Bloodborne Jumpchain CYOA (Version 1.1)

(“The Old Hunters” Update)

----------[Introduction]----------

Bloodborne is a dark place. When first arriving, you will note the distinctly Victorian era style and technology. Well, that and the corpses laying in the streets and the smell of rot in the air. You have appears during the night of the hunt, where many lie dead or have become something less than human, undead beasts resembling wolves.

At first it seems simple, Hunters, a group you will soon find yourself a part of, hunts beasts and other creatures of the night. Thing is, the longer you stick, the more you learn of demon summoning witches, cults performing macabre rituals. . .and the Great Ones.

Great Ones are some sort of powerful beings fanatically worshiped by some, hailing from the cosmos and inhabiting the Nightmare. Ah, Dreams and Nightmares in this world are seemingly just another plane of reality.

A plane of reality that exists dangerous close to the normal one, a plane that's home to horrifying things, a plane you'll soon be getting very familiar with. You will begin your time here the same as a mysterious foreigner awakens in Iosefka's Clinic, one that will soon become a skilled, dangerous Hunter.

This place is gonna be a bit much to take in at first, and I'm not entirely sure you can handle it in the long run. These lands are rife with mystery, horror, tragedy and death, and the city of Yharnam, a place you will soon become acquainted with, seems to be doomed.

You have 1000 Choice Points to spend, good luck. (Important Note in case you don't read this later on. Falling to your Inner Beast counts as a loss, and finding a way to ascend and become a baby Great One counts as choosing "Stay Here".)

----------[Location]----------

Roll 1d8 to decide your location, or pay 100CP to select your own from the locations presented.

[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. 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 will begin not too far away in Iosefka's Clinic, a place I wouldn't recommend visiting.

[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 of the Powder Kegs and 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] "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.

[5] "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 collect them and some of them actively go for them with 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.

[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 are giants carrying sacks around the rest of the city, for 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 castle of old nobles, 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] "Free Pick" - Congratulations, you may decide where you begin from any of the above locations.

----------[Age & Gender]----------

Your age is 2d8+22, though you may select your own age between 20 and 60 for 50CP. You'll begin in a body that's the same gender as your last one, or you could switch genders 50CP.

----------[Origin]----------

Origin: "Hunter" - For the purposes of this Jump, you will be treated as a Drop In starting with a local human body of the age and gender decided above. That is to say, you will awaken at the location rolled/selected above, your only memories being of some old man giving you a shady blood transfusion, which was followed by what could only be described as a fever dream.

From what you can gather, that means your body has been here longer than you have, but at least your personality won't be corrupted!

What could it have done without you though? Well for one, it appears you are now a Hunter, so you may soon find out. As a Hunter, it is your task to hunt beasts and "end the nightmare", whatever that means.

Not to say you have too, there are other capable hunters out on the hunt, most are seemingly very dangerous too. The nightmare will probably end soon even without your help, so feel free to explore if you wish. The night will be over soon.

----------[Companion Stuff]----------

[300CP] "Hunting Partner" - Some Hunters hunt in pairs, feeling better knowing they have someone to watch their back, or put a bullet in their head if they begin to turn. Now you too have a Hunting Partner, someone to follow you into the hunt and aid in ending the nightmare. You may either create a new companion entirely or select a previously existing one to import into this role.

"Hunting Partner" grants the companion all free perks (including the downside of "Hunter"), as well as a free Tier 1 Perk, a melee weapon and gun from the "Gifts from the Little Ones" options in the Equipment section, a discount on a single Tier 3 Perk and 600CP!

----------[Perks]----------

Due to the lack of Origins, you will be allowed to pick one Tier 1 perk for free, and apply a discount on one perk of your choice from each Tier above Tier 1. Discounts are 50% off of the full price. All other perks besides your selected free and discounted ones are full price.

[Free] "Rally" - After being hurt or damaged in some way, you have a short window of time where bathing yourself in the blood of your enemies will trigger a small bit of rapid recovery. It's never very much healing, meaning you're very unlikely to make a full recovery from anything too serious, but every little bit helps. You don't necessarily have to be drenched in blood, but the amount required to trigger Rally will be quite noticeable.

[Free] "Blood Bullets" - At any time, you may sacrifice a significant 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.

A blood bullet loaded into a pistol will match the caliber, while a blood bullet loaded into a shotgun will become a shell filled with blood buck shot. You may not make any more than five at one time, additional attempts will just pointlessly drain you of blood as the bullets fail to keep shape.

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.

Blood Bullets are able to become liquid fuel for certain weapons, such as flamethrowers. Blood Bullets are unable to assume the shape of projectiles that are too complex.

[Free/Mandatory] "Hunter" - Apparently, from what you can gather, you are now a Hunter. This means a number of things, including access to the Hunter's Dream. What that means is that instead of dying, you will wake up in the Hunter's Dream and be able to travel to and from it using Lanterns found around the world.

That sounds nice at first, until you realize one of your fellow hunters is a bit too good at this, the mysterious foreign one that is. This Hunter will end the nightmare soon, within a day or two, severing your connection to the dream.

There isn't much you can do about it, so enjoy it while it lasts. Another boon of being a Hunter besides being able to visit the dream is the admiration of Messengers, small infantile creatures that can prove useful in some scenarios. I'll explain about them later. Lastly, it seems your new body has some. . .hidden assets. You have an affliction, though one you can control on some level.

There's a beast inside you, trying to get out, trying to take you over. Though it takes a bit of concentration, you may temporarily unleash some of this beast's strength in the form of a "Visceral Attack".

This attack temporarily transforms your hand into a beastly claw which will slide through the flesh of a prone enemy like a hot knife through butter. Careful not to draw on this power too often though. . . This perk also comes with the Mandatory "Inner Beast" drawback, detailed in the drawback section.

----------[Tier 1 Perks]----------

[100CP] "Violent Past" - You're a tough, hardy Hunter, aren't you? You throw a mean punch and you can keep throwing them longer than many others in your "profession". If you were careful enough, you could probably even beat a beast to death with your bare hands.

You have a minor protection when attacking which makes that possible. The effect basically means when physically attacking, your body can take a bit more of a beating than it ordinarily could, allowing you to use more force, like a boxer wearing boxing gloves.

Attacking metal spikes or blades will still go the way you would expect, but you don't have to worry about hurting your hands when you're punching a beast in the face. A weapon would still be far more effective, especially the larger ones thanks your new strength. Unarmed combat just becomes a more attractive option compared to before thanks to this perk.

[100CP] "Hunter's Skill" - You have a certain agility, a certain finesse behind your movements. Your competence as a Hunter makes it all the easier to dance and dodge around the enemy's offense and striking out with your own attacks.

Don't be surprised if common enemies have a hard time touching you now. This competency, this finesse of yours extends to weapons as well, making it a bit easier to wield more even complex weapons.

[100CP] "Good Blood" - May the good blood guide your way good hunter! In addition to having stronger white blood cells and more efficient red blood cells, your blood has been strengthened, allowing it to create much more potent Blood Bullets. This perk basically makes your blood more useful all around.

Your immune system should be able to fight off most of the diseases lurking in this festering, rotting hell for one. Now, when before it could have taken more a dozen shots to put down an enemy, it should only take two or three. This allows you to be much more conservative with your bullets. Due to your blood empowering Quicksilver Bullets, they are also improved by this perk.

[100CP] "Discovery" - How convenient. The effects of this perk are two-fold. Firstly, you've gained an eye for spare equipment laying around. Secondly, your luck when it comes to finding such things has gone up greatly!

Whether it's ammo, blood vials or something more precious like blood gems, useful miscellaneous items just seem to find their way into your hands more often, normally after looting them from a corpse. Said corpse may be fresh or old. Hard things to find will still be hard to find, but less so.

[100CP] "Steel Yourself" - This is not a happy world. There's corpses and blood everywhere, people are turning into undead beasts, there are cults 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. By purchasing this perk, 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. . .

[100CP] "Messengers" - With a snap of your fingers, you now have the ability to summon Messengers from the ground in front of you. Messengers are small, gray, somewhat disturbing infantile creatures that admire hunters greatly.

When summoned, they come bearing a piece of parchment with a note relevant to the area. The note is usually written in broken English (or whatever language most relevant) and always short, meaning you may have to take a moment to decipher it at times.

Some notes don't have much meaning, being comments on the surroundings, compliments to the hunter (you) or basic tips they feel may be helpful. Occasionally though, the Messengers may bring a note of importance, such as a hint about nearby treasure or warning of an ambush.

Messengers will sometimes appear in this world on their own with these notes, trying to help, but this perk gives you the ability to summon them in not only this world, but others. Oh, one last bit of information.

If you're feeling generous you may give your Messengers accessories such as hats, ribbons or pots that they'll wear like hats. When next summoned the messengers will still be wearing these adornments. They love the color red, and would appreciate red gifts the most.

