

Bloodborne: Covenants

By Pokebrat_J

Welcome, weary traveler. To the great city of Yharnam. The troubles you must have seen. Your homeland, plagued by a sickness that spares few. You suffer. Your loved ones suffer. It's like a curse. But there is hope for you yet. The blood used in ministration, the trade of Yharnam, is a special thing indeed... The only thing that can cure your sickness... Well then, let's draw you up a contract.

Contract? Why, to become a Hunter, of course. It was they who sponsored your entry into this fine city. Not out of the goodness of their hearts, but because of the necessity for more Hunters to slaughter the numerous beasts that have overrun Yharnam. A sickness has turned much of the population into blood starved beasts, and it is the duty of Hunters to put them down, though it is often those very Hunters that turn into extremely deadly beasts, consumed by their blood-addled instincts.

Should you wish to discover the secrets of Paleblood and transcend this hunt, though, perhaps you could begin by investigating the Healing Church, the fountainhead of blood healing. They hold many secrets that would not normally be available to the uninitiated, but tonight's hunt presents an opportunity…

You receive **1000 cp** to help you survive this bloody nightmare. Oh, don't you worry. Whatever happens, you may think it all a mere bad dream...

Covenants:

Age and gender may be chosen freely.

Cainhurst Vilebloods: Pledgers to this oath are Cainhurst Vilebloods, hunters of blood who find dregs for their Queen of coldblood, particularly in that of hunters. Yet the corrupt are heretics in the eyes of the Church, thus subject to the wrath of the Executioners.

Executioners: The Executioners despise the impure Vilebloods, and no matter what the circumstances, would never cooperate with the bloodthirsty hunters who serve the undead queen, Annalise.

Hunter of Hunters: These watchmen admonish those who have become addled with blood. Be they men or beasts, anyone who has threatened the pledgers of "Hunter" oath has an issue with blood.

The League: The League is a band of Hunters who have taken an oath and are bound by a single purpose. By aligning yourself to The League, led by a mysterious figure in a constable's garb and bucket helmet, you can be counted on to hunt the vermin that only your covenant is able to perceive.

The Blood Beast: Those who swear this oath take on a ghastly form and enjoy accentuated transformation effects, especially while wielding a beast weapon. It would be quite easy to consider you but another blood addled beast.

Lumenwood Kin: Those who take this oath become a Lumenwood that peers towards the sky, feeding phantasms in its luscious bed. Phantasms guide us and lead us to further discoveries.



Locations:

You may begin anywhere freely, or roll a 1d10 to gain an extra **[100]**.

1) Oedon Chapel: A small chapel in the middle of Yharnam that is safe, due to the liberal use of incense that wards them off. It is home to a kindly fellow, though gnarled and blind, who asks that you direct any survivors still left towards this place.

2) Central Yharnam: You awaken within a clinic, within the heart of Yharnam. It is overrun with maddened townsfolk who have joined in tonight's hunt, eager to slaughter anything that isn't them, ignorant of their own beastly degeneration. Even the sewers are not safe, infested by all manner of beasts and lowlifes.

3) Old Yharnam: A quarantined section of the city, it was burned long ago to help stop the spread of the beastly scourge, to little effect. Now overrun by beasts, it is protected by a retired Hunter, one that is all too willing to fill trespassers with quicksilver bullets.

4) Byrgenwerth: An institution founded to study history and archeology, it eventually turned towards attempting to understand the eldritch truth. It is outside of the city bounds of Yharnam, but that doesn't mean the path leading there, or the institution itself isn't filled with all manner of beasts and madmen.

5) Hemwick Charnel Lane: A village long abandoned by the sane, it is now home to witches and other beastly entities. They spend their days performing macabre rituals, and would be quite eager to use you for any number of them.

6) Yahar'gul: An old village that was forever changed when the School of Mensis arrived. They used the inhabitants of the village in a bloody ritual, attempting to create a Great One through sacrificed humans, but soon abandoned the area as it was deemed a failure. The abomination they created still lingers.

7) Forsaken Castle Cainhurst: Once home to old nobility, the inhabitants were enemies of the Healing Church due to their 'tainted blood.' All of the nobility was slaughtered by the Executioners, and is now overrun by beasts and the spirits of slain Cainhursts. It is currently surrounded by an arcane blizzard, making it impossible to visit without an invitation.

8) Chalice Dungeons: A series of ruins and tombs from the underground dwelling Pthumeru people, those whose descendants would go on to found the city of Yharnam. They go deep beneath the earth, and are filled with some of the deadliest beasts and monsters on the continent. But though the challenge may be great, so too are the rewards for those who delve deep into them.

9) Hunter's Nightmare: A dream where all blood drunk hunters go when they pass, the harsh daylight almost unnatural. Filled with all manner of mad Hunters and mighty beasts, only the strongest could hope to overcome the challenges within, and unearth its terrible secrets.

10) Free Choice: How fortunate you are, that you may begin anywhere you desire in Yharnam or other previously mentioned areas.



General Perks:

Hunter of the Workshop [Free]: You have become one of Yharnam's hunters, taking within you the old blood. You may be stronger and faster than a normal man now, but no match for many of the beasts found roaming the city. Whenever you slay an enemy, the echoes of power within their blood flows into you, allowing you to permanently enhance yourself or use it to purchase objects from certain individuals. Additionally, a rare and valuable boon, you will not find yourself addicted to blood or the hunt, and neither do you have to fear becoming a beast.

Gothic Beauty [50]: The city as it is now is a filthy place, overrun by beasts, covered in all manner of blood and decay, but there is a certain haunting beauty to be found here. You are much like Yharnam itself during its younger days, something that entices all those who gaze upon your pleasing form. Even if scarred, or you no longer appear fully human, others will see you as an alluring creature.

Sounds of the Blood Moon [50]: The sounds of a city consumed by the scourge of beasts are not ones for the faint of heart. Should you wish to drown out those horrific noises, or at least bask in the choirs of Yharnam, then you can at any point call upon a mental playlist from Bloodborne, and will find new songs or remixes added in over time.

Caryll Runesmith [100]: A member of the college of Byrgenwerth, Runesmith Caryll managed to turn the incomprehensible words of the Great Ones into symbols that our human minds can comprehend, offering new abilities to those who inscribe them into their mind. You must have studied after them, or read their notes, because not only can you learn new runes, but you are quite skilled at carving them into both yourself and others. Each person can typically only handle four runes at a time, though that limit can improve as they gain insight into the eldritch truth.

Workshop Artisan [100]: The beasts that plague Yharnam are not simple animals that fire and guns can scare away, requiring specialized Hunters to take them down. And what hunter would be complete without a weapon by their side, one perfectly suited to their occupation. You are one of those talented weaponsmiths that the workshops desperately needed, with a special focus on trick weapons. This also gives you the knowledge needed to apply blood gems to your equipment, giving them new properties.

