- http://ddsmon-dds.blogspot.com/2011/04/600-800.html

dead rising but with no zombies
dead rising but with blue zombies
light switches that work in dreams
bowling ladders
a glass with no bottom
go on a boat trip along the river
a dog that has a job - maybe a lawyer

a gangster
pizza but upside down
coyote crooks that hotwire cars
    they’re locked up by lawyer dog
reusable ghosts
    ectoplasm power plant
    ghost butters
6
the catcher inb the rye but good

this move https://letterboxd.com/film/meet-bill/ but maybe its tom

tom isn't real

maybe its tom but hes real

tim isn't real

fine

fine wines

corn made of concrete

dwarf fortress but real life

a book worth reading

are you looking for the clown manual

possibly

a microphone that speaks back

something scary like out of goosebumps

strawberry jam but you are allergic to strawberries

like the camera that shows you your death… what the fuck?

a lap[top charger but for people

Silly string electrical wiring

idea for the guy who made htis: follow me on letterboxd

yeah? whats the accoutn. he has to find it

best of luck guy

follows me on letterbox https://letterboxd.com/epps/

six fingers instead of five
fuck this idea
Svenety five hands
four hundred and fifty fingers
unity but the deprecated features are replaced
with anything. it doesnt matter

with dog lawyers

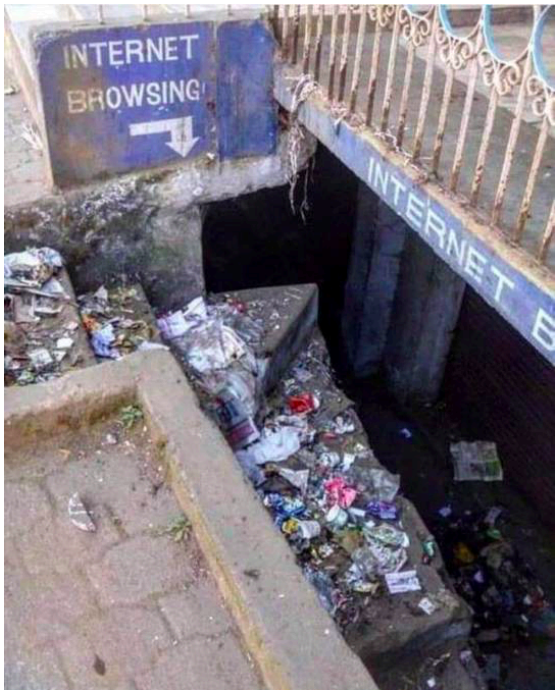
my birthday but someone shows up
Get real

my party finishes
huh? untitled adventure roleplaying game
these are supposed to be ideas not fantasy
dark messiah but multiplayer. but multiplayer campaign
kick you down stairs in turn basde
find a new source of leaves
twin peaks but another mountain appears
triplet peaks

**A new font**
**no**
**shit what did you do**

water but it tastes bad

Replace all the fresh water with salt water and vice verasas
salt blood to complement normal blood
Add Headings (Format > Paragraph styles) and they will appear in your table of contents.



