages, with two massive white orbs on the sides of its head serving as eyes. Its maw filled with semi-translucent fangs jut out like sharpened towers.

What's more, protruding from its head is the tower you saw in the distance before, now limply hanging. Still the glowing beacon at the top shines its light on the beach, scanning it in search of what can only be assumed to be you. The caves lining the beach disrupt concentration, sucking in the water from the crashing waves with unnatural strength, and inevitably you along with them.

A wall of water shall wash you inside of one such cave mouth, the trip inside feeling as if you were going down a water slide into darkness, only for you to fly out somewhere new again. This time, it appears to be the wet deck of a massive ship at sea.

Skeletal pirates with literal fire in their eye sockets can be seen rushing around the deck, preparing armaments covering the ship, all at the behest of a giant of a man standing to the front of it. Easily twice the size of his underlings, with a cannon mounted on one arm and a pair of hooks on the other, his ragged, warbling voice commands obedience.

His face is wreathed with smoke, and a pair of green, burning orbs pierce the cloud around his head. He'll spot you soon enough, and when he does, the screaming woman will fly out from the door as you had, landing behind you. It is there, with the woman slowly getting to her feet, that you should realize the ship is sailing by the beast scouring the beach.

You should realize this, because its light has jerked to shine on the ship, acting as a spotlight once more as it beams down on the three of you. Its cry that shakes land and sea is joined by cannonade as the crew begins their attack. What path you take is your own good hunter. Know this though, to end this Nightmare, you'll need to put an end to that angry god's wrath.

Only once beast's rage has come to an end will the Nightmare and the curse on the island be broken. Only then, when you wake up once more under clear skies, will your job be done, marking the successful completion the Scenario. Rewards for successful completion follow, Hunter! Firstly, you may keep every bit of the buried treasure you successfully found following the map.

The second is far grander though, for the last cry you hear from the "Great One of the Deep" will mark your mind with a special rune, "Siren's Cry". Like Milkweed and Beast's Embrace, the rune will alter your body, granting webbed digits and smooth, pitch-black skin. Your mouth will grow to resemble the beast's with a maw of long, thin fangs that jut from your now much stronger mouth.

Your body gains a number of spots all over which you have the power to make glow or flash as you will. Lastly, a change you wouldn't notice on your own and the most potent of them. Your body now has the sheer pressure resistance to allow survival at the bottom of the sea, and this combined with everything else makes you excellent at the task.

(Alternate Route / "Lumenwood Kin" Only) Alternatively, for those who count themselves as Lumenwood Kin, your path may diverge once you've collected the key. With the key in hand, your greater understanding allows you to realize it as a key to a dream, or nightmare.

From here, your task is to instead make contact with the god of the sea, climbing to the greatest tower of the abandoned kingdom to assume the position. With the key in hand, the light of the great tower will eventually narrow on you, and transport you to that golden beach as described above.

Having not incurred the monster's wrath, or attracted the female poltergeist's wrath, you are more free to explore this space. Beware, as the greedy pirates of the beach, and coordinated ones at sea, can still pose a terrible risk as you do so.

The treasure chamber still exists in this form of the island, and so you are tasked with finding it as you were before, along with the great pearl deeper within. Unlocking the seals with the key will send out an invisible signal however, something you can faintly feel traveling through the sands.

The pirates who were at once in an eternal stand off with one another will come rushing for their share of the uncovered treasure. Most will be content with booty, but some will pursue the pearl that you are now tasked with keeping safe, as well as returning to the god.

The god's attention is not here right now, but you must attract it. Make time, 'Make Contact' with the sea god long enough for it to come to this form of the island, protect the pearl before it's taken by pirates, and you will accomplish this form of the scenario.

This will land you the same "Siren's Cry" Rune as before, but none of the treasure of the Normal Route. Instead, you will be given a familiar belonging to the sea god, an Auger of Deep Sea.

At the expense of one bullet's worth of blood, you may shine a light from this slug-like Hunter's Tool for several seconds in a luminous ray. Any caught in this ray will rapidly accumulate Frenzy. The effect can be willfully extended, requiring an equivalent amount of blood ever few seconds."

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>**Misty Eastern Lands** - “You may know this story from the "Cainhurst Vilebloods" and "Executioners" Scenarios. Years ago, the Cainhurst Vilebloods were corrupted from normal nobility into blood thirsty creatures who sent the loyal knights, chevaliers, and hunters under their employ out to collect blood for their Queen.

That all came to an end when most of them were slaughtered by Logarius' Executioners, before Logarius used himself to imprison their Queen in her throne room. Not all Vilebloods were slain on that night however, and our story diverges here. Several survivors fled the massacre that night to the foreign lands to the east, where the nobles of Cainhurst had several strong connections.

In a land of mist covered mountains and mystery, on the run from those that would hunt them, they found camaraderie through challenging times. A dishonored clan of assassins, their master killed after a violent betrayal, were also on the run at this time. With survival in mind, the two sides joined forces and went into hiding deep in the mountains.

The assassins contributed skills, practices, and teachings refined since their creation years ago. The Vilebloods brought their sophistication, alchemical knowledge, and skill with blood among other vile secrets learned during their tenure at Castle Cainhurst. That wasn't all the Vilebloods gave though; they gave the assassins a new purpose.

One day this new alliance would reclaim Castle Cainhurst and the Vileblood Queen, and so the assassins would have new leadership, and a new home. From then, they've lived in a secret compound built in the mountains with this purpose in mind. How could the escaped Vilebloods know their once beautiful castle was left empty for maddened servants and wraiths to populate, ripe for the taking?

Just because they live in a secret place, doesn't mean they haven't been active though. Abductions of local orphans and young children for new members became common practice. Assassinations were carried out for coin and the advancement of the country in a way they found beneficial, using the jobs as refinement for their skills. Their spies have infiltrated towns all over the region by now.

Their professional murders have made them infamous due to the evidence left behind, or rather, the lack there of. Minor lords, nobles, and officials, no matter how heavily guarded, have been found with throats slit or holes in their head. Servants and visitors are searched for weaponry, and patrols remain vigilant of assassins sneaking in, or dumped weaponry in the area that could explain the wounds.

Nothing is ever found though, leading locals to believe them as wrathful ghosts. What they don't know is that the assassins adapted the skill taught to them by the Vilebloods, the creation of blood bullets, into something more their way of life. Abhorring noisy firearms, diligent training has allowed them to make knives, needles, even throwing stars from their own blood.

A blade that can't be found no matter how extensive the body search, which can be discarded in a manner never found suspicious, it was like a godsend for the assassins. After all, who would find a puddle of blood next to a dead body suspicious? And so they could sneak in as servants or visitors, kill, and leave with no suspicion placed on their heads.

This isn't all they've done with their time though. Their connections, artisans who crafted the weapons of Castle Cainhurst such as the Chikage, as well as the fanciful, decorative clothing of the nobles, have expanded their arts. Vermin extracted from bloodlicker beasts and studied by the New Vilebloods have been infused in the giant silk worms harvest for their silk.

Raised like cattle, these massive, aggressive worms the size of cows feed on blood, and produce incredibly strong, red silk. This silk is woven into full body uniforms masking all but the eyes of the assassins, leaving their identities a mystery. Their forms are disguised in the dark by this clothing, which also grants great protection for material so lightweight.

The mutated worms are always slaughtered before reaching adulthood, as the results of them growing to maturity are feared. Still, there has been a case of one or two escaping over the years, which they've regarded as not their problem. This in turn became the problem of "The League."

Arriving in this fearful country following a trail of slaughter left by the worms, and hearing rumors of abductions and shadowy murders, their resolve solidified. These ruthless confederates now attempt to put an end to the assassins plaguing these lands, and the verminous abominations they've created.

This is where you come in Hunter, and depending on your alignment, your goal in this Scenario will change. We'll begin with the most expansive of the three routes, the "Neutral Route" for those unaligned with a Covenant, or with a Covenant other than the "Cainhurst Vilebloods" and "The League."

(Neutral Route) With this one proud, peaceful region swallowed by fear brought by these ruthless foreigners and mysterious monsters, a local lord is reaching out to mercenaries and sell-swords. You are one such hired hand, and will be gathered in the courtyard with many others like you for your job.

Flanked by numerous guards, the lord will announce his goal; the violent purge of trouble-making foreigners and monsters from his lands. Kill them, push them out to some other country, he does not care what methods are used as long as they stop being here. Fulfill his will using any methods you wish.

Only once every verminous creature, every aggressive confederate, and every murderous "Blood Assassin," is gone will you have successfully completed this Scenario's Neutral Route. Your rewards for the task will be listed at the bottom after the second and third routes have been detailed.

(Alternate Route 1 / "Cainhurst Vilebloods" Only) Found in these lands collecting blood dregs from the locals for your Queen, a Blood Assassin spy shall report your activities to his superiors. Weeks later, you will inevitably find yourself surrounded by at least two dozen in full, red uniforms.