Byrgenwerth Education [200]: You were a scholarly sort, more focused on the sciences above all else. You have even managed to become a professor of your chosen subject, though it was also required that you become fluent in three additional languages. Above all else, though, your lessons had a focus on uncovering the unknown, as such you are exceptionally gifted when it comes to uncovering arcane secrets and eldritch mysteries.

Timed Dodge [200]: The fighting style typically employed by Hunters is all about constant movement and relentless offense, a style that can get disrupted when you're struck by an enemy and left vulnerable. Now, though, whenever you dodge or roll in the middle of combat, you will find that there is a small window of time where you are rendered invulnerable, attacks passing through you like they weren't even there. Should you master the timing, there's few that could ever lay a scratch on you.

Blood of the Great Ones [400]: Flowing through your veins is the most holy of mediums, the fresh blood of a Great One, pure and uncorrupted. This has changed you, all for the better. All of your physical capabilities are greatly enhanced, from speed to strength to even your senses. You are also capable of harming Great Ones like few others, capable of striking an enemy on multiple planes of existence or different dimensions, even while utilizing mundane weapons or your bare hands. This will also act as a Capstone Booster, making a number of your abilities even more powerful. You are a Hunter, and no prey is truly beyond you.



Cainhurst Vilebloods Perks:

Discounts for Cainhurst Vilebloods are 50% off, with the [100] perk being free.

Rune of Corruption [100]: Within your mind, the Caryll Rune of Corruption has been engraved, marking you as one of, if not the last, loyal follower of Annalise, Queen of the Vilebloods. This rune not only grants you an immunity to all mundane diseases, but you will find your wounds slowly closing, turning a fatal wound into something more manageable in just ten minutes, provided you survive what gave you the wound.

Blood Consumption [200]: Blood is undoubtedly the most important liquid to be found in the body, filled with unrivaled vitality. Yet, when a foe lies slain, does their blood not get wasted, splattered all across the ground. You are not so foolish as to waste such a good opportunity, now capable of draining the blood of others in order to quickly restore your own health and vitality, with the more of it you consume the more you heal.

Silver Spirits [400]: The spirits of the slaughtered nobility still roam the corridors of Castle Cainhurst, attacking any outsiders that trespass upon their ancestral home. As one of the last Vilebloods still among the living, they endeavor to assist their fellow noble in any way they can. Not only can you summon these vengeful spirits to your side, seeking their aid in whatever trial you find yourself in, but you will find similarly spiritual beings more predisposed towards liking, maybe even accepting you.

Lord of Blood [600]: You share a trait thought only possessed by your queen, a blessing granted to her by the storied blood that can be traced all the way back to ancient Pthumeru. Though weaker than hers, you are a true immortal, ageless and possessing a powerful regeneration that will keep you alive through all manner of hardships, even if reduced to a pile of mush. Limbs will regrow, your heart will continue to beat, and you shall never be bled dry.

> **Blood of the Great Ones:** You now stand as your queen's equal, perhaps even her superior. Your regeneration is beyond exceptional, able to fully restore you from a puddle in just a few minutes. You also find yourself possessing a sublime control over your own blood, capable of using it in the middle of combat to attack your foes. You will stand as an eternal monument to the Cainhurst legacy.



Executioners Perks:

Discounts for Executioners are 50% off, with the [100] perk being free.

Rune of Radiance [100]: Within your mind, the Caryll Rune of Radiance has been engraved, marking you as a member of the Executioners, a branch of the Healing Church. The brilliant light of this rune makes it so then the effects of all healing items and regenerative abilities are twice as potent as before.

Accursed Zealotry [200]: The Executioner's hatred of the Cainhurst Vilebloods is legendary, going so far as to invade their ancestral castle and slaughter each and every one of them as brutally as possible. Such hatred, such fanatic zeal is embodied by you, as once per jump, you can designate a group of people that you can deal extra damage to, the smaller the group the larger the increase will be.

Seal Away Corruption [400]: When Martyr Logarias learned that he was incapable of slaying the Vileblood Queen, he instead dedicated himself towards sealing her away, trapping the both of them in that forsaken place. Like your now departed master, you are capable of binding and trapping others through mystical means, leaving them trapped so long as your power holds them back. The strength of these bindings depend on what you're willing to lose, growing more powerful the more you sacrifice.

Blood Saint [600]: Flowing within you is a holy power, one that has made the Healing Church name you as a true saint. Your blood shares similar qualities to the miraculous blood used by the Church, with those consuming it finding their bodies healed of all wounds and purged of all ailments such as disease and poisons. This must be willingly gifted to others on your part, though, otherwise it is only as effective as standard blood.

> **Blood of the Great Ones:** You are truly blessed by the gods, for there are few equals to the potency of your healing blood. When consumed, it is capable of quickly restoring lost limbs, restoring sight to the blind, removing genetic defects, and could even be used to resurrect the recently deceased, should you get there in time. There are none who would dare proclaim you a false saint.



Hunter of Hunters Perks:

Discounts for Hunter of Hunters are 50% off, with the [100] perk being free.

Rune of the Hunter [100]: Within your mind, the Caryll Rune of the Hunter has been engraved, marking you as the newest Hunter of Hunters. In a battle of hunters, it is those who can last the longest who have the better chances of success, and with your newly improved stamina and the speed at which it replenishes, you'd be hard pressed to find an equal.

Hunter's Grace [200]: In a fight between Hunters and beasts, constant movement is key to survival, be it landing the first devastating strike or barely avoiding their claws. You will find that your agility has been improved, which pairs nicely with your new talent with dodging incoming attacks, both in front of you and from the rear. You are sure to be an aggravating opponent, dancing around their clumsy strikes.

The Art of Quickening [400]: A forgotten Hunter art that, like many things, was first employed by the First Hunter, Gehrman. With this, you are capable of dashing around as a cloud of mist, untouchable when activated. To make the most of this, your speed and reflexes have seen improvement, allowing you to quickly strike out at your target or, if needed, dodge out of the way once more.

The Deadliest Prey [600]: Beasts are dangerous enough as it is, but those that were once Hunters are among the deadliest of all, due in part to their honed skill at violence. But they are still flesh and blood, and as such can die just as everything else. You have honed your skills of cold reading to an absurd degree, allowing you to perfectly predict a target's next five seconds of action with just a glance, and the longer you observe them the more you'll be able to predict.

> **Blood of the Great Ones:** You are an instrument of death, granting those fallen Hunters one last mercy. You are unparalleled in murder, instinctively knowing the most direct and efficient way to kill something and following through with unerring accuracy. In addition to this, all of your attacks will deal an extreme amount of damage to both humans and beasts.



The League Perks:

Discounts for The League are 50% off, with the [100] perk being free.

Rune of Impurity [100]: Within your mind, the Caryll Rune of Impurity has been engraved, marking you as a member of the League. With this rune, you are capable of sensing the impurity in others as well as yourself, manifesting as the sensation of something crawling beneath your skin. What exactly counts as impurity, though, is entirely up to you, whether it is impurity of the blood or the character.