[100CP] "The Nose Knows" - In Yharnam, where many blind themselves in a futile attempt to retain their sanity, they must find their way around through different means. You, like them, now have a far superior sense of smell compared to normal humans. With your new sense of smell you could stalk your way through the defiled streets and even fight somewhat decently while blind.

That being said, you can't do much more than figure out the general location of objects and enemies close to you. Strong enough smells can even confuse and mask things from your nose, making incense heavy and blood soaked areas a bit harder to deal with using your nose alone.

[100CP] "Little Things" - Those who don't pay attention tend to end up dead quickly around here. You notice the little things and have an easier time putting them together now, which is surprisingly useful at times. Helps with things like quickly putting together the direction light is coming from so you can tell where the enemy casting that shadow is before they drop right on your head.

Is your enemy really predictable? Noticing their patterns sooner can help you avoid getting an axe to the side of the head. Just step on a strange tile and hear a click? Moving is a good idea, and one that you'll likely need to come up with as quickly as possible!

----------[Tier 2 Perks]----------

[300CP] "Charged Attack" - By purchasing this, you are now able to "charge" your physical attacks, increasing their destructive potential greatly. The user "charges" by pausing for a moment after readying their attack. Charging an attack will increase the force behind it, and a "fully charged" attack can be dramatically stronger than an uncharged attack.

When the wielder of this ability lands a fully charged attack on the back of an enemy, it has the possibility of putting them in a "vulnerable state". This state could be compared to highly temporary shock resulting from the force of the blow, leaving enemies unable to move for a moment or two. Not all enemies are susceptible to this, nor do all enemies have backs.

Fully charging an attack can take anywhere between 1 and 3 seconds depending on the "weight" of the attack being charged. A regular jab will probably only take a second while swinging a large battle hammer will likely take longer, as examples. The wielder of this ability is unable to move while charging, leaving this skill difficult to master, but deadly once mastery is gained.

[300CP] "Hunter's Intuition" - It feels as if you've experienced uncountable years in the hunt instead of only just beginning. 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.

Maybe it's an elemental weakness or something more subtle, like an exploitable pattern to their attacks. If given enough time observing the enemy, you will find it eventually. Do try not to completely rely on your instincts though, for even those as sharp as yours can be wrong every now and then.

[300CP] "Projectile Parry" - The perk requires explanation. By purchasing it, you gain a sharp eye and natural instinct helping you predict the perfect time to "parry" an enemy. The definition of "parry" changes under this perk to "shoot the enemy in the face at the exact right time".

Additionally, you get some increased accuracy, reflexes and quick draw skill to help you act on it. You might be thinking to yourself "when isn't it a good time to shoot my enemy in the face?" at this point.

Well, let me explain a bit further. Guns from this world aren't all that powerful for the most part, so they're highly unlikely to deal a deadly blow to a healthy enemy, even a weak one.

Even with these guns though, when used to shoot an enemy in the face during this window of opportunity, the enemy will be sent into a "vulnerable state" identical to the one detailed in "Charged Attack". Just like Charged Attack, there are a few limitations.

First of all, the timing to perform a "parry" is rather precise, meaning you'll most likely need to be quite close when firing. Second of all, the window of opportunity is, as a rule, located during an attack. This means you have to be in a fight to actually parry.

Lastly, similar to Charged Attack, not all enemies have a window, or a face. Luckily, like charged attacks, the skills required to parry can be trained and worked on making this perk much easier to use if you put in the time.

[300CP] "Insight" - You have seen things, heard things, learned things, all very strange things. . .and its had a noticeable effect. You have lined your brain with eyes and gained the ability to perceive things others can't.

Dolls will begin to talk, you can see what some would call divine beings, you can hear singing and crying you wouldn't have heard before. Even in other worlds your senses may perceive that which the senses of the mundane may not.

Beware, these things you can see and hear now can sometimes be a bit. . .much. Remember as well that your insight and uplifted senses allow you to learn of and perceive strange and unsettling things, things others would have a hard time believing in. Just be careful who you talk with this about, they may think you more insane than insightful. They're probably wrong though, probably. Lastly, good or bad, a side-effect of your new insight has cleansed your beastly idiocy and heavily weakened the beast inside.

[300CP] "Workshop Artisan" - As if taught at the long gone workshop, you seem to possess knowledge and skill with many of their crafting techniques. You have been granted the knowledge and skills needed to both repair and even create your own Trick Weapons and Hunter's Tools. Trick Weapons are weapons with a variety of special abilities relating to their form.

The most common type of Trick Weapons are those that can transform in some manner. An example being swords that can lock into specialized sheaths in order to become different weapons, sometimes radically so. Not to say transformation is the only ability, there are also melee weapons with guns attached, and maces that can be charged with unnatural blue electricity to deal massive damage.

Hunter's Tools are pieces of equipment with special abilities activated by using Blood Bullets or Quicksilver Bullets as a medium. Hunter's Tools are usually supernatural items that have been made to work using a Blood/Quicksilver Bullet medium, such as the Beast Roar, a beast's claw that when activated, allows the wielder to roar like a beast.

Some Hunter's Tools are completely manmade as well, though this is a relative minority. Basically, you now know how to convert things into being activated and powered by Blood Bullets and Quicksilver Bullets.

Doing so allows anyone to use them, even if they are completely mundane beings, so long as they have the bullets mentioned above on their person. When making Hunter's Tools, remember that the more power something requires, the bullets the wielder will need. These skills granted to you may be honed over time, just as any other skill can.

[300CP] "Blood Artisan" - You have been granted beginner's knowledge and skill with crafting a variety of items out of blood. This allows you to make Blood Vials that work like healing potions, Blood Stones which are an excellent material for crafting and even Quicksilver Bullets that can be used for a variety of purposes as mentioned in other perk and item descriptions.

As previously mentioned, you're still a beginner meaning you don't know anything too amazing yet. You do have all the necessary information to improve your craft with enough time and practice. (Cannot be taken with Blood Artisan Plus.)

[300CP] "Eldritch Teachings" - Eldritch rituals compiled by the mad and defiled have somehow found their way into your mind. Whether it was being inducted into the cult of Yahar'gul, or somehow surviving after spying on the witches of Hemwick, you know their ways. By purchasing, you've gained in depth knowledge on how to summon a wide variety of ghastly creatures.

To summon them, you must conduct a ritual of varying complexity and make a human sacrifice of some kind. Sacrificing a pair of harvested eyes while standing in a ritual circle will call a Stalker or "Mad One" to do your bidding, a demonic humanoid with a large hand scythe. More difficult rituals and heinous crimes only raise the strength of what you may summon, to a point.

Towards the upper end, requiring a complex ritual set under the blood moon of a Nightmare and a sacrifice of numerous infantile humans boiled alive in blood, you may summon an abominable corpse god like One Reborn.

This grotesque being, an undead mountain of corpses, would start incredibly strong and will only grow stronger with time. After this, it becomes exponentially harder to summon something greater.

[300CP] "Hematophagy" - Normally the act of consuming too much blood or getting soaked with it, even trying to refuse it entirely could aid in feeding your inner beast. By purchasing this, this is not the case. Not only will blood (or the lack there of) stop aiding your inner beast, your body has adapted around it.

Drinking the blood from blood vials is now just as potent as injecting it, Rally becomes a bit more effective if your enemy's blood impacts bare skin and you could even survive entirely on blood if the person "donating" was fairly healthy.

----------[Tier 3 Perks]----------

[600CP] "Beast's Strength" - Careful who you let see you using this. This perk allows you to draw on much more of your Inner Beast's power without empowering them. Not only does this allow you to use Visceral Attacks with much less focus than before, you'll passively be able to draw on the beast's incredible physical strength.

Imagine tossing a fully grown man around like a child would toss a ball. If you wish too, you may even manifest the large claws of a beast for a time. Be wary, this perk won't completely stop the beast from becoming stronger, just slow it down a lot. Overuse of the beast's powers can still be risky.

[600CP] "The Art of Quickening" - What's this? You seem to have picked up the long lost art of Quickening, which allows you to move with blinding bursts of speed. Though it may take a bit of practice, you have the potential to gain remarkable control over the distance and direction of these bursts of speed, and can even use them in rapid succession or in the air.

The bursts are linear, so be careful not to become predictable. The bursts of speed will be a bit taxing at first, so pace yourself. Eventually with enough training, you'll be able to continuously zoom around even lengthy fights

[600CP] "Blood Saint" - Seems you have something in common with the Nuns of the Healing church. Your blood now has powerful regenerative effects, allowing you to heal from minor and middling injuries within seconds and major injuries such as severed limbs in less than an hour.

Fatal injuries stay fatal, but to say that you can quickly recover from blood loss is an understatement. This makes Blood Bullet spam actually possible. You blood's healing properties can also be shared with others by letting them drink it. The effects on others are temporary though.