We explore thiswhat whcould be in therre

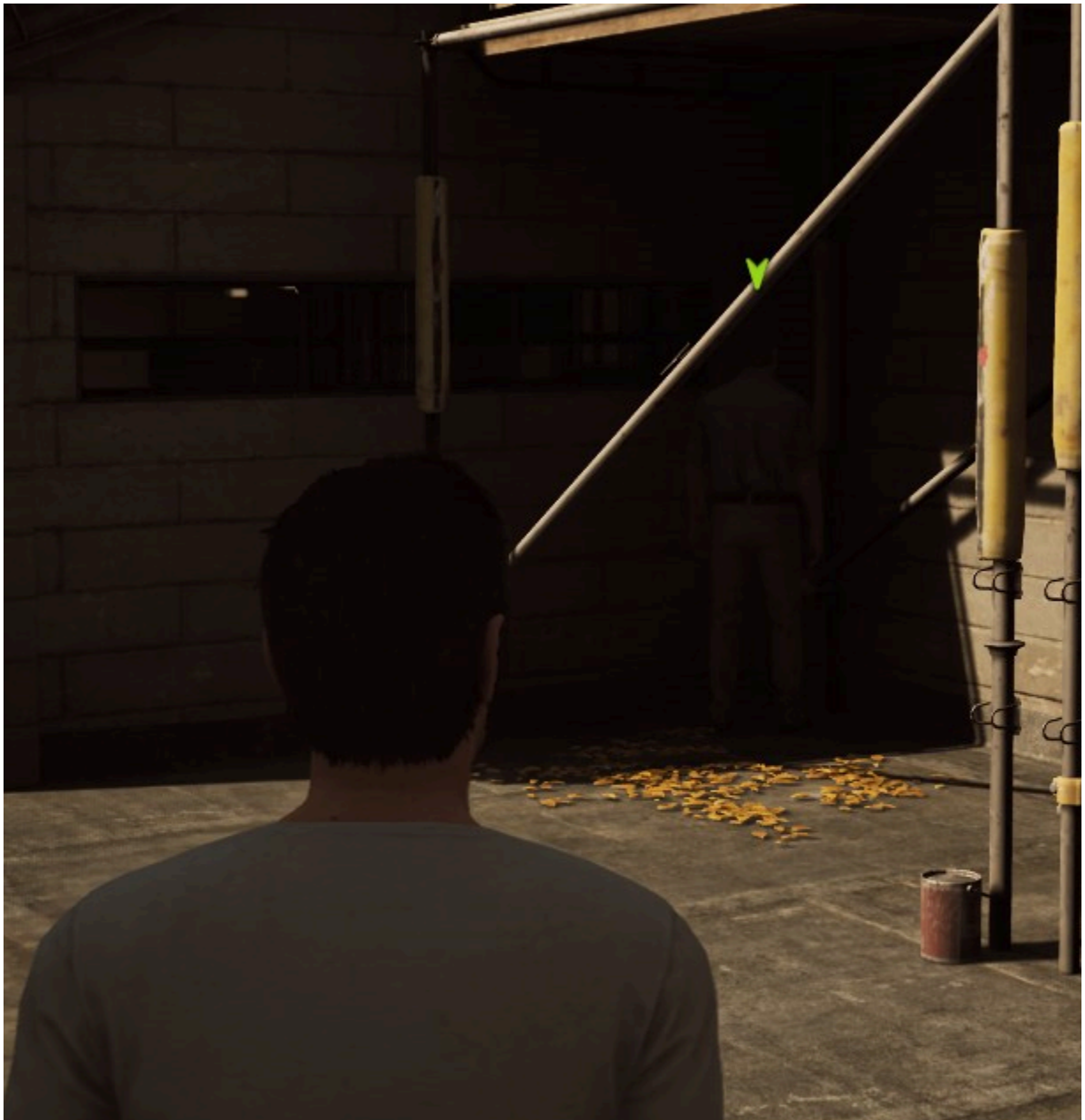
Really big

# words

tiny words

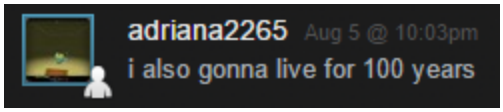
He turns it

wow



this is your punishment. this is what you did

Realys small waords
*italian words*




find out if she did

video cassettes tapes
my favorite game,. Paralogic

IMYOURGRANDPA IMISSYOU
Title: No title
Guild: Unguilded
Badges: No badges
im your cool grandpa that you forgot about
please take me back

ignore him

he is turned around

yes

№

Blank pages

# Not this one

this one is not blank. they keep making more of them. oh god

an indoor rooster

- Home

- General
- Character
- Equipment
- World
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Updated: 09 Jun 2020 21:19

**Lore** of Bloodborne as interpreted by the community. This page houses facts and interpretations relating to the game, but you may also visit the newly launched . You can also find pre-release information from trailers and interviews from before the game was launched.