Escorted to their compound, you're formally introduced to the leader as at least five blades are pointing at your vitals; An old man that was definitely born in the west by his appearance and speech. He's curious about your appearance, and wants to have a long talk. You are tasked with convincing him of your allegiance and the situation back at Cainhurst Castle; that they can come back.

Not only must you convince them to make their move and into the Queen's arms, you need to help them finish up their business, extract their numerous spies throughout the region ,and keep them mostly safe. The League with the aid of victims of the clan will be raiding the compound soon after the meeting, and the local lord's mercenaries are sweeping the country for the heads of spies.

If you allow more than half of the clan of Vileblood Assassins to be killed, you will fail this route even if you get the remaining back to Castle Cainhurst. Once more than half the clan is safely back at Castle Cainhurst, and under the command of your queen, you will have successfully completed the Scenario using the Vileblood Route.

(Alternate Route 2 / "The League" Only) Contacted by local League contacts, you're being sent as a high ranking member on a mission to aid your brothers and sisters in arms who've tracked down signs of filth to the east. Upon meeting up with them, they'll share what information they've collected, but from here on you'll need to help.

You must follow what leads you can and collect information on the shadowy criminals. As masters of stealth and espionage, this is a difficult task. Your ultimate task is to destroy the clan, especially their leadership, and any who know how to create their blood thirsty worms, which also must die.

Only once the clan has been ruined beyond repair, and every single one of their foul creations with them, will you have successfully completed the Scenario using the “The League” route.

Regardless of Route, there is one other threat you should be aware of. Of the escaped, blood drinking silk worms, one managed to survive, going on to terrorize wildlife. Sucking its prey dry as the thing grew larger, it eventually cocooned itself somewhere in the mountains so it could undergo a metamorphosis.

After hatching, its transformed into a massive, blood hungry moth, with a body the size of a bus and wingspan appropriate for its hugeness. Covered in thick, voluminous fur, it has a pattern on its scale covered wings resembling the face of a demon. It uses the ever-present fog to hide its movements and uses a long, spear-like proboscis to spear its prey and suck them dry in seconds.

The creature is attracted by the scent of blood, such as the large volumes present at major conflicts, and should not be underestimated. Its giant wings spread irritating dust-like scales and can blow normal humans off their feet, or destroy unfortified structures, and it's very good at utilizing sweeping runs to spear multiple prey, sucking them dry while preparing its next dive.

No matter the route you complete, the "primary" reward for successfully completing this Scenario is the same. This reward is an upgrade to your Blood Bullet ability, allowing you to create a much wider variety of objects, weapons, and tools from your blood. You will also be able to shape more blood than before, for better or worse. These effects will stack with Bloodborne if purchased.

Those who followed and beat the "Neutral Route" will receive a treasure from the lord's armory as a gift of his gratitude. An ancient sword somehow in pristine condition, which was said to have been found deep within some nearby ruins. Its blade is sharp enough to slide through grass, bamboo, stone and castle walls like butter with barely any effort.

Those who followed and beat the "Cainhurst Vileblood Route" will receive their very own giant, blood hungry silk worm. They've finally figured out how to domesticate them, allowing you to use it combat or as a mount without fear of it crunching a leg off. This is in addition to it producing incredibly strong silk for use as you see fit; just be careful when it grows up.

Those who followed and beat the "The League Route" will receive a gift from their comrades. They harvested the proboscis from the corpse of the giant moth and some of its fur (though it took more than a week of sawing and sheering to collect), and made you something nice. A very "unique" helmet using a durable, local steel helmet as a base.

Outfitted with moth fur for comfort and decoration, they built the curled up proboscis into the front. Upon putting it on and strapping it to your head, it feels like it comes to life and becomes part of your head. Like a new appendage, you can lash out with the proboscis, or straighten it into a deceptively pointy, hollow spear. Do not underestimate this strange weapon, or the protection of the helmet.

(While not true rewards, it should be noted that Vilebloods will gain the Blood Ninjas as allies, and the actions of the "Neutral Route" Hunters will earn favor with the people of the mist covered eastern country for getting rid of the ones terrorizing them.)”

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>**Southern Safari** - "You sit in a seedy tavern in a town near the coast, the kind of dark atmosphere most people tend to avoid. Said mood is thoroughly broken as a brawny, barrel chested man dressed in khaki throws the doors open. He was clearly a healthy man, a jovial man with a signature appearance: wide grin, crow's feet, slouched hat adorned with teeth, graying mutton chops, and a glorious mustache.

Flanked by several less enthusiastic men, he will order a round of the finest stuff the bartender had for the house. If anyone's attention wasn't already on him, it was now. With a frothy mug of second rate booze in hand, he will address the house with a uniquely audacious, booming voice for this world. He tells of the lands far to the south, farther than the vast sands most know.

Past those sands is a land of incredible animals; vast, golden grasslands and thick, wet jungles full of some of the deadliest wildlife you can imagine. He's lived his life hunting in those lands, collecting trophy after trophy as proof of his conquests as a self-proclaimed "Big Game Hunter."

He's lived a long, fulfilling life, but there's one last trophy he craves before his best days are behind him. His grandfather's journals tell of a great beast worshiped as a god by a lost tribe of primitive natives deep in the darkest reaches of the continent. It is written that the beast appears only during the full moon, ushering in a monthly great hunt that filled the tribe with "hysteria."

These stories were collected by his grandfather from the locals, but by then the man had succumbed to the ravages of time and was unfit to lead an expedition. His father had sought out the source of these tales when the muscular man in this ramshackle bar was still young, only to never return.

Now it was his turn; he would succeed where his father had failed, and he was seeking aids. Gesturing towards one of the men who flanked him, his unenthusiastic aid pulls from his coat a bag of gold the size of his head in hand, dropping it on a nearby table. The reward for a successful hunt would be ten times this payment, and more glory than you could hope for.

His boat only has so much room, so he would leave it to the occupants of this fine establishment to determine who, if anyone, was right for the position. He says he'll be waiting at the port for the person who returns his dropped change at the port, but he'll be leaving at sundown whether someone arrives or not; he's on a tight schedule after all.

As every eye sell-sword, hunter, mercenary, and desperate soul in the house is eyeing up that bag of coin, we come upon your first challenge. Make it to port with that bag in hand before sundown. Succeed, and you will have your room on the steam powered wonder as it makes its way to dangerous new lands.

You share the ship with half a dozen others he picked up along the way, which he gathers in his quarters each night in preparation. He will read from the journal, go over the route, and teach you lot about common local dangers. Time will fly all too quickly as you reach the land and begin to unpack.

The first thing everyone notices is the heat; it's always the heat. Despite your employer and his older aids not breaking a sweat, the new recruits around you need some time to adapt. They'll have plenty of it as your group stalks the savanna, staying wary of local dangers. Try not to let anybody die, yeah?

It's easy to wonder why the man would even hire untrained aid such as yourself and the other recruits, picked up from seedy bars and who knows elsewhere. He goes off alone for hours at a time after camp is set up, only to drag wildebeests and other large game back for food. He barters with local tribes and villages in their own language. All things said, he seems more than self-sufficient.

On one day, as camp is set next to a river and darkness has fallen, while studying his precious journal and a map, he makes an announcement. The jungle that the hunting party has been skirting in their travels is now their destination, and they would plunge into it beginning tomorrow.

You must explore the jungle, avoiding dangerous natural obstacles such as quicksand, dangerous toxic animals, alligators at the river's edge, and big cats away from it. It is as you press on that things seem to slowly change. The animals get bigger, the bugs more aggressive, and the plants larger, and animate.

Farther and farther into the jungle, it warps, becomes more dangerous: ants the size of your head and carnivorous plants that feast on them by the dozens, elephants covered in chitin, baboons with the heads of lions. Things just become more and more wild as you go, and if a "coworker" or two gets eaten along the way, it wouldn't be unexpected.

Still you must trudge on, following your employer while keeping them alive. Even if they do an excellent job of that themselves, no one is perfect. During one night's camp in this thick, primal jungle, you'll find yourself faced with the next challenge, an ambush. Large men and women with dark skin covered in darker tattoos, and spears in hand, surround the campsite.

Protect your employer above all else while defending the campsite against the mysterious attackers. They fight like wild animals, lunging to bite and claw at your allies while attacking with their spears, and their brute strength is clearly abnormal. Whether you manage to kill enough to drive them away, or they capture a few of your fellow hunters and leave on their own, this isn't over.

On your employer's orders, your hunting party tracks them once morning comes. Following their path through the Jungle over the next day or so, you arrive at a mysterious stone city covered in vines as nature attempts to take it back. The sun is setting, and the party uses the utmost stealth, climbing up on top of a building from the tree line to use it as a vantage point for spying.

