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Consumables

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.

“

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.

“

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

Attire

Attire

Attire Template

Attire (Japanese name here) brief description.

“Attire official in game description

Acquisition

A brief guide on where to find the attire

Stats

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Notes

notable or unique quality of the attire

Trick Weapons

Firearms

Key Items

Caryll Runes

Caryll Runes

Anti-Clockwise Metamorphosis

Caryll Rune Template

is a Caryll Rune in Bloodborne.

“

official item description for the caryll rune

Effect

Variants

has 3 variants, found in , , and , respectively.

+1

+2

+3

Arcane Lake

Arcane Lake is a Caryll Rune in Bloodborne. Lake (1).png

“

*A secret symbol left by Caryll, runesmith of Byrgenwerth.
This transcription of the Great Ones' inhuman voices ripples like a watery reflection.*

*This rune means "Lake", and those branded by it enjoy augmented defense.
Great volumes of water serve as a bulwark guarding sleep, and an augur of the eldritch Truth.*

Overcome this hindrance, and seek what is yours.

Arcane Lake Effect

Increases arcane defence. Stacks additively rather than multiplicatively, giving diminishing returns.

Variants

Arcane Lake has 3 variants, found in Yahar'Gul, Byrgenwerth, and Isz, respectively.

Lake (3).png Arcane Lake +1

Increases arcane defence by +5%. Found on a corpse in Yahar'Gul, Unseen Village, behind one of the burning corpses on the left wall leading to the boss arena.

Lake (2).png Arcane Lake +2

Increases arcane defence by +7%. Found on Byrgenwerth to the left of the lamp, near a tree with a brainsucker.

Lake (1).png Arcane Lake +3

Increases arcane defence by +10%. Found in the Isz Root Chalice Dungeon.

Beast

Beast (3).png Beast is a Caryll Rune in Bloodborne.

“ A secret symbol left by Caryll, runesmith of Byrgenwerth.
A transcription of the roar of a labyrinth beast,
the bearer of the "Beast" rune has accentuated transformation effects.

"Beast" is one of the early Caryll Runes. as well as one of the first to be deemed
forbidden.
The discovery of blood entailed the discovery of undesirable beasts.

Beast Effect

The Beast Caryll Rune boosts the hunter's Transform, increasing the power of Beasthood. Ultimately this increases the hunter's damage output and damage taken while Beasthood is active. The rune also reduces fall damage.

Variants

Beast has 3 variants, found in the Healing Church Workshop, Forbidden Woods, and Lower Ailing Loran, respectively.

Beast (2).png Beast +1

Increases Beasthood by +20 (50% fall damage reduction). Dropped by a Beast-possessed Soul at the bottom of the Healing Church Workshop tower.

Beast (1).png Beast +2

Increases Beasthood by +50 (75% fall damage reduction). Dropped by the Suspicious Beggar, located on a small rooftop platform in a tower in the Forbidden Woods.

Beast (3).png Beast +3

Increases Beasthood by +100 (100% fall damage reduction). Dropped by a Beast-possessed Soul at the bottom of the Healing Church Workshop tower.