Eternity's Tragedy [200]: The blood used in ministration can offer one many benefits, but as always, it can so easily turn into a curse. Like a certain yellow-clad Hunter, you will find yourself with ageless immortality, as well as finding that your body and skills will never deteriorate, no matter how long it has been since you've made use of them. But what use are those skills when those you care about lie dead or beastly?

Snake Whisperer [400]: An ability once possessed by a pair of twins in the Forbidden Woods, you have a supernatural connection to snakes. All reptiles, especially snakes, will be extremely friendly with you, and will more often than not go out of their way to assist you in their own ways. This is only amplified by your ability to summon a massive snake to your side to aid you in combat, with a head as big as a horse and fangs larger than a child.

Delusions of Unity [600]: The leader of this covenant, Valtr, has managed to create an entire group of people dedicated to the collection and destruction of vermin only they can see, bringing into question the authenticity of their existence. Regardless of his sanity, though, you share in his superb charisma, drawing people to you and your cause like moths to a flame, making them eternally loyal regardless of their actual thoughts on the matter.

> **Blood of the Great Ones:** Your power to gather allies has manifested in quite the unique and wondrous way. With a wave of your hand and just a bit of concentration, you can summon apparitions of past friends and allies to come to your aid, regardless of how much time has passed and what worlds they inhabit. The only drawback is that while manifested, they will be unable to exceed you in power, but surely your cooperation could bring down any vermin before you.



The Beast Blood Perks:

Discounts for The Beast Blood are 50% off, with the [100] perk being free.

Rune of Beast's Embrace [100]: Within your mind, the Caryll Rune of Beast's Embrace has been engraved, marking you as one who has embraced their inner beast. A beast eschews the tools of man, relying on their own power. You will find yourself three times stronger than before, as well as seeing an increase in your skill at unarmed combat. The beastly appearance one would normally gain from this rune is optional.

Beast Roar [200]: Normal animals howl to alert their fellows, to call for help or warn them of danger. Beasts, though, only howl out of madness and rage, eager to indulge in the violence and carnage. You can unleash a monstrous roar that can damage and stagger nearby opponents, giving you the perfect opportunity to lunge for their throats. This has the added bonus of being able to increase your voice's volume, to the point where you might as well be speaking out of a megaphone.

Man Within Beast [400]: Many lose themselves to beasthood, doomed to madness by the sickeningly sweet blood, but not you. You are no beast, reduced to baser instincts, but a man in control of their inner monster. Your willpower is as infinite as it is dominating, making it impossible for you to lose your mind to such things like madness, addiction, or even true beasthood.

Beast Awakened [600]: You have fully embraced the monster residing within you, becoming a true terror the likes of which few could fathom, but all will dread. You are capable of taking on a powerful, bestial form that will greatly enhance all of your physical capabilities and your senses, as well as granting you teeth and claws capable of rending stone as easily as flesh. Should you wish to revert back to a more human form, it only takes a minute to calm the beast enough to put it back in the cage.

> **Blood of the Great Ones:** A beast of blood, strengthened and leashed by the insight of the heavens. Similar in size to one of the cleric beasts, you tower over all but the largest of threats found in the city, as well as being able to coat yourself in an element of your choice, like fire or electricity. All will fear such a beast joining in on this night of the hunt, both Hunter and beast alike.



Lumenwood Kin Perks:

Discounts for Lumenwood Kin are 50% off, with the [100] perk being free.

Rune of Milkweed [100]: Within your mind, the Caryll Rune of Milkweed has been engraved, marking you as one who has become almost like kin to the Great Ones. This grants you a perceptiveness beyond most humans, as well as being able to find useful items more easily than you rightfully should. The bizarre appearance one would normally gain from this rune is optional.

Eldritch Insight [200]: Your mind has been expanded beyond what it once was, more intune with the nature of the cosmos and the entities that dwell above. Such insight would typically leave men mad, but not you. You can witness and process the eldritch and similarly maddening phenomena without any worry of negative side effects, no matter what source they may originate from.

Arcane Talents [400]: Long has the arcane been out of the reach of mankind, only now harnessed due to the nature of the eldritch being slowly, maddeningly uncovered. Your insights has left you with a nearly unparalleled mastery of arcane energy, at least compared to humans, capable of mimicking the effects of the Blacksky Eye, Augur of Ebrietas and A Call Beyond without any aid. You can even learn to create usable phantasms that can be influenced to produce certain effects, like mimicking spells you know.

Dream Walker [600]: Dreams and nightmares may seem inconsequential, but through the power of the Great Ones, they have become all too real, becoming actual places that one can visit, provided that they meet certain conditions. You are different, though, capable of entering and traversing through dreams and connected dimensions with minimal effort. Even those being blocked or protected can be entered with just a bit of effort on your part. What you do in these dreams, though, only you can say.

> **Blood of the Great Ones:** You have elevated your thoughts closer to the Great Ones, still not on their level but granting you great power. The blood flowing through you allows you to create dreams of your own, pocket dimensions designed to your specifications. You can even place down certain points that people can use to teleport to and from your dream, should you allow them.



General Items:

You will receive an additional **[300]** *to spend in this section only. You may freely import any related items you own at your discretion.*

Basic Equipment [Free]: It would be most unwise to send a Hunter out to hunt without any actual gear. As such, you will be given a set of hunter attire as well as a weapon and a firearm. Your weapon can either be a Saw Cleaver, Hunter's Axe, or a Threaded Cane, while your choice of firearms is limited to a pistol or a blunderbuss.

Antidote [50]: Ten small medicinal tablets that counteract poison, which will replenish nightly. It was used to treat ashen blood, the baffling sickness that ravaged Old Yharnam long ago. These tablets only provide short-term relief. The ashen blood ailment eventually triggered the spread of the beastly scourge.

Blood Vials [50]: A satchel filled with twenty vials of healing blood, which will heal you of your wounds and replenishes any used up daily. Once a patient has had their blood ministered, a unique but common treatment in Yharnam, successive infusions recall the first, and are all the more invigorating for it. No surprise that most Yharnamites are heavy users of blood.

Blue Elixir [50]: A vial filled with a 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, make use of a secondary effect of the medicine, which dilutes their presence, improving their stealth capabilities. It will refill once used.

Elemental Paper [50]: Coarse papers that, when rubbed against a melee weapon, will coat it in an elemental effect. The fire paper will coat it in flames, making it especially useful against beasts, while the bolt paper will coat it in electricity, and is strangely effective against those of a more eldritch nature. You will receive stacks of twenty-five each, which will restock weekly.

Flamesprayer [50]: A special weapon used by certain members of the Healing Church, one that spits out searing flames with but a pull of the trigger. Not the most efficient weapon by any stretch, but sometimes a sea of flame is just what the doctor ordered. Besides, the beasts of Yharnam can always use a good cleansing.