- See **Lore Notes** for transcriptions of in-game notes scattered across its areas.
- See **Lore glossary** for a recopilation of all the relevant in-game facts associated to each lore concept.

- See **Theoretical** - Player thoughts and research concerning the Bloodborne lore.

- **Warning: Massive spoilers ahead**, don't keep reading if you want to deduce things by yourself or haven't beaten the game yet.
- Everything that is speculation will be tagged under theory or written with words that express uncertainty.

# Bloodborne lore

1. Story Concepts

2. Notable Hunters and NPCs

3. Secondary Characters

4. Areas

5. Enemies

6. Chronology

7. Endings

The hunters are a group of warriors who are dedicated to keeping their regions safe by hunting down beasts - or anything other than beasts if need be - that pose a threat. Hunters are agile fighters armed with a trick weapon, a transforming melee weapon in the right hand, and a firearm in the left. They do not employ shields, but rather take advantage of their mobility in order to avoid attacks. Hunters exist throughout the world and are not exclusive to Yharnam, since a number of characters such as the protagonist and Eileen come from the outside world and are yet still recognized as hunters. However, it is believed that the Hunters started out as a branch of the

Healing Church very much like The Choir. This would mean that, at least in Yharnam, Hunters were recruited by either Gehrman or the Church itself.

Yharnam is a towering, labyrinthine gothic city, home to both the Healing Church and the Blood Ministrations. As no evidence of the existence of a ruling body is provided in the game, one may presume that the Healing Church controls the city (at least indirectly). The Church focuses around healing by infusions of blood. Miraculously, blood healing can repair wounds and cure or hinder diseases. Yharnam's whole culture became focused on blood, even to the point of blood-based drinks surpassing alcoholic beverages as the most commonly consumed. Yharnam's populace is apparently viewed as insane or degenerate by the wider world, and the citizens have become extremely distrustful of non-natives as a result.

The Red Moon is a nightmare revealed after slaying Rom, the Vacuous Spider who had placed a veil over the world to keep the secret of the true nature of the world from its residents. The servants of Amygdala become fully powered, the beasts become more ravenous, and the children of Amygdala are visible at last. In this nightmare, the world reveals the Eldritch abominations it has been truly hiding. As a result, everything gets worse, and the character sees the world as they would if they had amassed 40 insight. Unfortunately, by killing Rom, you usher in the Red Moon,

which is believed by some to be the coming of Oedon. It is not clear that Oedon is the Moon Presence, but he very well could be.

While this presents a weird part of the story, it is a known fact that 75% of the game's umbilical cords can be found on women or children. During the Red Moon, Iosefka's dialogue suggests that she has become pregnant, and Arianna gets pregnant as well. You also find a cord from defeating Mergo's Wet Nurse. This suggests that  Oedon impregnates women on the Red Moon. The criteria of these women who are impregnated has not been determined. It also seems to be that the Great Ones impregnate women to have surrogate children.

It is worth noting that one of the four umbilical cords is in the abandoned Workshop, very near the doll.

The most common form of the blood sickness appears to be lycanthropy: Humans slowly turning into wolves. Those in the early stages of the sickness have lengthened canine teeth and grow more hair. As they progress, their arms and legs lengthen and the spine hunches over and the face begins to elongate. Eventually, they grow fur and their body finishes the change into a Scourge Beast. Along with the physical transformation comes a mental degradation: At first the victim assumes all people they don't know are hostile and they'll attack on sight. As the alterations progress, the victim becomes more and more savage and hostile, until it can only stand to be

around others exactly like it as "regular" humans appear to be beasts through their own blood-addled eyes. Sometimes individuals react strangely to the blood; some become unique beasts, and it's rumored that infected Clerics of the Healing Church become the largest of the monsters when they succumbed to the madness. (As seen in Laurence, Ludwig, the Vicar Amelia, etc.)