[600CP] "Arcanist's Touch" - Your touch now greatly empowers both Arcane items and elemental damage in general. Even mundane objects are empowered by your touch. Molotov Cocktails will produce more intense flames, and water guns may bruise or even puncture skin.

It should go without saying, but this makes many Hunter's Tools much more useful than they would have been otherwise. The "Beast Roar's" roar will push harder, the "Auger of Ebrietas's" tentacles will hit harder and so one and so forth.

In addition, the effects of your empowering touch on magical objects and elements will linger, lasting for a short time even after breaking contact. This basically means that you can trust those Molotovs to reach their target and still pack a punch after leaving your hands. Do be wary, as the effects will not last long.

[600CP] "Blood Artisan Plus" - You have been granted an experienced artisan's knowledge on crafting things out of blood. This is basically an overall improved version of Blood Artisan, allowing you to craft more potent Blood Vials, larger Blood Stones and even Blood Gems. Blood Gems are supernatural gems formed from blood that can be slotted into weapons to give them a variety of special abilities.

Some Blood Gems can make an edge sharper, or a tip pointer. Other gems can bathe a weapon in fire, poison or electricity to make them more effective against certain enemies. Some gems can even increase your strength or dexterity while wielding the weapon it's slotted in.

Their magical powers can be stacked, to an extent at least. This means you may slot up to three different Blood Gems in the same weapon, though no more. Blood Gems can be slotted and removed with special equipment. (Cannot be taken with Blood Artisan.)

[600CP] "Dream Walker" - Pulled into the Hunter's Dream then sent to end the Nightmare, but reaching it wouldn't be so easy without outside help. Don't you want the power to traverse these mysterious planes of existences by yourself? Well purchasing this grants such power. This perk allows you to gain entry into Dreams and Nightmares, though you'll need some sort of key first.

These keys can be items native to that Dream/Nightmare that have somehow made it into your hands, or the body of someone who's consciousness is residing within your desired destination. All you need to do is touch this key, and a you'll have the power to send yourself into the Dream or Nightmare, landing at the edge of the world while needing to journey deeper on your own.

The problem of getting in and out after that is also covered by this perk. You may place lanterns containing a blue fire inside that you can teleport between. Simply touch one and focus on the desired lantern you wish to move too. You may only place a single lantern in the waking world, but multiple inside Dreams and Nightmares provided they're heavily spaced out for easy navigation.

(Note: Post-Jump, Dream Walker can be used to penetrate similar realms that overlap the current one, such as Purgatorio in Bayonetta.)

[600CP] "Vile Blood" - By purchasing this, your blood bestows incredible stamina rejuvenation, allowing you recover from fatigue extremely fast. You may also grant this trait to anyone who drinks a good dose of your blood, though it wears off shortly after. . . You didn't think that was all, right? Recovering stamina is the most mundane special quality of your strange blood.

Whatever is in it has caused Great Ones to become highly interested in you. "The Great Ones that inhabit the nightmare are sympathetic in spirit, and often answer when called upon." This holds doubly true for you, as the holder of this forbidden blood. Great Ones and their kin are more responsive to your call for aid, some even being outright protective.

Not all act so parental and kind though, and becoming a more noticeable existence for things you can't fully understand the motivations of. . .has the potential to backfire in spectacular ways.

(Note: Post-Jump, Forbidden Blood allows similarly alien and eldritch beings to become more amiable, though don't expect them to be nearly as "sympathetic" as Great Ones. Be wary of asking the aid of things like this as well, for who can say what form this helping hand will take.)

[600CP] "Heirloom Hatred" - Long ago an institution by the name Byrgenwerth conducted gruesome experiments in the name of enlightenment. Their willingness to do anything in the pursuit of their goals labeled them blood lusting beasts. You are the descendant of one of these escaped experiments.

Though your blood has been muddled since then, you still possess a portion of your ancestor’s power. . .and their deformity. Though you stick out like a sore thumb being twice the size of a normal human with lanky arms and twisted, light-blue flesh, your abominable blood has given rise to arcane and eldritch powers.

You may harness the energies inside of yourself to project blue, ephemeral orbs of concussive energy that can knock normal hunters on their back and shatter brick. You also have the minor ability to summoning crackling electricity from your hands to jolt things close to you, the sparks being more annoying than anything else.

Though these abilities are excessively weak and taxing at first, they are like an additional muscle, and an atrophied one at that. Simple practice and patience will allow you to see incredible growth in power and control. (Note: Heirloom Hatred's tagged on deformity can be toggled Post-Jump, allowing you to look normal and keep the powers if desired.)

----------[Undiscounted]----------

[400CP] "Bloodied Combat" - More so than Blood Bullets, Bloodied Combat is a perk that allows you to make use of your blood in a fight in a few basic ways. Covering a weapon with your blood allows you to expand the striking surface, lengthening blades or enlarging hammers with a solid sheath of blood.

Outside of this, you may also scoop up a hand full of your own blood, compressing it into orbs or daggers that can be thrown at enemies, impacting with surprising force. Enough blood gathered and compacted could even allow multiple projectiles to be thrown at once. While this perk isn't as potent as Blood Saint, it also increases blood production enough that it's a great deal harder to bleed out.

This allows you to use these abilities safely, provided you practice a bit of moderation. Depending on the buyer, all of these traits are secondary compared to the final benefit it grants though. Bloodied Combat is a "Capstone Booster" that provides any Tier 3 perks you've purchased with secondary benefits. These benefits are listed at the bottom of the Jump in the "Notes" section.

----------[Equipment]----------

As with perks, due to the lack of Origins, you will be given the beneficial option to make a few choices. In this section, you may select one piece of Equipment priced 100CP or lower and obtain it for free. You may also apply a discount to any two different items of your choice.

[Free/100CP+] "Gifts from the Little Ones" - You are given a choice of one of three trick melee weapons, and one of two projectile weapons. you will receive the two weapons of your choosing one day 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. 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.

The third trick weapon is the threaded cane, a sturdy metal cane that can transform into a bladed chain whip. The first projectile weapon is the Hunter Pistol, a quick, simple, high damage weapon that's handy at short to medium range.

Your other option is the Blunderbuss, a heavier weapon that fires a wide spread, effective at close ranges, against small groups of enemies. For an additional 100CP each, you may pick additional weapons from the ones listed above, spending a maximum of 300CP to collect everything listed.

[Free/100CP] "Bag of Quicksilver Bullets" - A curious bag full of quicksilver bullets. These bullets are fused with the wielders blood and will prove quite useful during the hunt while facing beasts of various sorts.

These bullets, much like Blood Bullets, can assume the shape of larger projectiles by loading them together. The bag is small and easy to carry, but has the odd ability to hold 20 quicksilver bullets at a time. For an additional 100CP, the bag will slowly refill as time goes on, 1 Quicksilver Bullet an hour, with a maximum capacity of 20 as previously stated.

[Free/100CP] "Bag of Blood Vials" - Special blood used in ministration. When injected, the user will rapidly recover from minor and middling injuries such as scratches, bruises, gashes, fractures and blood loss. A single vial's worth of this special blood is unable to regenerate lost limbs, large broken bones or other more severe injuries, but more blood injected equals more healing.

The bag is given to you full, somehow containing 20 Blood Vials despite its small size. For an additional 100CP, the bag will refill as time goes on, one blood vial an hour, with a maximum capacity of 20. Works for anyone the blood is injected into.

[50CP] "Hunter's Torch" - An odd torch that never seems to stop burning. It doesn't release smoke or seem to burn down, it's just always on fire. It's not an extremely hot, bright or large flame, but it's something. Very effective against enemies that hate fire, especially when used to bludgeon them.

[50CP] "Flamesprayer" - A small, handheld flamethrower that runs on both Blood Bullets and Quicksilver bullets. Can spray a small gout of fire continuously for one and a half seconds for every bullet spent as fuel. Not the most efficient weapon by any stretch, but sometimes a sea of flame is just what the doctor ordered. Besides, lots of things around here hate fire, so it may prove useful.

[50CP] "Shining Coins" - A large bag of particularly luminous coins. There are few uses for currency during the hunt, but they may yet still have other purposes. Such uses include testing dark drops, leaving trails or generally being pleasant to look at.

[50CP] "Victorian Doll" - 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.

(Special Note) Those with the “Insight” Perk have the ability to see the doll come to life, in the form of a phantasm only they and others with Insight may see. The doll itself will remain motionless, but the animate spirit resembling it certainly isn’t.

[50CP] "Ring of Doomed Betrothal" - 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.

[50CP] "Fist of Gratia" - A bizarre, wedge shaped hunk of iron with finger holes. Once belonging to a simple-minded hunter woman named Simple Gratia, who was hopeless with firearms. Her unrelenting beating of beasts with this chunk of iron seemed oddly heroic to bystanders, leading to the naming of this weapon in her honor.

