

Tier 1

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Tier 2

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Tier 3

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Beast Aspect

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Scholar Aspect

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Hunter Aspect

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

(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 challenge comes in.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Beware the moment the militia and any citizens that were saved attempt to make their move, because this will be when they're most vulnerable to attack. You must save and evacuate at least 60% of the city's citizens during your stay here to complete this Scenario's Normal Route. 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 overindulgent foreign court to your Queen's side, but they're so horribly lacking in discipline. They have no want or desire to fall under the leadership of your Queen, nor do they wish to leave their place here in the falling city.

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

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

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

- >9. Bloodborne (Version 2) Changelog
- (General)
- >Sweeping Format Changes
- >Section Reorientation
- >Frontloaded Clarification: Scenarios Are After Drawbacks (Starting Sections)
- >Rewritten Intro
- >Choice Point Budget -> Blood Echo Budget
- >Mild Location Description Edits
- >Origin Section/Description Rewrites
- >NEW: Sub-Origins/Aspects
- (Perks/Talents)
- >Sweeping Minor Perk Rewrites/Functions Maintained
- >Perk renamed Talents for aesthetics
- >Hunter Mandatory Perk Split Up
- >NEW: Visceral Attack [Freebie]
- >NEW: Hunter's Dream [Freebie/Purchase]
- >Perk Rewrites: Functions Kept, Writing Improved
- >The Nose Knows: Fused into 'Blood Hound' Beast Perk
- >NEW 100BE Perk: Bestly Ignorance
- >Charged Attack & Projectile Parry Fused, New Functionality
- >NEW 300BE Perk: Brutal Execution
- >Workshop Artisan moved to Hunter Aspect, New 400BE Pricepoint, Altered
- >Blood Artisan & Blood Artisan Plus merged, now a Tiered Purchase
- >Eldritch Teachings: More flexible usage.
- >NEW 300BE Perk: Welcoming Host
- >NEW 300BE Perk: Runesmith
- >Increased Dream Walker's Flexibility, Buffed.
- >NEW 600BE Perk: Sweet Dreams
- >NEW: 14 Aspect Perks
- >Bloodied Combat Replaced, Functionality More or Less Maintained
- >NEW Capstone Booster: Bloodborne
- (Items/Gifts)
- >Items renamed Gifts for aesthetics
- >200BE Item Stipend
- >Item Description Updates
- >Hunter's Tool Mechanics Changed
- >Bag of Quicksilver Bullets Buffed
- >Victorian Doll Altered
- >NEW 50BE Item: How To Pick Up Fair Maidens
- >Victorian Wardrobe Buffed: One Armor Set Built Into Base Purchase
- >Workshop Equipment Price Lowered: 300BE -> 200BE
- >NEW: Eternal Labyrinth Item, Chalice Dungeon Representation
- (Companions/Companionship Section)
- >NEW: Companionship Section
- >NEW: Importation Options "Reinforcement, Greater Reinforcement"
- >NEW: Canon Companion Option "Invitation"
- >NEW: Custom Companion Making Option "Living Doll"

(Drawbacks/Hindrances)

- >Drawbacks named Hindrances for aesthetics.
- >Mandatory Drawback 'Inner Beast' Removed
- >Hunter's Dream Drawback renamed Deathless Dream.

(Scenarios)

- >[Mild adjustments to some rewards due to changes elsewhere.]
- >Mild Sweeping Scenario Touchups
- >'The Blood Beast' Scenario's Reward Adjusted
- >Normal Scenario Section renamed Adventure Scenarios
- >Cursed Island Scenario: New Kin Route, Added Reward
- >Misty Eastern Lands Scenario: Primary Reward Altered
- >Southern Safari Scenario: New/More Complex Beast Route, Added Reward

(Endings)

- >Enforced Stay Condition 'Ascending Into A Great One' Removed
- >Removed "Baby Great One" Ending

(Notes)

- >Notes have been rewritten for the most part, check'em out
- >Included Changelog
- >Blood Artisan Plus's former boost partially folded into Blood Saint's
- >Heirloom Hatred's Boost Buffed
- >Dream Walker's Boost Buffed

>10. Bloodborne Perk's Booster effects may be found below.