Hand Lantern [50]: A useful tool for traversing Yharnam, especially considering the dark corners that many beasts have called home. This small portable lantern can be fastened to the hip, allowing you to illuminate the surrounding area while leaving both hands free. Strangely, no enemies seem to notice its light.

Lead Elixir [50]: A heavy, syrupy liquid medicine that temporarily shifts weight to make deflection of attacks easier, but must be used with care, as it also slows movement with no change to defense. Its recipe for this mysterious concoction is unknown, but some postulate that it materializes only within the most desperate nightmares. This vial will refill once consumed.

Music Box [50]: A small music box that belonged to a once happy family, the haunting melody bringing thoughts of better days to the forefront of all those who hear it. To certain foes, it will give you a perfect opportunity to strike in their moment of weakness. Inside the lip is a small scrap of paper, perhaps an old message. Two names can be made out, however faintly, Viola and Gascoigne.

Sedatives [50]: A liquid medicine that was concocted at Byrgenwerth, used primarily to calm the nerves and reduce the effects of beasthood and frenzy. Those who delve into the arcane fall all-too-easily to madness, and thick human blood serves to calm the frayed nerves of these inquisitive minds. Naturally, this often leads to a reliance on blood ministration.

Shining Coins [50]: A bag filled with fifty gold and silver coins, typically used as currency within Yharnam. There are very few uses for spare change during the hunt, but these will serve as guides through the darkness. Or, one could save them until morning, if it ever comes. They will restock daily if used or lost.

Throwing Knives [50]: Useful tools during the hunt, to such an extent that they became one of old Henryk's favorite weapons. They don't cause a great deal of damage to beasts, but with deft use, can distract attackers and keep them at bay. You will receive fifty standard throwing knives and fifty poisoned knives, which will replenish weekly if used or broken.

Quicksilver Bullets [50]: A satchel filled with twenty special bullets used for hunter firearms. Ordinary bullets have no effect on beasts, and so Quicksilver Bullets, fused with the wielder's own blood, must be employed. The strength of Quicksilver Bullets depends greatly upon the wielder and the quality of their blood. They will replenish daily if used up.

Choir Bell [100]: A special hunter tool of the Choir, high-ranking members of the church. Fashioned after a bell that projects an arcane sound across planes of existence. The sound of this smaller, silver version of the bell does not cross planes, but grants vigor and healing to all nearby allies, as well as removing whatever inflictions they may be suffering from.

Empty Phantasm Shell [100]: Empty invertebrate shell that is said to be a familiar of a Great One. The Healing Church has discovered a great variety of invertebrates, or phantasms, as they are called. Shells with slime still harbor arcane power, and can be rubbed on weapons to imbue them with their arcane strength.

Fist of Gratia [100]: A chunk of iron fitted with finger holes The hulking hunter woman Simple Gratia, ever hopeless when handling hunter firearms, preferred to knock the lights out of beasts with this hunk of iron, which incidentally caused heavy stagger. Gratia was a fearsome hunter, and to onlookers, her unrelenting pummelling appeared oddly heroic. No wonder this weapon later assumed her name.

Great One's Wisdom [100]: Fragments of the lost wisdom of the Great Ones, beings that might be described as gods, held within a broken human skull. It is used to gain Insight into the true nature of this world. At Byrgenwerth Master Willem had an epiphany: "We are thinking on the basest of planes. What we need, are more eyes." You will receive ten of these, which will replenish weekly if used or destroyed.

Hunter's Torch [100]: A torch formed by wrapping a pine resin cloth around the end of a long stick, once used in Old Yharnam. Designed to incinerate beasts and victims touched by the scourge, it offers a very good source of light, never going out and never burning what you don't want burned. Its fire damage is highly effective against beasts.

Molotov Collection [100]: Explodes in raging flames when thrown against an object. One of the oldest hunter tools available in the workshop. Since the tragedy that struck Old Yharnam, fire has become a staple in beast hunts, and is thought to cleanse impurity. Certain types of beasts have an abnormal fear of flame. You will receive twenty standard molotov cocktails, as well as ten of every other kind found in Yharnam, which will replenish weekly.

Numbing Mist [100]: Throw to create a mist cloud that numbs a hunter's life essence and prevents restoration of wounds and other injuries. 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.

Repeating Pistol [100]: Repeating pistol typically used by Healing Church hunters. Crafted with mostly metal parts and exhibiting a complex design, the repeating pistol fires two shots at once, making it a ravenous consumer of Quicksilver Bullets. Should be used sparingly compared to its workshop counterpart, as the trump card in one's arsenal.

Rosmarinus [100]: A special weapon used by the Choir, high-ranking members of the Healing Church. Sprays a cloud of sacred mist, damaging the enemies with its arcane energies in a similar fashion to flame. Arias are heard wherever sacred mist is seen, proving that the mist is a heavenly blessing. "Oh, fair maiden, why is it that you weep?"

Stake Driver [100]: A trick weapon fashioned by the workshop heretics, the Powder Kegs, and favored by the retired hunter Djura. The stake driver, with its queerly complex design, violently drives thick stakes into the flesh of foes. The stake driver allows for high-damage critical attacks, but is difficult to use and leaves its wielder wide open, but none of this should bother a mere Powder Keg.

Bloodied Materials [200]: Blood, when left alone, typically dries and hardens, though the blood found in Yharnam is different, getting to the point where they may as well be stones. You now have a large collection of both Blood Stones and Blood Gems, the former being used to enhance your equipment while the latter grants them new properties. This collection will restock weekly if they are ever used or destroyed.

Boom Hammer [200]: A trick weapon used by the old hunters, and crafted by the workshop heretics, 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. Crush the beasts, then burn them - the brute simplicity of the Boom Hammer was favored by hunters with an acute distaste for beasts.

Evelyn [200]: A special pistol used by Cainhurst knights, for though it uses Quicksilver Bullets, just as any workshop firearm, but that of Cainhurst tends to emphasize blood quality more. Lovingly named after a woman and graced with an intricate design, it is said to have been well loved by the knights.

Fashionborne [200]: There are many outfits to be found in the streets, nooks and corners of Yharnam, though what they lack in protection they more than make up for in style. Should you desire more, then you will be given a massive wardrobe filled with all of the attire found in this blood drenched city.

Kirkhammer [200]: A trick weapon typically used by Healing Church hunters. On the one side, an easily handled silver sword. On the other, a giant obtuse stone weapon, characterized by a blunt strike and extreme force of impact. The Church takes a heavy-handed, merciless stance toward the plague of beasts, an irony not lost upon the wielders of this most symbolic weapon.

Ludwig's Holy Blade [200]: A trick weapon typically used by Healing Church hunters. It is said that the silver sword was employed by Ludwig, the first hunter of the church. When transformed, it combines with its sheath to form a greatsword. It exhibits several departures from the workshop's design, suggesting that the Church anticipated much larger inhuman beasts.