The blood sickness seems to be endemic to Yharnam, requiring periodic hunts for those very far gone. The hunters are both respected and feared: They bring down the worst of the beasts, but are at risk of contamination themselves.

Eventually, Old Yharnam was founded (obviously just “Yharnam” at the time), but it was brought low by a strange (the text says “baffling”) illness known as Ashen Blood, which was a worse form of slow/fast poison. The antidote description cites it as being a more severe case, and in the case of Ashen Blood, the antidotes only provided temporary relief. Eventually, the disease (likely spread due to blood ministrations) took over, and those infected turned into beasts. This is why the beasts in Old Yharnam are poisonous, particularly the red-eyed werewolf near the boss, and why the Blood-Starved Beast is coated with poison. After the fall of Old Yharnam, it was closed up, and

Central Yharnam was built, along with the Grand Cathedral. This is perhaps the first instance of “hunters” as we know them now being formed.

The Powder Kegs were a group of hunters that tried to make explosive weapons, to varying degrees of success. A few prided creations of the Powdered Kegs are the Stake Driver, the Rifle Spear, and the Cannon. However, due to differences in designs, they were banned from the Workshop, becoming known as Workshop Heretics.

Perhaps the most influential of the organizations, the Healing Church was founded in the wake of the Choir. There were three echelons to the church: black-garbed hunters, white-garbed “doctors,” and the Choir. Though they did not spring from Byrgenwerth directly, they were explorers who found the labyrinth in the wake of that place and discovered the same remnants of the Truth, and used the research done there already to kick off their own research. However, their form of metamorphosis began with Blood Ministrations and their research/experiments with the blood.

Master Laurence, the founder of the Healing Church, and one of Master Willem's apprentices believed that in order to transcend humanity they had to research blood healing using Old Blood. During the times of Byrgenwerth, Master Willem taught all of his student to blindfold themselves so that they can "look into oneself" and that they needed to "line their brain with eyes" in order to see what the Great Ones see and acquire more eldritch knowledge, also known as insight, to further evolve into greater beings. With insight, they were able to see the world for what it is, beyond human comprehension. One of the most important of Willem's teachings is the Byrgenwerth adage "Fear the Old Blood". For only Willem respects and fears the true nature of the Old Blood in the beginning.

According to the memory shown by the skull in the altar of the Grand Cathedral. Master Laurence strayed from Master Willem's teachings and their paths eventually diverged. Laurence chose a different path to use the Old Blood for his experiments in order to move forward, disregarding the adage "Fear the Old Blood". He then founded the Healing Church and spread the teachings of the art of Blood Ministration. Later on, as blood healing became more common among the citizens of Yharnam, some citizens began transforming into beasts. At this point, Master Laurence discovered

his mistake of using Old Blood for when it is mixed with human blood, it transforms subjects into beast. This is where Yharnam's plague of beast started.

We can tell that Master Laurence deeply regrets his decision of using Old Blood through his notes around the Lecture Building. These notes also leave clues what one must do to transcend the hunt, which he later found out after realizing his mistakes. "Master Willem was right. Evolution without courage will be the ruin of our race". "Hunt the Great ones. Hunt the Great ones". "Three third Umbilical cords"

From the Caryll Rune Beast: *"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".*

The leaders of the healing church, the Choir differentiate themselves from the rest of the members of the church as they received teachings directly from Ebrietas. Ebrietas, daughter of the cosmos is a celestial being who emerged from the depth of the Old Labyrinth and acted as a source of knowledge to the healing church with seemingly no ill-will thus furthering the notion that the Great

Ones are sympathetic to humans. Not only did Ebrietas grant members of the Choir profound knowledge, but she also further convinced them that they could commune with the Great Ones and learn the Eldritch Truth. They believed they could ascend to the Cosmos (or at least make contact with it), and it came in a sudden and unexpected realization that perhaps while their feet were rooted to the ground, the cosmos was not immeasurably far away, but right above their heads. Together with Ebrietas, the Choir worked tirelessly to understand the Great One's Truth.