The tribe is found in the middle of the city, easily visible from the stone rooftop. They exist in vast numbers, with what appears to be their warriors dancing around a massive bonfire lighting up the city in the face of the growing darkness. Others yet bang on primitive drums or cry in tongues you're unfamiliar with; either a unique language all their own, or possibly forgotten by all else.

Visible from your position is a cage full of prisoners, including your allies if any were caught during the ambush. Night falls quickly as you observe, with the dancers’ shadows casting outwards to dance on the walls of the ruined city; chanting and primal music filling the air. A full moon rises into the sky; the stomping, and music, and horrid screams getting louder yet.

Their frames, mere black silhouettes by the fire, begin to warp and change. Their singing becomes warbled, raspy, almost deafening. Faces elongate, bodies expand, new limbs join the old as they begin to take the likeness of various animals. That's when the employer points towards the jungle, beyond the fire. Trees are visibly shake in the distance as something big comes closer.

In a single moment, everything will become absolutely quiet, with the full moon sitting in the middle of the sky. The reason why is easily apparent; a massive wolf standing over two stories tall stalking out of the jungle. Its fur is the color of stone, and a row of bulging eyes lead from its nose to its forehead.

The entire tribe is seen bowing down before their lord, except for one, who by some unseen signal stalks towards the cage with a strange gait before releasing the prisoners. The captives quickly run away and off into the jungle to embrace their freedom. After nearly ten minutes, the Beast God will look up to the moon and let out an earth shattering howl that’s quickly joined by the tribe around it.

That seems to be the signal for the hunt to begin, as every man, woman, and child storm into the woods by legs, all fours, or wings in the direction of the fleeing prisoners. Meanwhile, the wolf simply sits before the fire, staring into the jungle for a moment, before the gaze of its many eyes zero in on your party's position.

Your employer doesn't flinch, simply and slowly holding his hand out to an aid and asking for his elephant gun. The final true challenge of this Scenario is upon you. The target of your employer's quest is before you. Aid him in making this safari successful by taking back the head of this lost tribe's god.

The massive wolf is strong, fast, extremely perceptive of its surroundings, and has more than a few tricks up its sleeves. That stone gray fur may as well be rock with how hard it is to damage, yet it doesn't seem to inhibit the Beast God's mobility much at all. The threats aren't merely physical though.

The moment this thing arrived, you felt your inner beast clawing at your mind to get free. Whatever this thing is, you instinctively FEEL its influence on you and your surroundings. While fighting both the Beast God and your inner demons at the same time in a semi-literal fashion, don't think you have the numbers game on lock.

Bestial tribesman can wander back at any moment and aid in the defense of their god. As their hunt drags on, and their prey is captured, more and more are likely to return. It's a race against time, to not only kill the great beast, but take its head and flee before the tribe drops its full force on your comparatively small hunting party.

Make it out of the jungle with your employer alive and the head of the beast in tow, get your reward for a job well done, and the scenario will be successfully completed. Successful completion of the scenario is accompanied with rewards, two of them in fact. The first is likely not to interest most, but you get your promised payment from your employer of back breaking amounts of gold.

On orders from the Big Game Hunter, one of his aids managed to declaw the beast while the head was being severed. As a more personal thanks to you, most important of the recruits tasked with aiding in this hunt, he's commissioned a few pieces be made. Five daggers made from the claws of the Beast God. Twenty daggers were made, but ten sit in his collection while another five were gifted to others.

The five daggers in your possession, while primarily ornamental in purpose, actually have a hidden ability. When plunged into a living creature, the creature will grow larger, and much more aggressive. It will also mutate fierce new weapons and defenses based around its strengths and weaknesses as a life-form. When the dagger is removed, the changes slowly revert, with just a bleeding wound left behind.

(Alternate Route / "The Blood Beast" Only) Alternatively, for those who have become attuned with their inner beast, you and your party will find yourselves pulled into a nightmare. This new world will appear at first like an even more wild form of the previous city, with greater structures and plant-life.

More than that, other forms of overgrown architecture seem to jut from the lush jungle, like the ruins of places across space and time. They're not the only things out of place however, as beasts of all kinds, new and old, can be found here. You may even see powerful, slain Yharnam beasts wandering about.

The beast god dominates and subjugates beasts here, and so you mist fight through them, all while its presence gnaws at your mind and invigorates the beast inside. Make your way to a great pyramid where it waits, and prove yourself the superior beast, even if your foe is a god.

Once the god is 'dead,' you will awaken amongst your comrades, in front of its corpse, and surrounded by oddly docile beasts. This successful hunt also marks the successful completion of this scenario's "The Blood Beast" route.

Your rewards on this side are as they would have been before, with none attempting to stop the butchering of the 'dead' god. Additionally, one of the dead god's servants gifts you its blood in cupped hands. Drinking deeply of this blood will greatly empower your inner beast, causing the Beast's Embrace transformation to become much stronger and complete, in addition to providing a third eye.

There is one more thing however, ownership of a liberated beast. Following the slaying of the old god in its realm, its controlling influence transfers to you, and so you now command a beast of your choice from that place. This may even be any one beast that appeared within Yharnam, including a strong one."

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>**Sky Burial** - “It seems as if recently you've been hearing more and more about strange characters dressed like ominous birds killing people in broad daylight, and dragging the bodies away. They say their targets are killed quickly and efficiently with long, thin daggers. After their mark is slain, they retreat like the wind was propelling them away with prey in hand.

The descriptions are always the same for the most part, figures wearing bird-like masks, dressed head to toe in black, and adorned with feathered capes. The builds vary enough that most agree that there's more than one killer on the loose though. Whatever the case may be, as you stop into town, the local sheriff is making a public declaration while putting a bounty on any information.

Your first task is a difficult one, track down these killers. Despite their brazen and seemingly reckless actions, they are skilled assassins and don't leave tracks, leading to witnesses and evidence at the scene being the only clues. You'll have to use these clues, and whatever tools and skills you have, to follow them home.

If you do succeed, and I do mean if, perhaps by cleverly noting a specific type of mud in a footprint left behind by one of the assassins, or maybe expert deduction based on witness accounts, you'll know where to start. There’s a river that the assassins always ride in the south west. This river leads right into a thick, murky swamp surrounded by mountains on nearly all sides. A bit of a humid valley.

This water logged valley is the location alright, and now you'll have to track down the killers here while dealing with the heat, humidity, and local dangers. The more mundane threats are disease and mundane predators. There are far worse things lurking though, most prominently being witches.

Dealers in the occult, heretical beings who practice the blackest of magics and have bound ‘demons’ into their service. These bog hags live in isolated pockets of the large swamp; homes hidden away under the foliage and magic, but their demons roam free in search of "ingredients" at all times of day.

If you make your way through the swamp and find your target, you will more than likely be underwhelmed. A small, fortified settlement full of the sickly and dying. Their clothing leaves no doubts about their identities though, yet they don't attack you on sight despite being unfamiliar.

When prodded for information, one of the few healthy ones will attempt to calmly explain who they are while tending to the sick. They are a clan of hunters, and an old one at that. How they were formed is unclear and unimportant. All that matters is their duty of hunting down the most violently depraved and blood thirsty individuals that terrorize the normal folk.

Since as long as anyone can remember, they would hunt the evil, but they would not condemn them for straying off the righteous path. Their bodies would be brought back to the valley, then prepared for a funeral that would cleanse their soul as they moved on to the next life. This funeral practice was a sky burial, where the corpse would be brought into the surrounding mountains and left.

The "Sacred Birds," and nature itself would consume the bodies, causing the honor and cleanliness of the deceased to be restored. That order was thrown off kilter recently however, by a horrid plague. The disease swept through the clan, infecting most, and leaving their greatest bed ridden or dead.

Their old leader is dead, laying among other corpses who the living have been unable to bring to the mountains for a proper sky burial. New hunters have been inducted before their proper time in desperation. Lacking proper leadership and guidance, even they are left in a troubled state. This would explain why few have really heard of them until now; their hunters have been reckless from grief.

Now that you know the full story, it is time for you to decide what to do next. There are three routes possible here, though all three should stimulate the imagination. There's the Normal Route, and then there's two other routes with a Covenant requirement. These of course remain optional even if you do match the requirements. I'll now go through these routes below.

(Normal Route) Questioning further, it seems that it took a while for them to figure out the source of the illness, and by then it was too late. One of the witches who calls this bog home has been using demons to dump the waste from her experiments in the river, poisoning the environment, and the clan.

Since then, they've been purifying the water as best they can and bringing fresh water from outside, but people are still sick from prior contamination. The witch is too well hidden and defended for them to possibly target now between their current state and her demons. That's where you come in, Hunter.

You are tasked with penetrating the swamp, finding the witch, stopping her from dumping any more toxins into the river whether lethally or diplomatically, and recover a cure from her book of potions for the illness of the clan. That's easier said than done when she works with dark magic, horrid brews, has a small army of demons, and a much larger demon resembling a frog guarding her house.