Ludwig's Rifle [200]: A rifle typically used by Healing Church hunters, it is said that this rifle was employed by Ludwig, the first hunter of the Church. Its long, heavy barrel makes up in range for what it lacks in reload speed. Ludwig's Rifle exhibits several departures from the workshop's design, suggesting that the Church anticipated much larger inhuman beasts.

Rakuyo [200]: 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. Lady Maria was fond of this aspect of the Rakuyo, as she frowned upon blood blades, despite being a distant relative of the queen. One day, she abandoned her beloved Rakuyo, casting it into a dark well, when she could stomach it no longer.

Simon's Bowblade [200]: Choice weapon of Simon, one of the first Healing Church hunters. 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. But aside from a few close friends, Simon was scoffed at for his choice of arms, for who would dare face the beasts with a measly bow?

Tonitrus [200]: Two unique weapons contrived by Archibald, the infamous eccentric of the Healing Church workshop. Striking this peculiar iron morning star flail like a match generates the same blue sparks that blanket a darkbeast, while the smaller one sends out a wave of electricity in front of the user. Unfortunately, for reasons untold, the hunters of Archibald's time did not fully take to the device.

Byrgenwerth College [400]: There are few places to advance one's education then at college, and you just so happen to own perhaps the best one in all of Yharnam. This institution was originally dedicated towards history and archeology, though over time it turned its focus towards understanding the arcane and eldritch. It houses an observatory to gaze into the stars above, as well as a well stocked library containing all manner of reliably sourced knowledge from this time, from science to history to even agriculture. Additionally, it comes with a surrounding forest and lake, one that reflects the light of the moon suspiciously well.

Caryll Runes [400]: The language of the Great Ones is incomprehensible to humanity, often driving them to madness, though Runesmith Caryll came closer than most others. They devised a system of runes that convey the meanings of the Great One's words, all of which have differing and tangible effects when engraved upon someone's brain. You now possess a comprehensive guide to these eldritch runes, those one may find in Yharnam at least, as well as the process on how to divine more runes of your own.

Chalice of Ebrietas [400]: A goblet, crafted from some strange organic material, that was brought up from deep within the Chalice Dungeons below Yharnam. From this holy medium, a dark red liquid emerges, the blood of a god. The uses of such a holy artifact are vast, as is the potential for disaster, should one mishandle it. It will never run dry, eternally refilling no matter how much is removed from it. Always remember this though; fear the old blood.

Heavy Weaponry [400]: Often, a beast can be stunned with a well timed quicksilver bullet, giving you an opportunity to deal lethal damage to them, but is such a tactic viable against some of the larger creatures you're sure to face as the night progresses? Along the same lines of thinking as the Powder Kegs, perhaps what you need are bigger guns. You now find yourself possessing three exceptionally large firearms, them being a cannon, a church cannon, as well as a gatling gun. Though difficult to wield for some, they will most assuredly hurt anything that comes into range.

Hunter's Dream [600]: In a city as consumed by madness as Yharnam, it is only fitting that the only truly safe place can be found in a dream. You are now the owner of a copy of the Hunter's Dream, a place you can travel to through various lanterns you'll encounter along your journey. It has everything one could need on this longest night, such as a weapon workbench, an altar to engrave Caryll Runes into one's mind, ritual altars, as well as Bath Messengers you can trade supplies and materials with. Only you and your Companions can access this safe haven, where the moon watches over all.

Forsaken Castle [600]: Situated in a cold region, lies this monstrously massive castle. How lucky you are, to call such a storied structure your new home. In addition to its aesthetics being entirely up to you, it offers potent protections, as well as a general layout that can easily be used to help defend in the event of a siege or invasion. This is helped by the swirling storm that hides the castle from all that aren't explicitly invited or loyal to you. It will be guarded by a retinue of combatants on par with the Healing Church's hunters, all of whom have pledged their undying loyalty to you.

Cainhurst Vilebloods Items:

Discounts for Cainhurst Vilebloods are 50% off, with the [100] item being free.

Knight's Set [100]: The standard attire of the knights of Cainhurst. A regal piece graced by intricate goldwork, the Cainhurst way is a mix of nostalgia and bombast. They take great pride even in the blood-stained corpses of beasts that they leave behind. confident that they will stand as examples of decadent art.

Executioner's Gloves [200]: One of the secret treasures hidden in Cainhurst. The gloves of an executioner from a faraway land, passed from executioner father to executioner son, can be used to summon wrathful spirits of the past. It is said that the nobles found immeasurable delight in the dances of these vengeful specters

Chikage [400]: Foreign-made weapon wielded by the royal guards who protect Annalise, Queen of the Vilebloods at Cainhurst Castle. When the intricate, rippled engraving that spans the Chikage's blade is imbrued with blood, the sword sings in scarlet hues. Unlike standard versions of the Chikage, you do not need to sacrifice your own essence to coat the blade in blood.

Reiterpallasch [600]: A fully upgraded variant of the weapon wielded by the Knights of Cainhurst, it combines an elegant knight's sword with the peculiar firearm wielded by them. The old nobles, long-time imbibers of blood, are no strangers to the sanguine plague, and the disposal of beasts was a discrete task left to their servants, or knights, as they were called for the sake of appearances.

Executioners Items:

Discounts for Executioners are 50% off, with the [100] item being free.

Executioner's Set [100]: The standard attire worn by the band of executioners commanded by the martyr Logarius, as well as their odd helmet. The clothing would later become the basis for all Church attire, with its heavy draping of Holy Shawl. The conical gold helmet, meanwhile, represents luminosity, ambition, and an unflagging resolve to face impurity, staring it down with stern golden spirit.

Logarius' Wheel [200]: The bizarre weapon wielded by martyr Logarius' band of executioners. It was used to slaughter the Vilebloods in Cainhurst, and having bathed in pools of their blood, was forever steeped in their ire. Transform to release the power of the wheel and manifest their lingering rage in a show of utter brilliance.

Crown of Illusion [400]: One of the precious secrets of Cainhurst. The old king's crown is said to create and reveal illusions, and expose a mirage that hides a secret. And so Logarius donned the crown of his own volition, determined to prevent a single soul from stumbling upon the vile secret. What visions did he see, sitting serenely upon his new throne?

Scythe of the Martyr [600]: The chosen weapon of Martyr Logarius, which he used to cut down any who tried to learn the secret of the Forsaken Castle Cainhurst. He used it to slay so many of the Vileblood nobility that their blood echoes still cling to the weapon, allowing the user to summon them to strike at foes from a distance. The corrupted blood of those who dwelt in the castle has also granted the weapon some arcane properties, perhaps a remnant of what originated the bloodline originally?

Hunter of Hunters Items:

Discounts for Hunter of Hunters are 50% off, with the [100] item being free.