The true merit of this strange fist weapon is that it can be used in place of a gun to "Parry" enemies. Simply punch them in the face when the time is right, punch them! Hail Gratia!

[50CP+] "Lead Elixir" - 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 fire, electricity, magic or other less than physical attacks though. For an additional 100CP, it will refill over the course of a few hours once fully consumed.

[50CP] "Messenger's Gift" - "A strange gift from the messengers, inhabitants of the dream who revere the brave hunters. Use to envelop oneself in a black nightmarish mist, then transform into a messenger. The illusion is a parlor trick, and any large movement will break the spell. To preserve the guise, proceed very slowly." As the quote says, this may be used to disguise yourself as a messenger, albeit at the cost of a single Quicksilver Bullet and requiring you to make slow, careful movements.

[50CP+] "Blue Elixir" - 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 100CP the vial will slowly refill to full several hours after emptying.

[100CP] "Kirkhammer" - 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 though, it transforms into a large, heavy hammer that overflows with style. Very strong, versatile weapon overall, though the hammer form is a bit slow if you're lacking in strength.

[100CP] "Beast Roar" - A beast's claw converted into a Hunter's Tool by Irreverent Izzy. Borrow the strength of the terrible undead darkbeasts, if only for a moment, to blast surrounding foes back with the force of a roaring beast. This roar can also deflect projectiles if timed correctly, even small boulders. Doesn't really work with anything much heavier though.

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? Requires 2 Blood or Quicksilver Bullets to use.

[100CP] "Old Hunter Bone" - An Old Hunter's Bone formerly belong to a Hunter that apprenticed under Gehrman. Temporarily grants you the ability to use the Art of Quickening at the cost of 5 Blood or Quicksilver bullets. Quickening allows you to move in bursts of speed so fast, the untrained eye could mistake it for teleportation.

[100CP] "Augur of Ebrietas" - 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.

Requiring only 1 Bullet to use, the Auger of Ebrietas summons forth tendrils that rush forward in a straight line, crashing against anything in its way. Not incredibly powerful by itself, but borrows on the wielder's Arcane potential to increase its strength.

[100CP] "Beast Claw" - Crafted by chiseling the long bones of an undead darkbeast. 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.

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.

[100CP] "Explosive Bundle" - A box with a handle full of fire bombs of varying kinds. Five simple Molotov Cocktails that explode in a ball of flame on impact. Five Rope Molotovs, simply being normal Molotov Cocktails with rope attached which makes them easier to toss behind you, which is especially useful when running away.

Five Delayed Molotovs, more complex fire bombs engineered by the Oto Workshop with blades that allow them to be lodged in the ground or enemies and a timing mechanism that causes them to blow up in a ball of flame several seconds after impact. Finally, five Delayed Rope Molotovs, the rope making them easier to toss behind you and into the path of pursuers.

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.

[100CP] "Numbing Mist Satchel" - 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.

This numbing effect prevents the enemy from healing using most common methods during that time, bringing vulnerability to those who heal themselves constantly. The bag replenishes its bottles over time.

[100CP] "Curious Goggles" - A curious pair of goggles with a leather strap, thick lenses and strange frames made of thin tubing and metal, all coming in your choice of colors. These goggles, strange as they may look, are an incredible invention 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", though 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.

[100CP] "Blacksky Eye" - "Soft eye blessed by a phantasm. They were discovered through Byrgenwerth's contact with the arcane, but in the end revealed nothing. Deep within the eye lies a vast stretch of dark sky that rumbles with an endless meteor storm. The slightest rub of the tiny orb, and the rock will tumble and soar."

At the price of a single Quicksilver Bullet, you may project an Arcane meteor from the eye that delivers considerable damage to those vulnerable to such things. Effective ranged weapon for the magically inclined.

[100CP] "Church Pick" - "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 move to transform it into a war pick, deadly and capable of puncturing the hide of beasts like butter with a good swing.

[100CP] "Beast Cutter" - "This thick iron cleaver slices through the toughest of beast hides, and when transformed the blade splits into sections, allowing one to lash it in the fashion of a heavy whip.

This crude weapon relies on brute force and is regrettably inelegant, suggesting that the hunts of the earliest hunters made for horrific affairs, painted in sanguine black and reds."

Takes the form of a large, serrated blade with lines showing the segments. As the above description says, when transformed it allows you to lash out to grind, smash and shred enemies from a distance.

[100CP] "Loch Shield" - "An artisanal shield crafted with blue glass. 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 greatly reduces all forms of non-physical damage."

As the description implies, this bizarre, glass shield is able to dramatically reduce the strength of incoming energy based attacks that impact it such as fireballs, lightning bolts and arcane blasts. Don't try to block anything physical with it though, as you might as well be blocking with your arm for all the protection it'll provide.

[100CP] “Kos Parasite” - “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.”

A parasite unlike any a normal doctor would have ever beheld. Has no immediate uses from what you can tell aside from being revolting. ((Note: Provides protruding tentacles and mystic powers that can prove quite dangerous for those transformed by the Milkweed Rune.))

[100CP/200CP] “Victorian Wardrobe” - “Befitting the era this place was themed upon, is an extensive wardrobe larger on the inside with clothes that would allow you to blend in, show off or aid in more dangerous endeavors.

For 100CP, the wardrobe is filled with normal Victorian era style clothing. From the outfits the common man or woman would wear to the clothes of the upperclass.

If you instead spend 200CP, 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 boon.”

[100CP] "Caryll Runes" - Caryll Runes are the words of Great Ones transcribed by Runesmith Caryll. Runesmith Caryll, student of Byrgenwerth, transcribed the inhuman utterings of the Great Ones into what are now called Caryll Runes. Etching these runes into 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 effects. You may transcribe up to three different kinds of 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. 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 upon entering the world.

-[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 a bit, with Tier 3 granting twice the benefits of Tier 1.

-[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 Arcane and magical attacks a bit, with Tier 3 granting twice the protection of Tier 1.

-[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 such things like Visceral Attacks to be more powerful, and allowing you to fall from greater heights without being hurt. Tier 3 grants five times the extra power and twice the resistance to large drops compared to Tier 1. Beware though, for empowering the beast within is a risky game you play. . .

-[4] "Blood Rapture" - "Blood Rapture" is the raw euphoria of the warmth of blood. Those who bare the rune gain the power to trigger a state of rapid, temporary healing by using "Visceral Attacks" on enemies. Similar skills or methods of viciously ripping out a foe's entrails also work fine though.

Unlike most other runes, Tier 3 is only half again more potent than Tier 1. 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. The rune improves the potency of "Visceral Attacks" and similar techniques that involve piercing and gutting enemies with your hand 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. The rune improves your blood and body's resistance to most slow acting toxins and infections that fester and weaken the body over time.

Tier 3 provides three times the benefits of 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 or having your throat ripped open.

The effects are noticeable, but small, helping you survive with a few extra wounds when others would have died already. Tier 3 is 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 allows it to fit more Blood Vials.

Tier 1 increases its capacity by "1", Tier 2 by "3" and Tier 3 by "5". 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 "20".

-[9] "Deep Sea" - This transcription of the Great Ones' inhuman voices depicts down reaching currents. Humans have certain limitations of the mind, limitations that causes absorbing certain types of information in large quantities to inflict tremendous brain damage, 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.

-[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. 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 perk, causing miscellaneous items to find their way into your hands more often via mysterious chance. The Tier 3 "Eye" rune is a bit more effective at this specific aspect compared to the Discovery perk, and twice as potent as Tier 1 overall.

-[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, with Tier 3 being twice as potent as Tier 1.

-[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 "1", Tier 2 by "3" and Tier 3 by "5". 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 acts as a multi-tool rather than a hammer. Tier 3 is three times as effective as Tier 1.

-[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 form of 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.

-[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, with Tier 3 being 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 more than twice the potency of Tier 1.

-[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 where you gut enemies with your hand, Quicksilver Bullets will appear in your possession, whether in your bag, in a pocket or elsewhere. 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. Tier 3 is about three times as potent as Tier 1, requiring a larger dose before those toxins take effect on you.

[200CP] "Tonitris" - A unique trick weapon contrived by Archibald, the infamous eccentric of the Healing Church workshop. Striking this peculiar iron mace like a match generates the same blue sparks that blanket a darkbeast.

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.

[200CP] "Stake Driver" - A trick weapon fashioned by the workshop heretics, 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 bladed stake. When retracted, the weapon is faster to handle, which allows the wielder to make quick punching motions and stab enemies with the pointed tip.

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 quite strong and fast, and priming the stake takes relatively little time.

One last thing, if the "Charged Attack" perk was purchased, you may access a secret attack of the Stake Driver. When fully charged during the primed state, the Stake Driver will unleash a powerful explosion on impact that will not damage the user. This attack will take a few seconds to charge, making it somewhat situational though.

[200CP] "Evelyn" - 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 are greatly empowered by the wielder's blood, especially Evelyn has been upgraded with Blood Stones. The more "potent" the wielder's blood, the more stopping power it possesses.