Get the book, the ingredients for the cure to the clan, then use their debt as a bargaining platform to get them to forcefully stop their rogue hunters from hunting in broad daylight and terrorizing the public. If you can do all that, you will successfully complete this scenario and get your reward.

(Alternate Route 1 / "Hunter of Hunters" Only) Your connections clear by your clothing resembling theirs, the clan asks for your aid while revealing the cause of the plague that slowly kills them. It seems that the purification of deranged hunters through sky burial is not without its fair share of drawbacks.

They have a taint to them, at least some do, a vermin that infests their body and brings illness to the sacred birds in great enough quantities. Before the plague began, their former leader would barter with a witch on the opposite side of the valley for medicine that would be allowed to soak in the organs of deceased, destroying the infection in the stomachs of the sacred birds once they feasted.

This cycle was broken when their leader fell grievously ill and died, not completely unexpected given his age. When the clan attempted to send someone new to retrieve the medicine, negotiations broke down. The sacred birds began to get more aggressive as the corruption spread.

As the sacred birds live within the clouds and are known bringers of rain and storms, this corruption spread to rain water, befouling the valley and beginning the plague. Your goals are many, Hunter of Hunters. You must journey into the bog and come in contact with the witch the clan once bartered with for medicine; for both the clan and the sacred birds.

Whether you choose to do things violently or diplomatically is in your hands, just find a way to get a steady supply of the medicines to the clan, and be aware that the witch has demons in her service, many of them. Once the medicines are in the clan's hands, they will go to work healing the sick and preparing five corpses in their possession, including their leader's, with the medicine for the birds.

Your next task is to take these corpses up to the mountaintop of one of the mountains surrounding the valley so the sacred birds may be cleansed of their corruption, through eating them. Beware of doing this on a cloudy or storming day, as they're likely not far, and they're considerably dangerous.

You are notably not allowed to harm or kill the sacred birds important to their traditions and the life of the valley, but you are tasked with collecting stray feathers as you make your trips. Once the clan is on the road to recovery and the birds have been healed of verminous corruption, you will have successfully completed this scenario's "Hunter of Hunter's" route.

(Alternate Route 2 / "Executioners" Only) Traditions, plagues, witches, duty, sacred birds, you don't care a bit. These are definitely the people responsible for terrorizing the countryside with their murdering of men and woman in the middle of true civilization. These are the ones terrorizing the public.

You came here to stop them, these people, and that's what you intend to do. While you could definitely slaughter the lot of them here at the moment, most of them sick and dying meaning it wouldn't be very hard, the hunters still abroad would just continue their work. Alone, they would begin finding new members elsewhere. No, there's a different solution before you here.

These sacred birds they mentioned, they’re great beasts they offer the bodies of clan members and those they slay to, as if some form of false gods. These are your targets. Without the birds, their traditions and place in this valley will die, just as they die now without some form of aid. Even if they recover from this plague, without the birds there is no sky burial which they hold dear.

This is your goal, Executioner, journey up into the mountains surrounding the swamp on a cloudy or stormy day, in the process luring the birds in by crossing into their territory. Once you've drawn the attention of these beasts, it is your duty to slay each and every one of them; shattering one of the foundations of the clan's traditions and putting a halt to their practices.

This is no easy task however, as these sacred birds are more than a mere story. Bodies wreathed in clouds, their bodies are comparable to that of a rhinoceros's in size. They have incredibly strength allowing them to kick up fierce winds with their wing beats, along with razor sharp beaks and claws. Did I mention they all have two heads? They have two heads, Executioner; twice as many to mash.

Physically, they are a very intimidating species, but there's more to them. These birds influence the weather, able to summon powerful wind currents and heavy rain, and project bolts of lightning from their eyes. These "thunder birds" will be a difficult species to end, though if you do, you can consider this scenario's Executioners Route completed.

With the routes and goals detailed, let's move on to rewards; your reward being influenced by the route you followed and completed. We begin with those who went down the "Normal Route". Those who followed and successfully completed the scenario's Normal Route will be rewarded with the book of witch's brews and potions used to save the clan, in addition to one of their masks.

This book is hard to decipher, but filled with all manner of concoctions, medicines, potions, and even some mutagens; all using ingredients found in this swamp. The mask on the other hand is simply a fortified mask with a built in filter. It helps you look cool while protecting your face and keeping toxins out of your lungs. Wonderful utility, don’t you think?

Those who completed the "Hunter of Hunters Route" will see a use for those sacred bird feathers they were tasked with protecting. Once the clan has recovered, their craftsmen will use those feathers to make you one of their unique, feathery capes. This cape has a bit of the sacred birds' power in their stitches, their power over the wind specifically.

While wearing the cape, you can direct the air currents around your body for incredible bursts of mobility. Glide through the air with each step, slow down your falls, redirect your leaps mid-air, push yourself faster with the wind at your back and more. It's in your hands to figure out what other potential this accessory has. In addition to the cape, you will be invited into the clan.

Those who successfully completed the "Executioners Route" of this scenario, slaughtering every single thunder bird they could find, shall be rewarded with their own unique rewards. Bathing yourself in their blood from every conflict has soaked your body in a bit of their power, making you much more resistant to electricity compared to a normal human.

In addition, you will be granted one of the large eyes belonging to one of the birds you slew, which operates as a Hunter's Tool. At the price of a couple Quicksilver Bullets or Blood Bullets, you'll be able to project a bolt of arcane lightning from the eye. The bolt travels fast, is fairly accurate once you know how to point the thing, and hits really hard.”

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Nightmare Mode Scenarios

Nightmare Mode Scenarios are a special class of Scenarios that can only be taken with the Drawback "Nightmare Mode." These will be extra difficult due to their nature of being long and drawn out affairs, and the nature of Nightmare Mode introducing anomalies and danger to the world as time goes on.

Additionally, failure of a Nightmare Mode Scenario means more than just not getting the rewards, it's a loss condition. You will get sent home as if you'd been killed should you fail.

On the other hand, the rewards up for grabs are greater than other Scenarios as well, leaving these a high risk high reward option. You may only take one Nightmare Mode Scenario however.

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>**Appetite For Annihilation** - “Once there was a man, and a well-traveled man was he. He attended a number of colleges and universities across several countries, but was forced to evacuate from every single one of them after enough time passed. It was not from lack of intelligence, although he was not as naturally gifted as many of his peers, however.

It was also not because of a lack of motivation, for he had more drive for learning and improvement than any around him. No, he was eventually removed or forced to flee due being a complete and utter mad man that was entirely removed from morality. The man had a tendency for abducting and torturing his colleagues and peers for their knowledge on a variety of fields, you see.

His beliefs and hatred for those around him was more than a bit difficult to contain at times as well. He had learned when it was time to move on from one place to the next though; avoiding capture for his crimes along the way. You may wonder why he would do all this, but it isn't a complicated reason. The man simply had a seething hatred for everything in existence. He wanted the world destroyed.

On this journey, he tormented a number of groups from the inside after infiltrating them, several being familiar to you in the form of the Vilebloods, Healing Church, and even The League. His greatest gift of being able to slip away was used each time to avoid his own existence being ended before his goals were met.

His travels would eventually allow him to make the discovery of a lifetime. Tracing evidence of a lost civilization to a farm out in the countryside of all things, and what he found was far more than he could have hoped. A massive labyrinth existed there, not unlike the Chalice Dungeons beneath Yharnam, all buried beneath the farm land.

It sprawled out in every direction for miles, necessitating recruitment of the desperate, and the hungry. A dozen men and women without a penny to their name between them were sent to explore the labyrinth, promised a goat from the farm in return. Only one made it to the heart, and all were slain by the man after their use had ended.

Deep in the heart of the old, forgotten structure below the earth, he found its purpose as a prison. Within a hidden chamber, there existed a serpentine monstrosity with over a dozen heads. Each head collared and restrained, with body and tail impaled on massive spikes jutting from the wall, and pale blood dripping from it into a deep pool below. . . . .and yet, it was still alive.

Years later, a growing threat shows its ugly face. Twisted creatures resembling goats varying drastically in appearance are eating vast swaths of the landscape, consuming everything from trees and wildlife to villages and even the ground we stand. Some of the creatures had multiple heads, or tentacles in place of more mundane limbs.

Some bore glowing red eyes, with a taste for blood and more aggressive tendencies, while others had blue eyes and commanded eldritch powers. Whatever abilities they possessed, the monsters had their voracious appetites and goat-like appearances in common. They were not that difficult to kill at first, to be entirely fair.

The problem is that they've been getting bigger, stronger, and more bizarre since the first appearance. What's more, even the weaker, gluttonous creatures can cause massive amounts of destruction if left unchecked as they devour everything in sight. If the problem isn't solved, the world might really be completely consumed.

Now we get to your role in this, Hunter. You're going to be stopping this, and how you do so is in your hands, but there are three routes available here. One is available to anyone, with two others locked behind the need for specific Covenants.