>>Bloodborne + Beast's Strength: "An unexpected new pair of abilities is bestowed. You may now make your blood toxic, though this won't affect your own body. This poison can afflict anyone who touches it, breathes it in, or imbibes it in some way, which makes it a very effective countermeasure. This can be toggled on and off if you wish for it to remain like it normally is.

The second ability allows you to project your blood from your skin or open wounds in the form of an aerosol-like mist that hangs in the air for quite some time. Together, these can allow you to cloak yourself in a poisonous cloud of blood, or simply spray it in the face of an attacker. Together or alone though, they can be quite tricky for enemies to deal with."

>>Bloodborne + The Art of Quickening: "Allows you to apply "Quickening" to your blood, allowing you to accelerate a bullet in mid air, or slice enemies with blood you've applied to an edged weapon, as just a pair of examples. Swipes you take with blood covered weapons also leave trails of blood behind that hang in the air for a few seconds.

Additionally, you may ignite your blood as if it was accelerant, setting both it and anything it's currently in contact with up in flames at will. You may mentally target the blood you actually want ignited, whether it's stray blood spatter on your enemy after they land a successful attack, or the blood you have hanging in the air around them."

>>Bloodborne + Blood Saint: "A side effect of possessing both perks allows you to generate truly incredible amounts of blood. Providing you don't run into an enemy that stabs a few straws into your veins and vacuums it out or something, there is very little chance of you ever dying from blood loss.

Additionally, you may manipulate any of your spilled blood in the area, moving and shaping it as desired. Make puddles of your blood sweep an enemy's feet from beneath you, or harden it into a crystalline form for spontaneous blunt and edged attacks alike.

The more you manipulate and more complex movements you want to make, the harder this will be. You can improve your ability to command blood in both volume and complexity with practice, and steady focus might even allow you to make blood gems with the right help."

>>Bloodborne + Vileblood: "You've been gifted with two very strange abilities. The first allows you to make functional clones of yourself out of blood, though the amount of blood this costs means you should only be able to make one or two at a time. These can use any of your blood related abilities, but are much less sturdy compared to yourself.

The other allows you to summon giant spears of your blood via self-inflicted damage, causing them to shoot up from the ground somewhere nearby at the location of your choosing as a means of attack.

The more visceral the damage you inflict on yourself the bigger, faster, and stronger the spear summoned will be. Gutting yourself would produce a stronger spear compared to slicing your wrist, as an example. Spears recede into the ground and dissipate after a few seconds after doing their job."

>>Bloodborne + Arcanist's Touch: "The combination of Arcanist's Touch and Bloodborne transforms the holder's blood into an arcane energy rich elixir, shifting it to bright blue in color, and causing it to glow. This causes Arcanist's Touch's arcane empowerment to extend to any abilities using your blood, such as Blood Bullets fired from a gun, or other forms you manipulate it into with Bloodborne's help.

Additionally, as an arcane medium, it can extend the range of Arcanist's Touch to whatever is properly coated in your blood. The effects will only apply for as long as blood is still wet, but that grants much more time compared to before. Wouldn't you agree? Other applications are yours to find."

>>Bloodborne + Heirloom Hatred: "A unexpected pair of abilities, but potent ones nonetheless. The first allows you to make any of your blood in the area explode with force equivalent to the quantity and quality of the blood you detonate. A few droplets will rarely detonate with any real force, but get enough together and it can make quite a bang. You yourself are highly resistant to these explosions.

You also acquire the ability to condense your form in different ways. This allows you to shrink yourself down several times over with minimal reductions in resilience. It also lets you 'tuck' in certain body parts that might get in the way or expose your presence, such as those pesky head tentacles, or flesh wings."