Crowfeather Set [100]: The attire and wood-carved mask of Eileen the Crow, Hunter of Hunters. The beak contains incense to mask scents of blood and beast. Hunters of Hunters dress as crows to suggest sky burial. The first Hunter of Hunters came from a foreign land, and gave the dead a virtuous native funeral ritual, rather than impose a blasphemous Yharnam burial service upon them. with the hope that former compatriots might be returned to the skies, and find rest in the Hunter's Dream.

Blade of Mercy [200]: A special trick weapon passed down among hunters of hunters. One of the oldest weapons of the workshop, it can split into two at a moment’s notice. The weapon's warped blades are forged with siderite, a rare mineral of the heavens. Most effective swift attacks,such as after a quick-stepping.

Chief Hunter Emblem [400]: A cloth emblem that belonged to the captain of the Church hunters long ago. Opens the main gate that leads to the round plaza of the Great Cathedral. The main gate is shut tight on nights of the hunt, and could only be opened from the other side with this emblem. In other words, the captain's return, and this emblem, determined the end of the hunt. In other lands, it will allow you great respect amongst martially-inclined organizations and bypass most of their security.

Burial Blade [600]: The iconic 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. Gehrman surely saw the hunt as a dirge of farewell, wishing only that his prey might rest in peace, never again to awaken to another harrowing nightmare.

The League Items:

Discounts for The League are 50% off, with the [100] item being free.

Constable Set [100]: Once upon a time a troupe of foreign constables chased a beast all the way to Yahrnam, and this is what they wore. The constables became victims of the beast, except for one survivor, who in turn devoured the creature whole, all by himself. The fable is a favorite among Yahrnamites, who are partial to any stories of pompous, intolerant foreigners, who suffer for their ignorance. It makes the blood taste that much sweeter.

Madaras Whistle [200]: 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 will respond to the call of the twins' whistle from within the Nightmare.

Piercing Rifle [400]: A rifle engineered by the Oto Workshop, the precursor to the workshop of the heretical Powder Kegs. Designed for hunting on narrow streets, this weapon has been optimized to cause perforation wounds, allowing it to strike at multiple targets in a line, but is unfit for reliably counter attacks.

Whirligig Saw [600]: 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 Beast Blood Items:

Discounts for The Beast Blood are 50% off, with the [100] item being free.

Brador's Set [100]: The scalp of a horrid Cleric Beast, indicating that hunter Brador, a Healing Church assassin, had killed a compatriot. Afterward, he wore his ally's own scalp, and hid himself away, deep below in a cell. The Church provided him with a single, soundless bell of death to ensure their secrets would be kept. Without the attached beast hide this foreigner garb wouldn't raise anyone's eyebrows.

Bloodletter [200]: 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.

Beast Claw [400]: Beastly weapon wielded by Irreverent Izzy, it was crafted by chiseling the long bones of an undead darkbeast and fastening them to the weapon. The bones are still alive, and when unleashed, grant its wielder a spurt of 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 feverish reverie.

Laurence's Skull [600]: A malformed skull, similar in shape to the deadly cleric beasts, that once belonged to the founder of the Healing Church, Laurence. Though macabre, this relic has been shaped into an effective helmet, one that grants the wearer the strength and durability of the beast that the first vicar would inevitably become. Additionally, it has the strange property of covering the wearer in purifying flames which burn anything that dares get too close to you. A reminder that even long dead, one should fear the old blood, and the metamorphosis it induces.

Lumenwood Kin Items:

Discounts for Lumenwood Kin are 50% off, with the [100] item being free.

Choir Set [100]: The attire of the Choir, high-ranking members of the Healing Church. Members of the Choir are both the highest-ranking clerics of the Healing Church, and scholars who continue the work that began at Byrgenwerth. The eye covering indicates their debt to the teachings of Master Willem, even though their paths diverged.

Loch Shield [200]: An artisanal shield crafted with blue glass. It was originally used to safeguard the leader presiding over a sacred Healing Church ceremony, and later supplied to tomb prospectors, in particular those exploring the labyrinth of Isz. The blue is fashioned after a lake, and the shield nullifies all forms of non-physical damage that strike its surface.

Amygdalan Arm [400]: 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 wounds it leaves are imbued with arcane energies that eat at their lifeforce.

Kos Parasite [600]: When the carcass of Kos washed up on the coast, its insides were teeming with tiny parasites, unlike any found in humans. This atypical weapon can only be clasped tight and swung, but a Kos Parasite is said to stimulate phantasms inhabiting a lumenwood.

Companions:

Fellow Hunters [50/100/200]: The streets of Yharnam are as dangerous as they are winding, so it would be a good choice to travel with some extra hunters by your side. You may now import or create 1, 4, or 8 companions respectively. Each companion will receive 800 cp to spend on perks and items. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Hunting Party [300]: Should eight not feel like enough to survive in the beast infested streets of Yharnam, no matter how trusted and valued they may be to you, then fear not. You may now import as many companions as you so desire. Each companion will receive 800 cp to spend on perks and items.

Covenant of Hunters [Free]: To be a Hunter is not a glorious profession, one filled with dirty work and life threatening encounters, but those who follow you are certainly knowledgeable of these sorts of conditions. You may import as many of your followers as you so desire, allowing them to become members of the various covenants mentioned above, as well as their own history within the wider world.

Plain Doll [Optionally Free]: A plain doll that has been animated through eldritch means, she has no other purpose but to care for Hunters such as you, and turn the blood echoes they gather into strength. Though her voice is soothing and her affection genuine, one cannot forget that she is uncomfortably inhuman.

Bloody Father [50]: For as thrilling and intoxicating a Hunter may find the night of the hunt, it does not mean that they are excluded from having a semblance of a normal life. Father Gascoigne is an experienced Hunter that leverages his superhuman strength well with his mighty axe. Though destined to beasthood and tragedy, perhaps he and his daughter can find a happier end traveling with you.

Corvid Hunter [50]: An old bird, Eileen the Crow is a legendary Hunter of Hunters, one that sent terror into any who saw her. She is old now, not as deadly as she was in her prime, let alone when she Dreamed, but she still bears her burden to put down maddened Hunters with dignity.

Enlightened Scholar [50]: The founder of Byrgenwerth, Master Willem was an intelligent person who strived towards the ascension of mankind, to become greater than what they are without changing the core nature. He has done much to advance this dream of his, though it was all for naught, and instead his teachings brought about the nightmare that consumed all of Yharnam.

Fanatical Executioner [50]: Faith can come in many forms, the strong belief in something you cannot truly prove is always a powerful thing, though not all of them good. Alfred is a fervent member of the Executioners, a firm believer of the Healing Church and its teachings. His hatred for the Cainhurst Vilebloods is as fierce as his competency with his covenant's strange wheel weapon.

Retired Hunter [50]: Many Hunters that Dreamed have come to different realizations, and have carved their own paths afterwards, though none are as unusual as that of Djura, who seeks to protect the beasts of Yharnam, still seeing the humanity within them. Whether he is correct or delusional, perhaps even both, he is still a potent fighter, a former member of the Powder Kegs, and is skilled with all of their standard weaponry.