[200CP] "Cannon" - Large prototype firearms fashioned by the workshop heretics, the Powder Kegs. Use of this weapon is equivalent to toting a mounted cannon, complete with its ridiculous weight, staggering kick, and lavish use of ammo, into battle. 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. Accepts Quicksilver and Blood Bullets, 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.

[200CP] "A Call Beyond" - 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 outer space in the shape of slug-like invertebrate. At the lofty price of 8 Quicksilver or Blood Bullets, 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.

[200CP] "Warding Incense" - 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.

[200CP] "Madaras Whistle" - "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, at the cost of 4 Quicksilver Bullets, the ground begins to rumble and that's a sign you should move.

In that moment, a massive snake head, a vicious phantasm varying in power based on the quality of your blood, burst from the earth to snap its jaws shut at the location you were standing in when 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.

[200CP] "Tiny Tonitrus" - "Tonitrus is a unique weapon crafted by Archibald, the infamous eccentric of the Healing Church workshop. This is a similar morning star mace that utilizes Quicksilver Bullets. When struck into the ground, it recreates the blue sparks that are said to surround the darkbeasts. Like Archibald's masterpiece, this too is a superb conductor of the powerful blue sparks."

The quote is a bit deceptive in this case. When you stab this in the ground and activate the effect, at the cost of 6 Quicksilver Bullets, 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".

[200CP] "Simon's Bowblade" - "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. 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?"

The miraculous weapon serves as a powerful sword in its default state, hacking through beast and human limbs alike with proper force. When transformed though, the sword splitting apart and forming into a bow, it becomes a miraculous weapon. You're able to transform a single Quicksilver Bullet into a powerful arrow with this, and send it flying with surprising precision.

[200CP] "Boom Hammer" - "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."

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.

[200CP] "Piercing Rifle" - "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, 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 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.

[200CP] "Church Cannon" - "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, not for just any ordinary hunter. But the men lacked the wits to effectively operate firearms, and the weapon was quietly ushered into permanent storage."

A large ornate cannon with a strap that binds it to the arm, this weapon works like portable artillery. While it's a bit less powerful than the "Cannon", it also consumes two less bullets and 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.

[200CP] “Rakuyo” - “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.”

Able to split apart into a sword and dagger, or join together into a singular weapon with blades from both ends. It is wielded with a unique style that 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.

[300CP] "Ludwig's Holy Blade" - 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 take both strength and skill to properly wield.

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, Blood Gems which grant it elemental damage.

[300CP] "Chikage" - 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 with blade with it. Upon doing so, it heavily empowers itself using the wielder's blood.

Depending on the strength of the wielder's blood, the increase in power can be moderate to incredible. Once a coating of blood is applied though, it taints it with poison, allowing the wielder to spread it with their attacks.

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.

[300CP] "Burial Blade" - 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. Siderite is an incredibly durable material that can be magnetized, though surprisingly light for its strength.

The Burial Blade consists of a large, double bladed, curved sword that can be quickly and easily combined with a light, curved, shaft that can be folded up and carried on the back to form a massive 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 magical enhancements.

[300CP] "Rosmarinus" - A weapon very similar yet incredibly different to the Flame Sprayer. It looks the same, is about as durable too. Rosmarinus also consumes Quicksilver and Blood Bullets as special mediums, one of them lasting for a second and a half like the Flame Sprayer.

Instead of flames though, Rosmarinus projects a magical, sacred mist. Arias are heard wherever sacred mist is seen, proving that the mist is a heavenly blessing.

The mists seem to be incredibly deadly. 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. Very ammo intensive, but worth it.

[300CP] "Workshop Equipment" - This is actually a package deal containing a variety of workshop tools. The first tool set has some basic tools for repairing equipment and some more specialized tools for upgrading weaponry with varying Blood Stones.

The second set of tools 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. Etching these runes into 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 effects. You may etch up to three runes into your mind at a time. These runes can be found scattered around this world.

[300CP] "Amygdalan Arm" - 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'll still function fine as a club, but each swing will be accompanied by the bladed tendril of a finger lashing out at nearby enemies.

[300CP] "Bloodletter" - "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.

[300CP] "Whirligig Saw" - "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."

Taking the form of a simple mace with a diamond shaped head, the weapon is transformed by inserting the head inside the bladed mechanism. The mechanism grants the weapon a new head, with two dangerous buzz-saw blades that spin in opposite directions. The blades seem to spin on command, though revving it up may tire you. Despite its seeming mundanity, it's brutally effective in what it does.

[300CP] "Gatling Gun" - "This is a highly-customized, portable version of the stationary gatling gun operated by the old hunter Djura in Old Yharnam. It was 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."

The Gatling Gun is as you think it would be, a heavy firearm capable of sending out numerous rounds in rapid succession. While you may at first think this is a waste of time, with such a finite supply of the local rounds, what makes the Gatling Gun truly special is that it can fire four shots per bullet consumed.

[300CP] “Holy Moonlight Sword” - “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, and whatever guidance it has to offer, it seems to be of a very private, elusive sort.”

A greatsword gifted upon Ludwig by dancing lights. It is in remarkable condition, with significant quality in the make of its blade. 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, crushing lances from the tip.

----------[Scenarios]----------

Scenarios are special missions or events that you have the option to take. 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.

----------[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, but 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. For almost as long as the Hunters have hunted, there's been a dark presence that disposes of those Hunters who have fallen to their lust for blood, 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 skill wanes.

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 fuck up or get in her way.

Though I say that so simply, her targets aren't so easily vanquished, 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 though, 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 weird though, she sounds. . .younger. Following behind anyways, she won't tell you twice, but 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. Only now do you notice she 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. Not only helping her throughout this night, but bringing an end to her internal conflict will help settle things for her, as she passes the torch to you. Eileen handing her title as a "Hunter of Hunters" to you will signify the 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 weapon "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. The Oath Rune of this Covenant is "Hunter", which simply grants you a larger well of stamina to draw from.

Maybe more important than all of this is 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. If you manage to save Eileen after ending her nightmare, as she will most certainly die without professional aid of some kind, you may offer her companionship. Spare Blood Vials will do no good in treating these wounds, though even if you do end up saving her life she still might turn down your offer, keep that in mind.

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[] "**The League**" - This Scenario starts off a bit different than the 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, extending a greeting, he will 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. Specifically though, The League seeks to find and eradicate "Vermin", strange insects said to be the root of human corruption which use beasts, Hunters and other things as host. Valtr and other members have no illusion of sympathy, but continue their work anyways.

With only his blessing 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 insects wherever you find them.

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 being no weakling. It is during the search of an abandoned house that you found an old book opened to diary entry, the writer’s observation of a story, that piques 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 lone 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 specifically. . . You 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 acting strangely, not recognizing you, but welcoming 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 join them in their hunt, 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.

Seemingly just like the story you read mere hours before, something is stalking you and your companions and 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 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 feeling like they happened too fast to prevent, like fate was having its way with you. The leader standing 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 ripping 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 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, 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 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 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 you're going to have to make a very good pitch to convince him to come along.

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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 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. The 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 before many being subsequently exterminated by the healing 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, impossible to see from a distance and nearly invisible at close range, which also gives you a great view of their long, dangerous 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 while attempting to keep your balance on a snowy rooftop by the way.

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- oh no. . .

Just like Eileen you have been pulled into the mind of Annalise. You've found yourself into 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 and his Executioners, who look more like demons than hunters of the church. Following 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 granting you membership as a Cainhurst Vilebloods.

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 Knight 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 though.

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, even offering cooperation to hunt the beasts and other unclean things lurking in the night.

As you talk to him more, he becomes more open with his identity as possible of the last Executioners of the church. He tells you the tale of Master Logarius and the accursed Vilebloods of Cainhurst. 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 you plan 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 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 replaced with a quivering pile of flesh, somehow still pulsing with life despite being reduced to 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. Putting your hand on his shoulder in order to see if he's alright suddenly takes you somewhere else, 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.

Shaking your head to clear it, you're barely able to hear a few clear lines come forth 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 else 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 never stop your advance, eventually running into the nigh satanic 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, he needs your help, and the Queen is constantly growing stronger as time goes on.

Kill the 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 incredibly unlikely, if you manage to convince Alfred that it is not yet his time to die, 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, 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 you must make haste in your search.

Once you do finally find his skull, return to the Cathedral with skull 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 dull as you 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.

Staring up into the sky, you notice the sun visibly inching through the sky, its position putting it at morning and progressing fast. That's when you hear voices, following them down an alley. No matter how close you feel you're getting, they always sound muffled, unable to be understood.

