


Consumables

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Blood Vial - Bloodborne Wiki

 Blood Vials are a stackable, consumable item that when used will restore 40% of the hunter's maximum health. They are the primary method by which inhabitants of Yharnam partake in Blood Ministration.

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Special blood used in ministration. Restores HP.

Once a patient has had their blood ministered, a unique but common treatment in Yharnam, successive infusions recall the first, and are all the more invigorating for it.

Acquisition

Blood Vials can be acquired as a common drop from most overworld and Chalice Dungeon enemies or purchased from the Bath Messengers in the Hunter's Dream. Their cost to purchase from the Bath Messengers is dependent on the current Moon Phase.

Usage

The hunter may use a Blood Vial at any time by pressing triangle. A short animation will play of them injecting themselves with the vial, accompanied by a distinct sound.

Price

Game start: 180 Blood Echoes

Upon entering Cathedral Ward: 360 Blood Echoes

Upon inspecting the skull of Lawrence and triggering Nightfall: 540 Blood Echoes

After defeating Rom, the Vacuous Spider, and triggering the Blood Moon: 720 Blood Echoes

In New Game+ and onward: 900 Blood Echoes

Notes

Developed initially by the Church of Yharnam as a healing remedy, excessive Blood Vial consumption ultimately caused the uncontrollable spread of the Beasthood Plague.

Quicksilver Bullet - Bloodborne Wiki

Quicksilver Bullet Quicksilver Bullets are a stackable, consumable item used as ammunition for firearms and hunter tools. They are also used in certain special attacks and tricked attacks for some weapons.

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Special bullets used with hunter firearms.

Ordinary bullets have no effect on beasts, and so Quicksilver Bullets, fused with the wielder's own blood, must be employed.

The strength of Quicksilver Bullets depends greatly upon the wielder's bloodtinge.

Acquisition

Quicksilver Bullets can be acquired as a common drop from most overworld and Chalice Dungeon enemies, specifically those wielding firearms or using projectiles. They may also be purchased from the Bath Messengers in the Hunter's Dream. Their cost to purchase from the Bath Messengers is dependent on the current Moon Phase.

Usage

As the hunter uses firearms and hunter tools, their bullet count will decrease accordingly. Most firearms cost 1 Quicksilver Bullet per shot, but more powerful weapons such as the Cannon are much more bullet-hungry, consuming 12 bullets per shot. Similarly, hunter tools with less damage or utility such as Augur of Ebrietas cost only 1 Quicksilver Bullet per cast, with more powerful tools such as A Call Beyond costing 7 bullets per cast.

Price

Game start: **160** Blood Echoes

Upon entering Cathedral Ward: **240** Blood Echoes


Upon inspecting the skull of Lawrence and triggering Nightfall: **320** Blood Echoes

After defeating Rom, the Vacuous Spider, and triggering the Blood Moon: **400** Blood Echoes

Blood Bullets **Blood Bullet**

The hunter may at any time convert a Blood Vial into 5 Blood Bullets, a variant of Quicksilver Bullets, by pressing up on the D-pad. This will consume 30% of the hunter's current health, and cannot be performed should the hunter's health fall below the 30% threshold. Activating the Blood Bullet conversion will always reset the number of Blood Bullets in the hunter's inventory to 5, regardless of how many they currently have equipped.

Antidote - Bloodborne Wiki

 Antidote is a stackable, consumable item in Bloodborne. Antidote will remove the buildup and status effect associated with Slow Poison and Rapid Poison once consumed.

“ *Small medicinal tablets that counteract poison.
Used to treat ashen blood, the baffling sickness that ravaged Old Yharnam long ago.*

These tablets only provide short-term relief. The ashen blood ailment eventually triggered the spread of the beastly scourge.

Acquisition

Antidote can be purchased from Bath Messengers and occasionally found throughout Yharnam.

Usage

The hunter can use this item through the quick access bar or use it by selecting the Antidote in their inventory.

Price

Game start: **300** Blood Echoes

Upon entering Cathedral Ward: **600** Blood Echoes

Upon inspecting the skull of Lawrence and triggering Nightfall: **1,300** Blood Echoes

After defeating Rom, the Vacuous Spider, and triggering the Blood Moon: **2,300** Blood Echoes

Notes

Maximum held: 10

Maximum stored: 99