Vileblood Queen [50]: The Queen of the Cainhurst Vilebloods is an ancient being, one who managed to survive the Executioner's purge of her homeland through the potent power inherited through her cursed blood. She is immortal, unable to be killed through any human means, simply restoring herself whenever injured. She is also capable of creating new Vilebloods through those who partake in her blood.

Clocktower Guardian [100]: The student of the First Hunter, and one of the most famous Hunters of the old Workshop. With the Cainhurst Blood flowing through her veins as well as the inhuman skill she gained while under Gehrman's tutelage, she is a foe that many would find difficult to surpass. The guilt she felt for the events of the Fishing Hamlet made her cast aside the hunter's life, unable to stomach it anymore.

Tarnished Warrior [100]: A mountain of a man that many would assume had become a beast long ago, his ferocity in battle is matched only by his raw strength. Tossing beasts around like children, and cracking the very earth underneath with but a stomp, he is a legendary figure that many would look up to, and all who would be his enemies would fear.

Dungeon Delvers [200]: The Chalice Dungeons that lie beneath Yharnam are far from empty, both in terms of creatures as well as loot, and his ragtag group has made it their mission to delve below in order to plunder all they can from the underground catacombs. All eight of them are skilled in what they do, but they are only human, not up to par to match the highest skilled hunters, making up for it with their teamwork. Though, some things are better left alone, for untempered curiosity can destroy someone as assuredly as any beast's claw.

First Hunter [200]: The man who would go on to define the base principles of all Hunters that would come after, even today few could match the prowess of Gehrman, who has only become deadlier with his experience backing up his superhuman proficiency for slaying all manner of beasts. He sees putting down beasts as a mercy, and is more than willing to offer his mercy to any hunter who would ask him for it, seeing it as his burden to bear, no matter how much he wishes otherwise.

Great One [400]: You desire to travel not with other people, but those that are so powerful that humanity would consider them gods. Should you do desire, you may take with you any of the Great Ones shown or mentioned within the nightmares of Yharnam. Perhaps you wish to end the loneliness of left behind Ebrietas, or to hunt forevermore alongside the Moon Presence, or give great Kos and her orphan a more happy end. Even Oedon, Mergo, or his wetnurse are viable options. To have such powerful beings on your side is sure to be a boon, though could you truly consider such alien entities to be friends or companions?



Scenarios:

Night of the Hunt

The nightmarish circumstances that have devoured Yharnam are at its breaking point, offering just as much danger and opportunity to a Hunter 'lucky' enough to have entered at just the right moment. You now take the place of the Good Hunter who would delve into the mysteries and forgotten deeds of the city of the Healing Church, pushed onwards to seek out Paleblood and its meaning.

Should you partake in this scenario, you shall be bound to the Hunter's Dream, resurrecting from death again and again until either you give up, asking for release from this horrible nightmare, or you reach the end of your hunt, wherever that may lead you. When you do complete your Hunt, you will be given a choice. To accept mercy and awaken to a new day, or to fight to remain within the Dream, though some intrepid few may find a third option.

Regardless of what ending you achieve, you will receive the following reward:

You have traversed through its blood soaked streets, fighting all manner of beast and terror on your path towards discovering the eldritch truth that surrounds Paleblood, so it should come as no surprise that the gothic city of **Yharnam** is willing to travel with the one that conquered all challenges it set before them. This city, though, will be in its prime, without the threat of beasthood or eldritch corruption if you don't want it. Even its layout can be nowhere near as bizarre or confusing as what it once was.

Should you have awakened to a Yharnam Sunrise, you will receive the following rewards:

It was too much for you, in the end, but at least you can find some comfort in becoming an **Awakened Dreamer** free from the Hunt. As the rays of dawn hit your eyes, you find an endless well of optimism and willpower within you, one that will never be quenched or dowsed by even the mightiest of the Great Ones. This will embolden your spirit to impossible heights, making it so then you will always remain you, no matter where you go and what horrors you may end up witnessing.

On your body, you will find an **Old Hunter Badge** attached to your person, a mark of the Old Workshop. Keeping it on your person will see that any nearby beasts or similar monsters become paralyzed with fear just from your very presence. Only the strongest of these creatures can resist this effect, and it is not permanent, but it will give a Hunter of your skill more than enough time to deal some devastating blows, if not outright kill them.

Should you have Honored the Wishes of the Moon Presence, you will receive the following rewards:

It is the duty of the **Bound Dreamer** to guide and mentor the Hunters that enter the Hunter's Dream, and you are no different. Even if you were to barely interact with them, you would still make for an excellent teacher, passing on your wisdom and knowledge at a record pace. You could even grant copies of your supernatural powers, and even your Perks onto those you take under your guidance.

One night while within the Hunter's Dream, you will find the **Cosmic Watcher Badge** on your person. Wearing this, you will find the eldritch and alien more amicable towards you, viewing you as something similar to a child or pet, and are more agreeable towards you. They won't go out of their way to harm or inconvenience you without you initiating, but to their alien minds, 'help' can appear very different from what one might expect.

Should you have achieved Childhood's Beginning, you will receive the following rewards:

You have done what none before have ever achieved, elevating yourself to a higher plane of existence and transforming into a proper **Great One**. The exact specifics of your form is up to you, even taking inspiration from what you may have already seen within Yharnam. The abilities granted to your new eldritch state of being are many, including the manipulation of dreams and access to a seemingly limitless well of arcane energy that can be used to power abilities similar to spells.

Just as your ascension is complete, you will find that a blood red moon waits in the sky for you. This **Paleblood Moon** is yours to command and yours alone, though it is nearly identical to the moon you would be familiar with in shape and size. When its light shines down, you will find the eldritch and arcane abilities of you and all your allies have been greatly increased, as well as inflicting your enemies with a madness that only grows stronger the longer they are under your moonlight.



Old Hunters

The nightmare created by Mergo and the Moon Presence are not the only ones that afflict the city of Yharnam. There is one much older than those, meant to trap the Hunters who became lost in the Hunt, drunk on blood and madness. Should you wish to subject yourself to the bloody history of Yharnam and its Hunters, you can enter the Hunter's Nightmare and dig up a past long forgotten, and do what hunters do best. Hunt down the cause of this Nightmare, and put an end to it.

Rewards:

For finally bringing peace to the violated Great One, you are one of the few who have the honor of carrying the **Blessing of Kos**. Not only have you grown gills and have your eyes changed to traverse underwater indefinitely, but you can grant these adaptations to others whenever you want through a small, symbiotic parasite. These blessings can also be hidden, so then it cannot be seen even when under the most scrutinous of gazes.