One alley leads you to muffled voices, several, blurry shadows on the wall acting out a scene before blood spatters across the wall. More voices bringing you into a town square where an entire 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 into a cathedral much like the one you were in before waking up in this place, the dark being pierced by the dull glow of candles. Even now, the voices are 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 are knocked away from the now blood altar, and the large double doors you walked through are blasted off their hinges and into the streets. The flames spread quickly to the carpet, the pews, 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, the buildings around you stretching higher, distant screaming and roaring 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 skin or fur can even be seen under the raging flames. The last thing you notice before it 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, 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". The Rune partially transforming into a beast.

Your teeth become fangs, ribs become very pronounced, though still more human than beast. This form will instantly put you on the shit list of most Hunters, but the benefits are clear. You're able to pull out more of the Beast's strength and agility, in addition to improved senses of smell and hearing. You also gain the ability to let out a powerful roar able to push projectiles and enemies away.

The Inner Beast no closer to taking over, yet its instincts helping guide you during the hunt with your new abilities. 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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[] "**Lumenwood Kin**" - Deep within the Astral Clocktower located in the Hunter's Dream exists a former Blood Saint by the name of Adeline. Helping this woman is her 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. Bound to a chair in one of the rooms on the upper levels by leather belts and on life support in fact.

She craves the fluids, 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, 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, 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 that causes you to black out. By the time you awake, you'll be in some place completely different. A tower much like the one before, only this one seems to be more like an Escher painting brought to life.

Giant blinking eyes slowly growing from the walls, rivers of blood that twist through the air and strange statues with shapes that look visibly impossible, hurting the brain trying to comprehend them if you stare too long. These are among the 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, and as you're inspecting the area, you spot another mural looking like some gate in the sky 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 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 and you race up/forward/down to the ceiling mural, gravity as fickle as anything around here. The only relief you get being 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 laying in the distance, and a dark shadow behind it that soon engulfs 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 below you.

If you actually make it to the gate, lying at the top of a long, spiraling staircase of debris, your senses seems to 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."

Milkweed transforms you into a kin of the Great Ones, granting a unique biology to say the least. Blue skin that almost seems tumorous, thin tentacles sprouting from your limbs and your head appearing visually like a brain or stalk of broccoli. While 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, 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.

----------[Normal Scenarios]----------

"Normal Scenarios" take place after the initial Nightmare you're dropped into and involve traveling to distant lands to take on extraordinary threats. Unlike "Covenant Scenarios", most of the events, locations and enemies introduced in Normal 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 section, which take events or challenges you could have faced and made them much more difficult than they ordinarily would be. You may take a maximum of two "Normal Scenarios".

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[] "**Zealot & Scholar**" - Once upon a time there were two boys, orphans who only had each other since as far back as they can 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 completely severed during a falling out later on. Despite the Zealot serving the church faithfully since his inception, it was his friend that was given the holy role of missionary to the far south.

Among the party that would be traveling with him was none other than the saint he 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 his friend and his 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. Years later, the Nightmare in Yharnam 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 people, the more you're 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 concealing strange blue creatures with large heads that do its bidding. Merchants advise to keep your head down and try not to attract attention and 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 can't seem 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, 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 and delved into the 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 drive, but as the rift between them grew, they began to drift to 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 no mere title.

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 and 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 gonna 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 and 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 various ailment/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 eventually flee when that failed, but its all seeing eye followed them no matter where they attempted to go.

They fled to an island shaped like a waxing moon, planning to hide their treasure in a place the beast would never find it so they would be able to come for it later. And so they buried it in a tomb of stone, scattering the pieces of the special key that gave access to the tomb across the island into their 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 a great kingdom were built upon the island by explorers.

Then 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 though, the god could feel the presence of its precious 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 and 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.

Now 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, someone willing to take you to the mysterious island. As few live to tell the tale, 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 bioluminescent 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 tip 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. You'll find her digging in the sand or crying into 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

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 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. Something isn't right though, and it 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 their true colors.

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 on to prey before them down for their sisters to help rip them 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 river that leads inland 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 lake and 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. 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.

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 discover the horrors of, as we'll speak of the treasure's resting place now.

Where the X is marked on this "treasure map" of yours exists 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 open the way to the treasure, a glorious sight will await you. Mountains of gold and jewels and other valuable objects.

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 barrel 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 she seems shocked, staring down at the chest, before attempting to tackle you to the ground while 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 your mind and the land you stand on wasn't bad enough, well 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, fish creatures or even the ruined settlements you saw before, 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 hear the scream of the woman again, see her down the beach marching towards you, a storm brewing on the oceans out in the distance behind her. She slams her fist through the wood, pulling a gun and an emaciated pirate out from behind his barricade. Gold and moldy food flies out with him, which he scrambles to sweep back into his den, but what comes next you couldn't have predicted.

The woman takes aim at you with her new gun, but is bowled over by a stampede of sprinting corpses grabbing and swiping at the spilled valuables, accidentally spilling some of their own in turn which only goes on to feed the chaos as hundreds of undead pirates fly from their hiding spots in a chaotic, turbulent mess driven by greed.

It is not long before the storm is on you all, battering waves slamming into the beach and only furthering the madness as treasure and hungry corpses are thrown around. Escaping the wreckage and madness allows you to see the. . .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 stand on. Glowing spots in the thousands line its side and these appendages, with two massive white orbs on the side of its head serving as eyes. Its maw filled with semi-translucent fangs that jut out like sharpened towers.

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

A wall of water washes you inside of one such cave mouth which sucks you up, 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 rush around the deck preparing armaments and the ship itself 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. It is as he walks back that his gaze finds you, and in that moment the screaming woman flies out from the

door as you had, landing behind you. It is there, with the woman slowly getting to her feet, that you realize the ship is sailing by the beast scouring the beach.

You realize this, because its light has jerked to shine on the ship, acting as a spotlight once more as it shines 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 Hunter, but know this, 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, your job done, will you have successfully completed 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) As opposed to being thrown into a massive battle between pirates and leviathan, you may choose to attempt to make contact with the aquatic Great One. If you can settle things peacefully and return the Great One's treasure to it, this will also put a stop to its rage, causing the Nightmare to dissolve.

This way of doing things will also mean successful completion of the Scenario, but obviously means you do not get to keep the Great One's treasure. A reminder, Lumenwood Kin may still do things the other way if this method fails or they wish to keep its treasure, having returned it to the rightful owner.)

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[] "**Misty Eastern Lands**" - You may know the story from the "Cainhurst Vilebloods" and "Executioners" Scenarios. A while 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 fled the castle 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. With survival in mind, the two sides joined forces and went into hiding up 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. And so 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, that 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.

Their professional murders have made them infamous due to the evidence left behind, 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, patrols remain vigilant of assassins sneaking in or dumped weaponry.

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 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, blood 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 disguised in the dark and granting great protection for clothing 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. Who did find it problematic are members of "The League", who traced the verminous abominations to the east.

Arriving in this fearful country following a trail of slaughter left by the worms, and hearing of the rumors of abductions and shadowy murders, their resolve solidified. The ruthless confederates now attempt to put an end to the "Bloody Assassins" plaguing these lands and verminous abominations they've created, and they're not afraid to get their hands dirty to do it.

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 upon them by these ruthless foreigners and mysterious monsters, a local lord has been reaching out to mercenaries and sell-swords. You are one such hired hand, and have been gathered in the courtyard with many others like you for your job.

Flanked by numerous guards, the lord announces his goal. For 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're removed from his country. You are to 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 reports your Cainhurst Armor back to his superiors. Weeks later after feeling like you're being watched, you 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 definitely born from the west from his appearance and speech, he's curious about your appearance. 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 safe-ish. The League with the aid of victims of the clan will be raiding the compound soon, 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, masters of stealth and espionage making this a difficult task. It is your task to destroy the clan, especially their leadership and anyone who knows how to create their blood thirsty giant silk worms. Speaking of which, those need to die too.

Only once the clan has been uprooted and broken beyond repair, with every single one of their foul creations destroyed 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, not all of them were exterminated. One of them was allowed to terrorize wildlife, sucking them dry as the insect grew larger and larger, eventually cocooning itself somewhere high up in the mountains so it could go through a metamorphosis.

After hatching, its transformed into a massive, blood hungry moth, a body the size of a bus with 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 in addition to being able to shape more blood than before, though new shapes each need practice to refine and perfect.

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 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.

(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. This mood is thoroughly broken as a brawny, barrel chested man dressed in khaki throws the doors open. Wide grin, crow's feet, slouch hat adorned with teeth, graying mutton chops, glorious mustache, he was clearly a healthy, jovial man, even if a bit aged.

Flanked by several less enthusiastic men, he orders 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 addresses 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 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 with tribe with "hysteria."

These stories were collected by his grandfather by 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 standing before you was still young, only to never return.

Now it was his turn, and 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 his hand from his coat with 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 had 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. Should you succeed, you will have your seat on the steam powered wonder as it makes its way down the coasts to the southern continent.