(Normal Route) Your goal is to find and stop the mad man, though there's a bit more to it than that. You'll have to find his base of operations first, the farm in the story above. That's going to be a challenge on its own though, because it definitely doesn't resemble a farm anymore.

Everywhere the goats pass through ends up looking similar unless they were stopped; that being a bunch of barren, cratered landscapes. At least they don't seem to prioritize the ground as much as everything else. If you actually find the location of the old farm and figure out how to enter the Labyrinth, that's where the next challenged comes in.

See, the mad scientist has been proactive during his time here, making sure he can protect his meal ticket as best he can. In doing this, he's rigged a large part of these underground tunnels with traps of all manner, from those that trigger cave-ins to others that release monsters that trap you at dead ends.

At the heart of the labyrinth, you will find the laboratory of the mad scientist, filled with all manner of machinery,and the Great One hidden from view. Knowing you were coming from the way you set off trap after trap, the man won’t be sitting idly by. The hum of electricity sings through the room, with him most likely delivering a speech as he flips a switch, speaking of his masterpiece.

Blue sparks travel down cables from the ceiling to a large table in the center of the room. A figure under a blanketing white cloth convulses and writhes on the table in front of you for a full minute until the man flips the switch off again. If you’re there to see it, you will see the figure move beneath the cloth as the mad man screams about it being alive.

The thing removes the cloth, falling off the table, stumbling to its feet. Standing at least seven feet tall is some kind of grotesque satyr cobbled together from spare parts and arcane rituals. It has a very human-like torso, but its legs are covered in hair, and its feet are hooves. What visible skin there is to see has the color of a deep bruise.

Its arms and torso have a number of visible scarring and stitching, and several tendrils extend from its back, fanning out in a way that gives the impression of a pair of wings. Its head, like many of the monsters you encountered in this hunt, resembles a goat's. The horns are especially long, and there are bald spots on parts of its head revealing scar tissue, as well as yet more stitches.

The most striking feature though is a pair of glowing, purple eyes, both wide open and peering around the room. You can cut the tension with a knife waiting for a fight. . .one that ultimately doesn't come. The monster, defying the mad man's cries to attack, simply wanders over to a nearby puddle in the dingy dungeon, staring into its reflection while touching its face.

Even if as you continue to observe it, the creature makes no move to stop you. . . This leaves the mad, enraged scientist on his own. He's armed with a Tonitrus, and he's experienced enough in combat to know his way around it. He's old though, real old, and not in the best health either.

Don't underestimate him, just kill him, and you will successfully complete the Normal Route of this Scenario. You’ve earned it for making it this far all by yourself.

(Alternate Route 1 / "The League" Only) Much like the Normal Route, you are tasked with finding the labyrinth, making it through the labyrinth and killing the man behind all this. There are a number of differences though, and they all center on you being a member of a larger organization.

The League has killed their fair share of these beasts, cut them open, and found vermin. They also recognize the brutal handiwork of the one who put them together, and how could they not? He was one of them for a time after all. You must help the League not only exterminate the crazed filth behind all this, but help clean up his mess too.

By that, I mean kill off all the monsters he's made that are currently plaguing the countryside. Don't be too concerned about doing this all by yourself though, as the confederates are right behind you. They'll be working with you in killing the monsters, figuring out the source, and helping navigate the labyrinth once it's uncovered.

You'll have a team behind you, watching your back as you watch their own. That all being said, with them beside you once you find the inner sanctum of the Labyrinth, the mad scientist's lab, things will go bit awry compared to a solitary hunt. The mad scientist is more than easy enough to kill with the small team you'll have by your side and your own skills. He isn't the problem.

No, the problem is one of your teammates will feel the need to put the humanoid goat creature out of its seeming misery, finding out rather violently that it doesn't want to die. After throwing them away and into the wall on the opposite side of the room with a back hand, that same comrade will get fried rather quickly with a thick bolt of blue electricity summoned from between its horns if you do nothing.

It's then left to you and whoever is left on your side to deal with the creature as it backs up against the wall with a wild look in its eyes. It should be a harsh fight as well, with its great strength and agility, ability to summon bolts of lightning, power defy gravity by crawling on the walls and ceiling, and immense will to live.

Cornered animals are always the most unpredictable, so good luck with that. Only once the mad man and all his monsters, including the lightning slinging goat man, have been slain will you have successfully completed the "The League Route" of this Scenario.

(Alternate Route 2 / "Lumenwood Kin" Only) As with the other two routes, your objective is to find the labyrinth, navigate the booby trapped maze, and kill the mad man. It begins to diverge from the other two possible paths once you find, that is "if" you find, the labyrinth. Getting inside, you'll get this mysterious sense of direction.

It's only mostly correct, so don't put blind faith in it, but it does seem to try and point you in the right direction. The closer you get to the heart of the labyrinth, the more prominent this sense becomes, until you begin to hear a whisper. The whisper gets louder and louder the closer you manage to get, until it feels like someone is right beside you on entering the laboratory.

Killing the mad man is not the end for this route though. There's a voice calling for help inside your mind, and it's coming from somewhere nearby. Your next task is finding the hidden chamber, for what you'll find inside is the origin of the call; the imprisoned Great One, impaled to a wall and bleeding.

Once you unearth the hidden chamber, you'll find that the humanoid goat creature from before will follow you inside. He won't really pay attention to you, instead sending an arc of lightning up and breaking the chains restraining the heads of the Great One. Moments will pass, until it sluggishly pushes itself off the spikes.

Your final goal in the "Lumenwood Kin Route" is this, Hunter. Escort the grievously injured, near crippled Great One out of the labyrinth, to the safety of the ocean far off to the west. The Great One is slow, unable to defend itself, and a big target for traps as well as goat monsters in the labyrinth. Hunters and lynch in the countryside will also be an issue, but you should know that.

Luckily, the goat man will be helping, doing what it can to aid and protect the serpentine Great One. Unluckily, it isn't that smart, and is easily frightened, and distracted. If you can escort the Great One safely out of the labyrinth however, across the cratered countryside and into the ocean, then you will have finally, successfully completed the "Lumenwood Kin Route" of this Scenario.

Now that we've gone through the goals of each route, let's get to the rewards should you successfully complete one! Successful completion lands you two rewards, one for beating the scenario and the second being unique to the route you took to do it. The first reward is a bookcase, hidden away behind one of the machines in the laboratory.

It's filled with all manner of books, research journals and papers; the wrathful man's life's work of stealing information and researching a way to develop an unstoppable engine of destruction. The journals aren't all focused on the creation of monsters, weapons, and other subjects concerning destruction however, even if that was his ultimate goal.

Extensive information collected from a variety of organizations on the subjects of "Vermin", "Blood Healing," "Great Ones," "Beasts," "Demons," "Cult Rituals," and more can be found here. That being said, since he had to move around quickly, and often, he wasn't able to dig for many deeply buried secrets, meaning much of this isn't incredibly hard to find information. His personal research is golden though.

In addition to the bookcase, those who completed the "Normal Route" are given a labyrinth sense. This sense is like a form of intuition that points you in the right direction when you're lost in a maze, labyrinth, or other form of structure made with the intent of getting people lost. It's usually right, but it doesn't tell you what you may find on the way, so watch out for traps and the like.

Those who completed "The League Route" get an upgrade to their eating ability granted from "The League Covenant Scenario". This reward greatly empowers your mouth, making your teeth and jaws strong enough to crunch bone, stone, and even softer metals into small enough bits to swallow. It also causes your saliva and stomach acid to become far more acidic as long as it stays inside you.

Those who completed the "Lumenwood Kin Route" will grain a measure of the escorted Great One's power. You are now much harder to kill through physical injury, as in, you could be impaled to a wall with massive spikes, and as long as it doesn't hit anything immediately fatal you'll likely walk away from it. Wounds can still cripple, and things like poison and disease are just as effective as before.”

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>**Deconstruction of Society** - “Over the last year, the region has seen the rise of a mysterious killer with over fifty documented murders to their name. Cases take place in various cities and towns, but authorities know the killings are connected based on the state of the bodies.

Victims are found publicly displayed, crucified and hanging from somewhere easily visible in the light of day. The corpses are found blindfolded, gagged, and deprived of their organs. Study of the wounds shows they were nailed to the custom made crosses before being slain.

A letter is normally found hanging from a string inside the empty chest cavity, though authorities haven't released details on what they say. Victims have no clear connection as men, women, and children from various backgrounds have been found on these crosses. Missing organs are never recovered, and the crime scenes have little evidence that isn't circumstantial.

As for the killer themselves, they move around from place to place quite often, no more than one to three murders in a single location before they move on to their next destination. Due to their seemingly random choice of victims and constant travel, man hunts end up quite unsuccessful, and authorities are left puzzled and frustrated.