The magnificent weapon of Ludwig, the first hunter of the Church, given to you after putting him to rest, the **Holy Moonlight Sword** is something truly unique. Not only is it a deadly weapon that can fire off beams of deadly arcane energy, but simply being in its presence will see your mind healing, clearing it of any maladies or psychological problems you may be subject to. It could even return a mindless beast to the noble warrior it once was.

For as terrible as it is, perhaps you could find some use for the **Hunter's Nightmare** now that its creator has no need for it any longer. This Warehouse attachment is filled with all manner of monsters and blood-crazed Hunters, with some even capable of giving you a right challenge. A perfect place to procure more blood echoes and practice your skills under duress, though there is a more sinister use for it. When you kill someone, you have the option to trap their souls within this Nightmare, trapping them within for eternity, or if you feel merciful enough to let them go.



Descent into the Dungeons

The chalice dungeons that lie beneath Yharnam are the source of all of this, being the resting place of the Pthumeru people and where the scholars of Byrgenwerth first discovered the old blood. But for as impactful as they have been to Yharnam and its people, they have been far from fully explored. Your goal, should you wish to undertake this dangerous expedition, is to venture into the very depths of these dungeons, and collect all twenty five chalices found within. Almost every inch of these will possess some form of beast or monster, and can give even the strongest of Hunters a difficult time. The artifacts one may find within, though, are sure to be more than worth the danger.

Rewards:

So you have done it, plunged into the very heart of these dungeons, and have become a **Pthumerian Prospector** that few could ever match. You will find that dungeon delving in the future, as well as navigating even the most labyrinthian structures have been made a breeze, possessing a sixth sense for navigating in the most efficient and rewarding way possible.

At some point in your expedition, you will find something known as the **Yharnam Stone**, appearing to be a calcified fetus. As macabre as it may appear, keeping it on your person will allow you to summon three clones of yourself made entirely of blood. They won't be as durable as you, falling apart in just a hit or two, but remain just as strong and swift as you are, as well as possessing a number of your abilities. Should they be destroyed, it would only take a few seconds to summon a replacement.

Being perhaps the only living person to face all the dangers below the earth and slaughtering all before you, you hold the strongest claim to the **Chalice Dungeons** out of everyone. This Warehouse attachment will act as a labyrinthine complex that is filled with all manner of monsters and ancient artifacts to acquire, with new additions related to each world you visit, though having taken on a more beastly or eldritch appearance. All levels will rearrange themselves and replenish whatever was killed or looted each month, ensuring that you'll never truly run out of prey or new rewards.



Drawbacks:

Supplement Mode [+0]: Should you desire something more from your stay here, then you can use this as a supplement for another Bloodborne Jump. Alternatively, you could use this to traverse another world, separated from the world of Bloodborne entirely. What could a hunter do in a world of mechanized mercenaries, I wonder?

Extended Stay [+100]: Ordinarily, you would be spending at least ten years here before being given the choice to stay here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from taking it up to five times.

Firearm Malfunctions [+100]: As mankind has advanced, so too have the weapons they used. In this modern age, they have created weapons of black powder and steel known as firearms, deadly weaponry. Well, they would be, if they weren't in your hands. It seems as though all firearms, and projectile weapons in general, that you use deal much less damage than they should, forcing you to get in close to have any chance of slaughtering your prey.

Scarred Flesh [+100]: Being a Hunter is a dangerous profession, one that can leave one with both mental and physical scars, with you being a prime example of the latter. Your body is simply riddled with scars, not only being unsightly but giving you constant aches and pains that will never fade away entirely, and will never grow to be more comfortable or used to them.

Animal Magnetism [+200]: Beasts are drawn to the scent of blood like moths to a flame, and it seems as though your scent is similar enough to that crimson ichor that beasts just can't help but go after you. Beasts and similar monsters will not only be drawn towards you no matter how you may hide, but you'll encounter more than before. Oh well, all the more beasts to the slaughter, I suppose.

Blood Crazed [+200]: Oh, how the blood sings to you, it's sickening sweetness enough to drive you mad. You are no longer protected, becoming addicted to the acquisition of blood echoes, something that is not helped by your more violent tendencies. Should you not reign yourself in, people might mistake you for yet another beast.

Nightmare Unending [+200]: There are other lands outside the walls of Yharnam, as much as the inhabitants may wish otherwise, with histories as storied and tragic as here. How unfortunate you are that even after escaping the nightmare that Yharnam has become, you always seem to get dragged into such beastly infestations and eldritch conflicts, no matter what corner of the world you try to hide in.

Cursed Blood [+300]: The blood given to you, what made you a hunter in the first place, did not settle well, weakening you from whatever heights of power you were once capable of. You have been stripped of all outside powers and abilities, leaving only your Body-Mod, mundane skills, what you bought here, and anything else you might have gained from the Bloodborne universe.

New Game Plus [+300]: If you came here expecting a challenge, then congratulations, you have received one. Your enemies will be more powerful than before, all the while being more resilient from any damage you may try inflicting upon them. From the carrion crows to the Great Ones themselves, it would be a herculean undertaking for you to rise to the challenge and defeat all before you. Do you have the strength to undergo such a difficult path?

War of the Covenants [+300]: Even within this decaying city, there are still those whose blood is filled with spite for their fellow man, seeking to wipe them out simply because they perceive them as 'other.' You are not the only Hunter active, as Yharnam has practically turned into an active warzone, all of differing factions and agendas. No matter if you stay neutral or side with one of the various powers, it will only further prove man's inherent capacity to tear itself apart like rabid beasts…



Ending:

Stay: Dear, oh dear. What was it? The Hunt? The Blood? Or the horrible dream?

Go Home: Farewell, Good Hunter. May you find your worth in the waking world.

Continue: And so... the hunt begins again.

Notes:

-**[Blood of the Great Ones]** will act similar to Worm's Sting power, being applied to all of your weapons and offensive abilities.

-**[Cainhurst Vilebloods]** that take the perk **[Beast Awakened]** can optionally have their beast form lean more towards a bat-like appearance then the typical wolf. Similarly, **[Lumenwood Kin]** may appear more aquatic.

-All firearms purchased here will have unlimited ammo.

-The purchasable **[Hunter's Dream]** does not grant you the same undying properties as seen in-game. It is simply a pocket dimension where you can rest, restock and purchase things from the setting.

-All weapons that cost **[600]** are +10, as well as already having blood gems embedded into them. Which blood gems it has is entirely up to you, but by default they will lean towards whatever 'build' you have.

-Companions are the Doll, Father Gascoigne and his daughter, Eileen the Crow, Master Willem, Alfred, Retired Hunter Djura, Queen Annalise, Maria of the Astral Clocktower, Godfrey/Horah Loux expy, 8 Darkest Dungeon characters of your choice, and the First Hunter Gehrman.

-If you take any of the **[Scenarios]** and **[Supplement Mode]**, the events of the game will adapt themselves to match whatever world you're combining this one with.

-When in doubt, fanwank.

-Have the day that you deserve~