You share the ship with half a dozen other men and women picked up along the way, all of which are normally gathered in his quarters each night for preparation. He reads from the journal, goes over the route, teaches you lot about common local dangers. Time flies all too quickly, as you find yourself unloading the boat with everyone else coming along and prepare for land travel.

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 get used to it all. They'll have plenty of time as your group stalks the savanna, staying wary of snakes or predators stalking them. Try not to let anybody die on your watch.

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, barters with local tribes and villages in their own language, and 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 formerly belonging to his grandfather 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.

And 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 forward that things seem. . .to slowly change. The animals get bigger, the bugs get more aggressive, plants seem larger and more. . .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 becoming more wild and lethal as you go in, and if a "coworker" or two gets eaten 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, 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 thrusting and swinging the 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, only to 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 back to spy from a vantage point.

The tribe is found in the middle of the city, easily visible from the stone rooftop. They exist in vast numbers, 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 holler in tongues you're unfamiliar with, a unique language all their own, or possibly forgotten by all else.

Visible from your point, a cage full of prisoners, including your allies if any were caught during the ambush. Night falls quickly, their dancer's shadows cast outwards to dance on the walls of the once alive city as well as chanting and primal music fill the air. A full moon rises into the sky, the stomping and music and SCREAMS getting louder yet.

Their frames, mere black silhouettes due to the fire, begin to warp and change, their singing becoming 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 shaking in the distance as something big comes closer.

In a single moment, everything goes absolutely quiet, 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 the color of stone, and a row of bulging eyes led from its forehead down the muzzle, stopping before the nose.

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, who quickly run away and off into the jungle. . . . Almost ten minutes pass before the Beast God looks up to the moon and lets out an earth shattering howl, 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 on feet, wing or all fours in the direction of the fleeing prisoners. Meanwhile, the wolf simply sits before the fire after howling, staring into the jungle. . .before the gaze of its many eyes sharply zeroes 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 grey fur may as well be rock with how hard it is to damage for one, 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, and 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 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 a shit ton 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 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, much more aggressive and 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 and bleeding wound is left.

(Alternate Route / "The Blood Beast" Only): Once it's time to confront the Beast God, as you stand before, eyes gazing into one another's, this becomes more than a simple job. The beast inside of you cries for a show of dominance in the face of this supposed god. The fight, should you go down this route, will be far bloodier and destructive as you and the Beast God fight mono-e-mono.

Your Big Game Hunter employer and his hired help now position themselves to take out any and all tribesman that would interfere, but they can only last so long. This is still a fight against the clock in addition to your own inner beast and the very real and physical one trying to maul you.

Should you succeed in slaying the beast and claiming the head for your employer, getting them and their trophy out safely and receiving your reward, you will gain the Beast God's blood in addition to the default rewards. Should you choose to imbibe it, as a barer of the of the Beast's Embrace Rune, your transformation into a beast will become more complete while your mind stays your own.

This transformation brings with it greater physical abilities in general, from durability to strength to speed. In addition to that, it includes superior claw and fangs, and a third eye that grows from the middle of your forehead. The blood directly empowers the beast within you though, so even with a resistance to falling you may want to be careful from now on.

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[] "**Sky Burial**" - It seems as if recently you've been hearing more and more about strange characters dressed like plague doctors killing people in broad daylight and dragging the bodies away. They say their targets are killed quickly and efficiently with long, thin daggers, and 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 plague doctor 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, and oh is it 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 and whatever tools and skills you have to follow them home.

If you do succeed, and I do mean if, whether by cleverly noting a specific type of mud in a footprint left behind by one of the assassins, expert deduction based on witness accounts or whatever, you'll know where to start. 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.

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 dangers are disease and common predators like large reptiles. 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 tries 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 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 right 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, and the honor and cleanliness of the deceased would be restored. That tradition and order was thrown off kilter recently though, by a horrid plague. The disease swept through the clan, infecting most, and leaving of 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, though lacking proper leadership and guidance left in a troubled state. This would explain who few have really heard of them until now, where 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, though they remain optional even if you do fill those 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 ordering demons to dump the run off from her experiments in the river, killing wildlife as well as poisoning 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. She's too well hidden and defended for them to possibly target now with the members they have and the demons she has. 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 and the ingredients for the cure to the clan, then and 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 drawbacks, and these are some hefty 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 they 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, lots 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 towns, villages and cities. These are the people making normal folk afraid to walk outside.

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, likely finding new members somewhere. No, there's a different solution before you here.

These sacred birds they mentioned, great beasts they offer the bodies of clan members and those they slay 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 are 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, 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, razor sharp beaks and claws, and did I mention they all have two heads?

Physically, they are a very intimidating species, but there's more to them. These birds influence the weather, able to summon powerful wind currents, 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.

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 REAL hard.

----------[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.

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[] "**Appetite For Annihilation**" - Once there was a man, a well-traveled man. 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 passes. It was not because of a lack of intelligence, although he was not as naturally gifted as many of his peers.

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 removed from morality. He 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 them was more than a bit hard 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.

On this journey he's 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 for being able to slip away being 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, buried beneath the farm land.

It sprawled out in every direction for miles, necessitating recruitment of the desperate and hungry. A dozen men and women without a penny to their name 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, a prison. Within a hidden chamber, there existed a serpentine monstrosity with over a dozen heads. Each head collared and restrained, body and tail impaled on massive spikes jutting from the wall, pale blood dripping from it into a deep pool below it. . . . .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 have their limbs replaced with tentacles.

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 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 be completely consumed.

Now we get to your role in this, Hunter. You're going to be stopping this, how you do so is in your hands, but there are three routes available here. one available to anyone and 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 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 area 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 find the laboratory of the mad scientist, filled with all manner of machinery but the Great One remains hidden from view. Knowing you were coming from the way you set off trap after trap, the man wasn't sitting idly by. The hum of electricity sings through the room, with him going through 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. The room safe to enter now, you can see the figure move under the cloth as he screams about it being alive.

It removes the cloth, falling off the table, stumbling to its feet. Standing at least seven feet tall it. . .how do I even begin to describe it. It's clearly humanoid, standing upright on two legs with a very human-like torso, only its legs are covered in hair, and its feet are hooves. Its visible skin has the color of a deep bruise.

Its arms and torso have a number of visible scarring and stitches, 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 along the way, resembles a goat's. The horns are especially long, a there are bald parts on parts of it revealing scar tissue and more stitches.

The most striking feature though is a pair of glowing, purple eyes, wide open and peering around the room. You can feel your chest tighten as you prepare for a fight. . .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, not in the best health either. Don't underestimate him, just kill him, and you will successfully complete the Normal Route of this Scenario.

(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, you've gotta help clean up his mess.

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, 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 go. . .a bit awry. The mad scientist is more than easy enough to kill with the small team you'll have by your side and your own skills.

No, the problem is when one of your teammates attempts 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, they get fried rather quickly with a thick bolt of blue electricity summoned from between its horns.

Now it's left to you and whoever else 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'll be a harsh fight as well, with its great strength and agility, ability to summon bolts of lightning, defy gravity by crawling on the walls and ceiling and 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 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, "if" you find, the labyrinth. Getting inside, you'll get this mysterious sense of direction.

It isn't always right, 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 in 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 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 doesn't seem to really pay attention, instead sending an arc of lightning up and breaking the chains restraining the heads of the Great One. A moment passes, 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 defense itself, and a big target for traps and goat monsters in the labyrinth, as well as hunters and lynch mobs outside of it.

Luckily, the goat man seems to be helping, doing what it can to aid and protect the serpentine Great One. Unluckily, it isn't that smart and easily frightened and distracted. If you can escort the Great One safely out of the labyrinth, 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 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, 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. 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 incredible 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 stuff.

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 way 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 fifty-six documented murders to their name. Cases take place in various cities and towns, but authorities know the killings re 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 them or 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 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, 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 than fans out behind them as they flee. Outside of these facts, their identity remains a complete mystery, at least to the public.

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, normally following in the trail of demented killer and observing crime scenes or arguing with local police, constables, sheriff or what have you. After finding him, convince him of your worth so the two of you can work together to track down the mysterious 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 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 the small town's square. This was a man driven beyond all others, one that had chased them no matter where they traveled, despite the dangers.

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

As is standard, they left a letter inside, only this was invitation written specially to 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, but 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 since close to the beginning in catching them and bringing them to 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 find them, catch them, you will successfully complete the "Normal Route" of this Scenario.

(Alternate Route 1 / "Hunter of Hunters" Only) You are a man slayer, simple as that. Those are the skills you have, 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, what they state was at the time of death.

With expertise in the field and the deductive skills and information supplied by the detective, you're sure to make great advances. . .at first at least. Like I said, 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, 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 he or she gets the role they want. Your eyes will need to be sharper than ever to determine the true evidence from 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 the family and friends of victims left grieving in their wake, 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? Throwing philosophy away for a moment, it is true that 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, combined with your 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? He doesn't care what you are, just 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 will eventually be masked or changed. New scent trails leading 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, the 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, and their new focus 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 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! One for beating the Scenario, and the other which depends on the Route you took to do it. The primary "reward", if you can call it that, regardless of route is a book.