As you can imagine, the rumor mill has been blowing up with all manner of tall tales about the killer and their origins. Some say it's a vengeful avatar of god, while others say it's a beast in human skin, or a psychotic surgeon. Some say the killer can walk through walls, others say they can disappear inside shadows, and others yet say they can breathe fire and leap tall buildings.

There's only two details among all the stories and rare witnesses who observe the bodies being displayed. The first, the killer is always heavily clothed. The second, they have long blonde hair that fans out behind them as they flee. Outside of these facts, their identity remains a complete mystery, at least to the public at large.

The mysterious killer isn't alone on their road trip however, not completely. A detective is tracking them, a man whose daughter fell victim to the mysterious killer during the beginning of their crime spree. This one, enraged, grieving man with a specialized set of skills has tracked the killer ever since, and knows more about them than anyone else.

Your first goal is to find the detective, who normally following in the trail of demented killer and observing crime scenes or arguing with local law enforcement. After finding him, convince him of your worth so the two of you can work together to track down the killer, and finally bring them to justice.

You didn't think it'd be that simple though, did you? The killer has watched their "stalker" closely, kept up with them and any developments. Indeed, a number of the "letters" left behind with the corpses have slowly shifted from detailed taunts to the local authorities to being directed more at the detective as time goes on.

Needless to say, the introduction of a partner with unique skills is going to end up very interesting to them. You're not just going to be allowed to just follow their trail and figure them out; they're going to be adapting to you too. Now, let's get on to the routes, the "Normal Route", "Hunter of Hunters Route" and "The Blood Beast Route".

(Normal Route) The killer knows who the detective is, how can they not after a little digging? Of course the old man would be a bit "upset" over his daughter hanging on a cross in their small town's square. This was a man driven beyond all others, one that had chased the killer no matter where they traveled, and despite the dangers along the way.

It was only a matter of time before the killer took an interest. The old man has a friend helping him now, and the killer couldn't be giddier. As if to welcome the you to this very special hunt, they'll likely be leaving you a present soon. Victim number fifty-five or so will be all nice and dolled up in your temporary room at the local tavern.

As is standard, they left a letter inside, only this one was an invitation written specially for you; welcoming you to the chase. While the killer is still fixated on their favorite stalker, they'll make sure to be accommodating to the Sherlock's Watson. You're free to feel how you like: insulted, happy, interested. It doesn't change anything, your goals are still the same.

You need to help however you can, aid the man who's been hot on this killer's trail from almost the start in catching the killer and lowering the hammer of justice. Do remember that even if they play favorites, there's a good reason they haven't been caught, and it would do you well to know they aren't underestimating you.

Nevertheless, should you catch them, you will successfully complete this scenario's "Normal Route."

(Alternate Route 1 / "Hunter of Hunters" Only) You are a man slayer, simple as that. Those are the skills you have, and that's what you're good at. With that and your intimate knowledge of the human body in mind, you can see things other people just can't. The way the cuts flow across the corpses of victims, how much of a fight they put up, and what their state was at the time of death.

With expertise in the field, along with the deductive skills and information supplied by the detective, you're sure to make great advances. . .at first at least. As previously mentioned, you're being monitored. Whether the killer is actually watching you or just knee deep in the rumor mill and collecting knowledge that way, they're going to find out.

That's when you start to be led in the wrong direction by small clues only you would notice, "mistakes" made on purpose. This game of cat and mouse isn't drawing to a conclusion; it's only beginning, and the killer is making sure they gets the role they want. Your eyes will need to be sharper than ever to determine the true evidence from the fabricated.

The goal is the same though, pierce through the haze of misdirection while following the trail of slaughter and catch the killer. If you manage to bring them to justice, bringing closure to all those grieving the victims, you will have successfully completed the "Hunter of Hunters Route" of this Scenario.

(Alternate Route 2 / "The Blood Beast" Only) Are you a beast, or are you a man? Are all men beasts? Do all men have a beast inside just waiting to claw its way out? Waxing philosophically has no point right now. Fact is, your nose is more beast's than man's. You have the power to detect feint scents most humans don't even notice, like a bloodhound, but with the ability to describe them to others.

Well, that's a bit of an amazing boon that the killer didn't expect to have to deal with. The detective on the other hand, he doesn't care what you are. All he cares about is that you're willing to help and have the power to contribute something to the effort. Now the killer's relentless stalker seems to have found themselves a hunting dog, and their prey knows it.

That doesn't mean they'll be sitting on their ass though. Those first hints, those scents that seemed to be leading somewhere; they will eventually be masked or changed. New scent trails will begin to lead the two of you away from right path. The killer has even taken up a practice of leaving hints in their letters to local law enforcement to make them aware of your special nature.

Leading you into traps with false scents, leaving letters attempting to humiliate or expose you; the killer is working awful hard to neutralize what you can do. The detective knows it too, says something is strange about their new behavior outside of the normal adaptation to unforeseen events. Their new focus on you may just lead to them getting sloppy.

Your nose says something a bit different, but you can save that for later. Even if the killer goes through great pains to make you useless, your goal is the same as the other routes. Aid the detective in any way you can and track down the killer, bring them to justice, and bring closure to those they've left behind. Doing so will allow you to successfully complete this Scenario's "The Blood Beast Route".

No matter what Route you took or the advantages you had that aided in the killer's capture, or death, success demands you be rewarded for your actions! You will be given to rewards for your effort. One is given for beating the Scenario, and the other depends on the Route you took to do it. The primary "reward" given no matter the route, if you can call it a reward, is a book.

Call it the murderer's manifesto. Call it their diary. Call it an extensive serial killer handbook with a twisted narrator. Whatever you call it, it details their actions since they started their slaughter spree in intimate detail. How they efficiently lured their prey in and spirited them away so consistently, sadistic torture methods. and human organ meat recipes are just the beginning.

Outside of the more gruesome details, there's also the strategies they used to run circles around the law, how they moved around so stealthily with victims in tow, how they set up temporary "shelters." The most interesting chapters may be the ones on psychology, mind games. and a detailed look at both your and the detective's mindsets, all showing how the killer played with and misled you along the way.

Those who complete the "Neutral Route" are awarded a special passive ability. People can suffer from mental roadblocks at times, getting stuck on difficult problems or suffering from a lack of inspiration. Talking to others allows you grease their wheels, metaphorically speaking, and get their thoughts going smoothly. It could be a conversation about the weather for all it matters, just talk to them.

Those who complete the "Hunter of Hunters Route" gain the ability to verify the legitimacy of physical evidence. Basically, if you suspect a piece of evidence was fabricated or planted, just use this ability while in close proximity. If it is "false evidence," then it will gain a dim, red glow in your eyes and can be ignored. This helps you avoid being tricked or misled, and wasting valuable time.

Those who complete the "The Blood Beast" Route will gain a kind of "smell empathy." This allows you to sense a person's emotions from their scent. When someone leaves their scent behind, such as on an item or seat, the emotion detected will be what they felt like at the time instead of what they currently feel. This can allow you to figure out if your prey is panicking, or leading you right into a trap."

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>A **Mad World** - “There were a few Cainhurst Vilebloods that survived the slaughter of Cainhurst Castle, and several of them fled to the northwest. Keeping low key to avoid notice, they wandered from place to place until they finally took refuge in one of the most populous cities in the region.

The city was built in a massive crater, giving it massive natural walls that helped defend it. The placement of the crater and city also conveniently made it into a trade hub. Along with an intelligent founder and a number of other traits, the city flourished, becoming strong and healthy.

With that analogy in place, the Vilebloods were like a cancer in the healthy city that went unnoticed until it was too late. Wining and dining, bribery, blackmail; slowly they dug themselves in and established a new court in the city's upper-class. This was a new breed of Vileblood, engaged in a more lavish, blood drunk lifestyle with no need for a Queen.

So powerful did this Vileblood corruption grow, that it began to have visible effects on the city. The lower-class began fearing for their lives as those around them were spirited away into the night, and used as cattle. Governing powers of the city, and even select members of law enforcement were bribed, killed, or threatened into compliance.

Such high concentrations of bloodshed and hematophagy would bring beasts and other vile creatures, though at first they appeared in such small numbers that they were easily dealt with. Things were only about to go from bad to worse though for this once prosperous city. Terror would be associated with the name of the "Executioners."

After Master Logarius martyred himself so that the Vileblood Queen would be sealed off from the world forever, the remaining Executioners were left leaderless and void of direction. To honor their leader in his holy martyrdom, some would eventually leave Yharnam and begin cleansing evil wherever it was found.

Of course, being primarily composed of maddened, blood thirsty zealots, they had a tendency to see evil where there was not. The group became known as a wondering cult, bringing death where it was least expected. As their numbers dwindled, they would take up practices such as guerrilla warfare and indoctrination of commoners.