Call it the murderer's manifesto, call it their diary, call it an extensive serial killer handbook with a twisted narrator, but 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, 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. By talking to them, you can grease their wheels metaphorically speaking, and get them 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 to 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 help defend it. The placement of the crater and city also conveniently made it into a trade hub. These traits, an intelligent founder and a number of other traits allowed the city to flourish, becoming strong and healthy.

With that analogy in place, the Vilebloods were like a cancer the city didn't notice 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 friends, family and neighbors were spirited away in the night, used as cattle. Law enforcement and the other powers in the city paid or forced to look the other way.

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, 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 holy martyrdom, they would eventually leave Yharnam and begin cleansing evil wherever it was found.

Of course, being primarily composed of maddened, blood thirsty zealots, they has 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.

They brought enlightenment to new members over the course of several weeks, teaching them of the greatness of the Executioners and 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 the Vilebloods had claimed.

From there, the moment the two groups had learned of the existence of each other, the city went from oppressed to in a state of perpetual 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", and even if they were innocent, at least they were food no one would miss. Executioners would rig drug dens with explosives, or raid classy parties and crush everyone they could find indiscriminately with their massive wheel weapons.

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, indoctrinating new members all the time while constantly moving from base to base. The city was a war zone now, and all the blood and destruction had another effect, 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, barricading themselves away in their homes and pleading 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 yours goals. Now, let's get to them.

(Normal Route) That thing about the innocent having no champion in this fight? Well that's where you come in. There are a whole lot of citizens who want things to go back to normal, law enforcement not in the corrupt pockets of the Vilebloods willing to 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 Vilebloods and the Executioners eradicate as many as they can find and evacuate innocent citizens. You'll be extracting them from their barricaded homes in the absolute worst parts of the city as this side composed mostly of locals prepares an exodus to anywhere but here.

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

Beware the moment the militia and any citizens that were saved attempt to make their move though, 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, though if 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 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 and 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, well, anybody.

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 60% 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, and they'd rather kill you than be made to call someone master. If you can do it 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, bring them back to a more holy path with less meaningless bloodshed and evil methods. As you do so, you will also take on their mission within the city. That is to say, slaughter every single Vileblood you can find.

That's easier said than done, considering the Vilebloods have mountains of security and have most of the city's law enforcement and people in power 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, giving 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 such as enemies trying to infiltrate their ranks as spies, those who are especially dangerous/suspicious or those who would just make poor members/employees. See, that kind of thing applies a bit differently for you and those you vouch for.

As long as you or the person you're vouching for honestly wishes to join and help this organization or faction, 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. Setting up distractions, figuring out the safest and stealthiest routes to take, 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 is needs to be replaced with someone new, this is going to help. Just be aware that it becomes harder to switch leaders the more rooted the current one is.

Those who complete this Scenario's "Executioners Route" become naturally talented with training groups of people both small and large in the desired direction. Whether it's instilling discipline or 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.

----------[Drawbacks]----------

There is a Drawback Limit, meaning you can only get a total of 800CP from drawbacks. You can take additional drawbacks, but will gain no points from them.

[-] "Inner Beast" - There's a problem with your new body and mind. As previously mentioned, there's now a bestial side to your mind trying to claw its way out and take over, somewhat literally. Drinking or covering yourself in too much blood, consuming items like Beast Blood Pellets, or using/taking various other items or drawbacks like the Beast Claw or "Ignorance is Bliss" will all empower it.

If it gets too powerful and manages to take over, transforming you from Hunter into Beast, you lose. There are ways to fight it though. Avoiding or pacing yourself on blood push it down a bit. Becoming more worldly and insightful will weaken it as well. Willpower can slow its power grab, but can't stop it on its own.

[+0] "Hunter's Dream" - This drawback 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.

[+100] "Blood-lust" - 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.

[+100] "Enucleation" - 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.

[+100] "Curiosity" - 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)

[+100] "Anti-Fashionborne" - 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.

[+200] "The Hunted" - 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.

[+200] "Obvious Cannibals" - 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.

[+200] "The Little Girl" - 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.

[+200] "No Guard" - 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.

[+300] "Iosefka's Clinic" - 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.

[+300] "Ignorance is Bliss" - 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)

[+300] "Watching" - 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. . .

[+300] "Nightmare Mode" - By taking this drawback, 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 using "Hunting Partner", 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".

[+500] "The Hunt" - By taking this drawback, 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 using "Hunting Partner", then they will be reduced to a human with only what they purchased or acquired in this Jump to start with, just like you.

By taking this drawback, 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.

----------[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.

Your Inner Beast has been pacified, giving you access to their powers without possibility of losing yourself to them allowing you to more easily use visceral attacks.

If you had bought "Beast's Strength" you even get a nifty beast form that you can change into. I won't hold you up and longer though, here are your choices.

"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, hm? 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~

"Oh, good hunter." (Becoming an Infant Great One) - So uh. . . . you couldn't really resist the call of the Cosmos, huh? Mm, maybe you just followed in the footsteps of the Choir and wanted to become the child of a Great One. Either way, you did it, you ascended and became a baby Great One sometime during the jump. Farewell, Good Hunter.

----------[Notes]----------

1. Blood Bullets and Quicksilver Bullets are unable to assume the shape of projectiles that are too complex, such as heat-seeking missiles or timed explosives. Blood Bullets and Quicksilver Bullets can be fused into a single projectile. If a Hunter's Tool would sacrifice Blood Bullets or Quicksilver Bullets, Blood Bullets will take priority.

Both Quicksilver Bullets and Blood Bullets are empowered by the Jumper's blood, but only Blood Bullets carry any additional special properties gained from things such as Black Blood or Kaiju Blue due to Quicksilver bullets carrying only small amounts of the wielder's blood.

By empowered I mean normal projectiles are more solid and fly faster, explosives have more kick, etc. Found bullets and bullets created through the upgraded bag will automatically be imbued with your blood with no action required from you.

2. Drinking or otherwise consuming the special blood in the vials has no effect to the best of my knowledge, gotta inject it for that delicious healing.

3. The upgraded Bags of Quicksilver Bullets and Blood Vials will make 20 of each consumable before waiting for those consumables to be spent. You can't empty the bags and let them refill to start hoarding consumables.

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.

7. Yes, ascending into a Great One baby in some other jump is fine, but it's still a "Loss" condition here, unless you were already gonna stick around.

8. You are welcome to try and figure out how to stay connected to the Hunter's Dream, but regardless of if you keep your connection too it or not, you lose your respawn-ish "Not really dying when you die" status after the current Nightmare has been ended or three days after beginning the jump, whichever comes first. The other Hunter will end it before then unless interfered with.

9. “Bloodied Combat Combinations”

-Bloodied Combat + 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.

-Bloodied Combat + Art of Quickening = Allows you to apply "Quickening" to the blood covering your weapons, allowing you to project powerful bolts, blades or chunks of blood from a distance by swinging or stabbing at the enemy. Swipes you take with blood covered weapons also leave trails of blood behind that hang in the air, defying gravity for a few seconds.

Finally, at will, you may ignite your blood as if it was accelerant, setting both it and anything it's currently in contact with up in flames. 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.

-Bloodied Combat + 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 you get enough all together and it can make quite a bang.

You yourself are resistant to your own explosions, though that isn't the second ability. The second ability allows you to summon blood from your body into your hand in the shape of an orb. You may summon multiple at a time, but they're squishy things that usually "pop" with enough concussive force. Regardless, they're excellent as a means to make use of its new explosive property.

-Bloodied Combat + Vile Blood = 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 far 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 gruesome the damage you inflict on yourself (stabbing your hand < stabbing your stomach) the bigger, faster and stronger the spear summoned will be. They recede into the ground and dissipate after a few seconds upon doing their job.

-Bloodied Combat + Blood Artisan Plus = You may now crystallize blood in contact with your hand into whatever shape you desire, though the more complex the shape is the more you'll need to focus.

Additionally, by holding an object made of crystallized blood in your hands, you may slowly manipulate the crystal structure into something more desirable. Whether this means warping it into a new shape or making it sturdier or something else is up to you, but I'm sure you'll find more than a few creative uses.

-Bloodied Combat + 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. The more you manipulate and more complex movements you want to make, the harder this will be, though this ability can be improved with practice.

-Bloodied Combat + 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. 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. (In simplified terms for those familiar with the game, your blood induces "Frenzy" on contact.)

-Bloodied Combat + Arcanist's Touch = Cause's Arcanist's Touch to 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 magical empowerment to extend to any abilities using your blood, such as Blood Bullets and Bloodied Combat's different attacks.

What other uses you find for it are for you to discover, though it being of alchemical use is certainly not out of the question.

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