The Executioners brought enlightenment to new members over the course of several weeks. They would teach recruits of the greatness of the Executioners, and of Martyr Logarius, until they were more than happy to serve the cause. Due to their wandering nature, it was only a matter of time before they would wander into the degrading city that the Vilebloods had claimed.

From the moment the two groups had learned of the existence of each other, the city went from oppressed, to perpetual state of terror. Vilebloods squeezed their connections for all that they were worth in the hunt for their old enemies, and the Executioners became a local terrorist cell in order to eradicate theirs.

Law enforcement might raid a home during the night and take every member of the household away for interrogation on "suspicion of aiding terrorists." Even if they were innocent, at least they were food no one would miss much. Executioners would rig drug dens with explosives, or raid classy parties and crush everyone they could find indiscriminately with their massive wheels.

The Vilebloods would sit behind incredible numbers of guards and protection, while the Executioners would throw themselves away in droves during suicide missions to take out as much "filth" as they could. New members were indoctrinate all the time as the Executioners moved from base to base. The city was a war zone now, and all the blood and destruction had another effect; it brought beasts.

As less attention was paid to patrols and cleaning up problems of the feral variety, all manner of terrible creatures started to invade the city's darker corners. Stuck in the middle, commoners and the innocent had no champions. All they could do was barricade themselves away in their homes and plead for help. In a way, they would get it, from beings "sympathetic by nature."

There's not much you can do on the grand scale of things here Hunter; this city is dying, quickly. Nevertheless, you will be sent into this chaotic, falling city so reminiscent of Yharnam with different goals depending on the route. It will be difficult, you may not make everything right, but you have your goals. Now, let's get to it.

(Normal Route) That thing about the innocent having no champion in this fight? Well that's where you come in. There are civilians who want a return to normality, and uncorrupted constables willing to fight the good fight. You're going to help them, but not in the way you think.

Your job is to help law enforcement and a militia made of those who hold hatred for the invading parties of Vilebloods and the Executioners to eradicate as many as they can find, then evacuate innocent citizens. You'll be extracting them from their barricaded homes in the absolute worst parts of the city as this ragtag group composed mostly of locals prepares an exodus to anywhere but here.

Going forward, you'll be charged with killing as many Vilebloods, Executioners, Beasts and whatever other foul beings may lurk in the falling city to clear the way. Keep in mind that as you gather and save more people, bringing them to the temporary safe areas the militia has constructed, you must also help keep them safe from various attacks committed by one of the other sides.

Beware the moment the militia and any citizens that were saved attempt to make their move, because this will be when they're most vulnerable to attack. You must save and evacuate at least 60% of the city's citizens during your stay here to complete this Scenario's Normal Route. Iff you allow so many to die that this becomes impossible, you will automatically fail.

(Alternate Route 1 / "Cainhurst Vilebloods" Only) Shameful, how utterly shameful. Your task in this Scenario as a Vileblood is to bring this overindulgent foreign court to your Queen's side, but they're so horribly lacking in discipline. They have no want or desire to fall under the leadership of your Queen, nor do they wish to leave their place here in the falling city.

Not only will you have to keep them mostly alive even as rebelling commoners and wayward Executioners rally against them; you'll have to actually figure out a way to whip them into proper Vilebloods as you convince them to come back with you. This is no easy task seeing as many of these Vilebloods have no concept of your Queen's majesty, or a desire to serve anybody but themselves.

This is made all the harder since they don't especially care for you either, and are quite alright with your corpse joining all the others during this war. Still, your Queen has given you a task and you intend to follow through. Keep at least half of these Vilebloods alive, drill some "discipline" into their sorry skulls, and bring them back to the castle to the grace of your Queen.

Easier said than done with a group of terrorists willing to make the ultimate sacrifice again and again to see them dead. Easier said than done when this sorry lot would rather kill you than be made to call someone master. If you can do carry this task out though, you will have successfully completed this Scenario's "Cainhurst Vileblood" route.

(Alternate Route 2 / "Executioners" Only) Oh what a sorry state your brothers and sisters in arms have fallen. What would Master Logarius say if he saw them brainwashing civilians, blowing themselves up, and skulking about in the shadiest corners of a dying city? This just won't do. You'll have to fix this.

While their goals are noble and true, they have let their standards fall quite far. You'll need to join forces with the Executioners within the city, bringing them back to a more holy path with less meaningless bloodshed and evil methods in the process. As you do so, you will also take on their mission within the city. That is to say, slaughtering every single Vileblood you can find.

This will be no easy task considering the Vilebloods have mountains of security, and most of the city's powers sitting in their pocket. You might as well be trying to get through a small army. Luckily, no one can move too freely with beasts in the streets and the strange occurrences off in the dark. This gives you a bit of leeway with how you move and attack around the city.

Whip this group of wayward Executioners back into the holy crusaders Logarius would be proud of, and remove every single Vileblood from this god forsaken city. If you can do all that, then you will have successfully completed this Scenario's "Executioners Route."

As with the other two Nightmare Scenarios, upon completion of this Scenario you will obtain a "primary reward", as well as a "secondary reward" that varies based on the Route you used to complete said previously mentioned Scenario. The primary reward for this Scenario is an ability related to working with others; specifically factions and organizations.

All major groups have screening processes that help them weed out undesirables: enemies trying to infiltrate their ranks as spies, those who are especially dangerous or suspicious, those who would just make poor members or employees. See, that screening process is a bit different for you and those you personally vouch for.

As long as you or the person you're vouching for honestly wishes to join and help an organization or faction in question, the process for gaining entry-level membership is much easier. This doesn't help you climb the internal hierarchy, but if you're just wanting to get in and become a productive member, that's much easier to accomplish.

Those who complete this Scenario's "Neutral Route" become naturally talented with moving groups of people, both small and large, around undetected. This helps with setting up distractions, figuring out the safest routes to take, or figuring out how and when to move. Of course this is a skill, meaning it can be improved, but that also means limitations. The more people you try to move, the harder it'll be.

Those who complete this Scenario's "Vileblood Route" become naturally talented with shifting the role of leadership within a group they're part of to someone else. Whether you want to be the person in charge, or the current leader needs to be replaced with someone new, this is going to help. Just be aware that it becomes more difficult to switch leadership the more rooted the current leader is.

Those who complete this Scenario's "Executioners Route" become naturally talented with training groups both small and large in the desired direction. Whether it's instilling discipline, bestowing personal morals, improving teamwork between members, or inspiring loyalty to the group as a whole, this talent helps out. Just remember the more you disperse your attention, the less effective you'll be.”

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Endings

Well damn, you actually made it through everything this world had to offer and came out on the other side relatively unscathed. Congratulations! Well, I suppose I should give you a debriefing.

The corruption caused by becoming a Hunter, that is to say your Inner Beast attempting to break free, is nullified in its danger. It will no longer attempt to dominate your consciousness, and whatever powers you have relating to it become completely safe.

Additionally, if you purchased the perk 'Beast's Strength' or accomplished 'The Blood Beast' Covenant Scenario, you will gain a full Beast Form to transform into and out of at your leisure. The more beast related abilities you picked up, the more impressive this form becomes.

"You will be freed. . .from this terrible hunter's dream." (Go Home) - It seems this world really was a bit much for you then. . . Well then, I won't blame you for wanting to go home, it's been fun.

"You'll be one of them, sooner or later..." (Stay Here) - So it seems you've become attached to this dark place, hmm? Can't really say I know why, but I guess this is where we part ways.

"May you find your worth in the waking world." (Continue Jumpchain Adventures) - Took the depressing, horrifying atmosphere like a champ and you're ready for more! I'm looking forward to it, Hunter~

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Notes

>1. Thanks a bunch to those who helped out and gave criticism, made the update much bigger and smoother than expected. Special thanks to the ever lovely Valeria, and the especially helpful Red and YJ.

>2. When Blood Bullets and Quicksilver Bullets are mentioned to be unable to assume complex forms, this generally means any form of ammunition with many moving parts or other mechanisms.
Blood Bullets, as well as Quicksilver Bullets, are empowered by the Jumper's blood. This causes them to carry special properties of the Jumper's blood, but Blood Bullets tend to be more potent here.
The quality of the Jumper's blood also enhances the base aspects of these things as projectiles. They'll become more solid, fly faster, have more kick; whatever this means for the form they assume.

>3. Hunter's Tools as of this version become much easier to use, consuming some of the wielder's blood for the sake of activation, instead of just Quicksilver Bullets. Hunter's Tools will target secondary sources first, such as Quicksilver Bullets or Blood Bullets, over the blood in your body. You may keep a supply of drained blood on hand if so desired, with such things drawing from this supply.

>4. In the Equipment section, you may apply your discount to a 200CP item, reducing it to 100CP, and then select that as your free item.

>5. Side note about the Insight perk, it literally lines your brain with eyeballs. They don't really do anything, but if you have perfect vision in darkness, prepare for that.

>6. The Little Girl" drawback cannot be circumvented by constantly taking care of the people you meet. If kept perfectly safe and healthy, they will start to lose their mind to the inner beast until they finally lose control, or otherwise meet their tragic ends. It's going to be awful always.

>7. The Sweet Dreams Perk was designed using the Hunter's Nightmare as its inspiration. As such, the distinct "areas" it mentions have a general size limit matching the size of the areas in the Hunter's Nightmare. You might be able to imprint spaces resembling large structures or average villages into your personal dream, but would only be able to capture part of a sprawling city, for instance.

>8. Ego Beast is not intended to be an infinite source of growth. You will be unable to swell the power of your inner beast/beast transformation beyond the level of the local "Beast Bosses" with that perk alone, but it does stack with all the others you might pick up.

>9. Bloodborne (Version 2) Changelog)
(General)
>Sweeping Format Changes
>Section Reorientation
>Frontloaded Clarification: Scenarios Are After Drawbacks
(Starting Sections)
>Rewritten Intro
>Choice Point Budget -> Blood Echo Budget
>Mild Location Description Edits
>Origin Section/Description Rewrites
>NEW: Sub-Origins/Aspects
(Perks/Talents)
>Sweeping Minor Perk Rewrites/Functions Maintained
>Perk renamed Talents for aesthetics
>Hunter Mandatory Perk Split Up
>NEW: Visceral Attack [Freebie]
>NEW: Hunter's Dream [Freebie/Purchase]
>Perk Rewrites: Functions Kept, Writing Improved
>The Nose Knows: Fused into 'Blood Hound' Beast Perk
>NEW 100BE Perk: Beastly Ignorance
>Charged Attack & Projectile Parry Fused, New Functionality
>NEW 300BE Perk: Brutal Execution
>Workshop Artisan moved to Hunter Aspect, New 400BE Pricepoint, Altered
>Blood Artisan & Blood Artisan Plus merged, now a Tiered Purchase
>Eldritch Teachings: More flexible usage.
>NEW 300BE Perk: Welcoming Host
>NEW 300BE Perk: Runesmith
>Increased Dream Walker's Flexibility, Buffed.
>NEW 600BE Perk: Sweet Dreams
>NEW: 14 Aspect Perks
>Bloodied Combat Replaced, Functionality More or Less Maintained
>NEW Capstone Booster: Bloodborne
(Items/Gifts)
>Items renamed Gifts for aesthetics
>200BE Item Stipend
>Item Description Updates
>Hunter's Tool Mechanics Changed
>Bag of Quicksilver Bullets Buffed
>Victorian Doll Altered
>NEW 50BE Item: How To Pick Up Fair Maidens
>Victorian Wardrobe Buffed: One Armor Set Built Into Base Purchase
>Workshop Equipment Price Lowered: 300BE -> 200BE
>NEW: Eternal Labyrinth Item, Chalice Dungeon Representation
(Companions/Companionship Section)
>NEW: Companionship Section
>NEW: Importation Options "Reinforcement, Greater Reinforcement"
>NEW: Canon Companion Option "Invitation"
>NEW: Custom Companion Making Option "Living Doll"

(Drawbacks/Hindrances)
>Drawbacks named Hindrances for aesthetics.
>Mandatory Drawback 'Inner Beast' Removed
>Hunter's Dream Drawback renamed Deathless Dream.
(Scenarios)
>[Mild adjustments to some rewards due to changes elsewhere.]
>Mild Sweeping Scenario Touchups
>'The Blood Beast' Scenario's Reward Adjusted
>Normal Scenario Section renamed Adventure Scenarios
>Cursed Island Scenario: New Kin Route, Added Reward
>Misty Eastern Lands Scenario: Primary Reward Altered
>Southern Safari Scenario: New/More Complex Beast Route, Added Reward
(Endings)
>Enforced Stay Condition 'Ascending Into A Great One' Removed
>Removed "Baby Great One" Ending
(Notes)
>Notes have been rewritten for the most part, check'em out
>Included Changelog
>Blood Artisan Plus's former boost partially folded into Blood Saint's
>Heirloom Hatred's Boost Buffed
>Dream Walker's Boost Buffed

>10. Bloodborne Perk's Booster effects may be found below.

>>Bloodborne + Beast's Strength: "An unexpected new pair of abilities is bestowed. You may now make your blood toxic, though this won't affect your own body. This poison can afflict anyone who touches it, breaths it in, or imbibes it in some way, which makes it a very effective countermeasure. This can be toggled on and off if you wish for it to remain like it normally is.

The second ability allows you to project your blood from your skin or open wounds in the form of an aerosol-like mist that hangs in the air for quite some time. Together, these can allow you to cloak yourself in a poisonous cloud of blood, or simply spray it in the face of an attacker. Together or alone though, they can be quite tricky for enemies to deal with."

>>Bloodborne + The Art of Quickening: "Allows you to apply "Quickening" to your blood, allowing you to accelerate a bullet in mid air, or slice enemies with blood you've applied to an edged weapon, as just a pair of examples. Swipes you take with blood covered weapons also leave trails of blood behind that hang in the air for a few seconds.

Additionally, you may ignite your blood as if it was accelerant, setting both it and anything it's currently in contact with up in flames at will. You may mentally target the blood you actually want ignited, whether it's stray blood spatter on your enemy after they land a successful attack, or the blood you have hanging in the air around them."

>>Bloodborne + Blood Saint: “A side effect of possessing both perks allows you to generate truly incredible amounts of blood. Providing you don't run into an enemy that stabs a few straws into your veins and vacuums it out or something, there is very little chance of you ever dying from blood loss.

Additionally, you may manipulate any of your spilled blood in the area, moving and shaping it as desired. Make puddles of your blood sweep an enemy’s feet from beneath you, or harden it into a crystalline form for spontaneous blunt and edged attacks alike.

The more you manipulate and more complex movements you want to make, the harder this will be. You can improve your ability to command blood in both volume and complexity with practice, and steady focus might even allow you to make blood gems with the right help.”

>>Bloodborne + Vileblood: “You've been gifted with two very strange abilities. The first allows you to make functional clones of yourself out of blood, though the amount of blood this costs means you should only be able to make one or two at a time. These can use any of your blood related abilities, but are much less sturdy compared to yourself.

The other allows you to summon giant spears of your blood via self-inflicted damage, causing them to shoot up from the ground somewhere nearby at the location of your choosing as a means of attack.

The more visceral the damage you inflict on yourself the bigger, faster, and stronger the spear summoned will be. Gutting yourself would produce a stronger spear compared to slicing your wrist, as an example. Spears recede into the ground and dissipate after a few seconds after doing their job.”

>>Bloodborne + Arcanist’s Touch: “The combination of Arcanist's Touch and Bloodborne transforms the holder's blood into an arcane energy rich elixir, shifting it to bright blue in color, and causing it to glow. This causes Arcanist's Touch's arcane empowerment to extend to any abilities using your blood, such as Blood Bullets fired from a gun, or other forms you manipulate it into with Bloodborne’s help.

Additionally, as an arcane medium, it can extend the range of Arcanist’s Touch to whatever is properly coated in your blood. The effects will only apply for as long as blood is still wet, but that grants much more time compared to before. Wouldn’t you agree? Other applications are yours to find.”

>>Bloodborne + Heirloom Hatred: “A unexpected pair of abilities, but potent ones nonetheless. The first allows you to make any of your blood in the area explode with force equivalent to the quantity and quality of the blood you detonate. A few droplets will rarely detonate with any real force, but get enough together and it can make quite a bang. You yourself are highly resistant to these explosions.

You also acquire the ability to condense your form in different ways. This allows you to shrink yourself down several times over with minimal reductions in resilience. It also lets you ‘tuck’ in certain body parts that might get in the way or expose your presence, such as those pesky head tentacles, or flesh wings.”

>>Bloodborne + Dream Walker: “Your blood now acts as a psychic conduit for the cosmos, causing those splashed with it to become lightning rods for eldritch knowledge they can't hope to process or understand, essentially causing Frenzy build up. The more someone else is soaked with your blood, the more information pushed into their brain.

They can recover and safely dump the knowledge if given time, but too much at once is similar to too much air in a balloon, and can cause incredible amounts of brain damage. If desired, you may toggle this ability off and on. It also provides an expanded awareness of your surroundings, letting you more easily make your way through the world without getting lost, even dream worlds.”

>>Bloodborne + Sweet Dreams: “With the combination of Bloodborne and Sweet Dreams, your dream may become a nightmare. You may populate the areas of your created dreams with threats based on entities that existed within those visited areas. Men may act like beasts, beasts may be warped into monsters, and the dead may yet rise.

These are simply phantasms of consciousness and not the genuine article. They will not attack you, but will otherwise act aggressively towards those around them. You may also erode the barrier between realities for a moment, exposing those near you to visions of your constructed nightmare juxtaposed over the waking world. An enemy from your nightmare may be summoned in this way, one at a time.”

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