Members of the School of Mensis desperately seek communion with the Great Ones, to the point of near (if not) insanity. Typically found wearing Mensis cages, a follower of the School of Mensis could be distinguished from a normal person from a mile away. But they certainly don't care about other humans' opinions as much as they do the Great Ones'.

Despite sharing the same goal with the Healing Church, the School of Mensis and the Healing Church do not seem to get along - this is indicated by the corpse of a Choir member locked away in the Unseen Village, which happens to be founded and controlled by the School of Mensis.

The founder of the School of Mensis, Micolash  seems to have telepathic powers, being able to plant nightmares and illusions into the minds of his victims. This might indicate the School of Mensis having foul intent if they succeed in communicating with the Great Ones. They may have turned the knowledge and power they obtained onto the people, which would explain the tension between them and the Healing Church.

The pertinent Umbilical Cord for the School of Mensis' description reads as follows after obtaining it from Murgo's Wet Nurse in the Nightmare: *"Every Great One loses its child, and then yearns for a surrogate. This Cord granted Mensis audience with Mergo, but resulted in the stillbirth of their brains."* When Micolash and his ilk used this cord to commune with The Infant Great One, they discovered that the power was too much and it killed the whole School of Mensis, locking the

survivors in the Nightmare Realm that Micolash controls and driving them all insane. Whether or not this was intended by Mergo is up for debate

In Cainhurst Castle, Queen Annalise was a ruler over many nobles and dandies, the first Vileblood that partook in corrupted blood from Byrgenwerth. Having the ability to extract the essence of hunters' blood, Queen Annalise ordered her followers to hunt down hunters without scruple, and gained notoriety for her insatiable hunger for blood.

Annalise consumed the blood offerings brought back by her servants, and eventually became immortal due to her vile predations. A timeless society of vampire-like entities was formed in Cainhurst Castle thereafter. It was a place of refinement and sophistication, and the occasional beast that arose from the foul practice was dispatched discreetly as well as gracefully - such is the Cainhurst way. Those who served the queen did so out of loyalty, fear, and an unending desire to taste her blood, and settled with various Caryll runes that improved Visceral Attacks as a cheap substitute (as described in the rune’s texts). Queen Annalise hoped desperately one day to bear a true heir, and dubbed this the Child of Blood, which she sought to have at all costs. She sent her

Vilebloods to hunt for her, and all hoped that, with enough blood dregs, she could birth a Child of Blood.

However, the justice-seeking knight commander known as master Logarius took these practices as an affront, and founded the Executioners: blood-thirsty zealots looking to kill Vilebloods at all costs. Eventually they stormed Cainhurst castle, eliminating everyone inside with extreme prejudice. Ironically, the executioners slew all the maids they could find, who likely had nothing to do with

Annalise's malevolence, but could not harm Annalise due to her immortality. Seeing no other option, master Logarius sent his Executioners away and martyred himself in order to prevent Annalise from ever escaping. He stands guard in front of Annalise's tower forever, sealed off with the Crown of Illusion, so that none could enter again.

The Healing Church has pursued a strange goal for a long, long time; a goal that has been hidden from all but the highest of rank among them: to summon or harness the power of the Great Ones, beings not of this world, powerful enough to be seen as gods. They were here, in the labyrinth, long ago. They appear to be much closer than you'd think at Byrgenwerth, men were sent into the labyrinth, and an academy was built to understand the strange discoveries inside, generally called the Truth. It seems the Truth is a terrible thing, slowly breaking the mind of anyone who delves too deeply. Awful things happened at Bygenwerth, and as a result, the church closed off not only the academy, but the entire forest, calling it "forbidden".

Whether or not the Great Ones are actually gods or just higher levels of beings is inconsequential, the question itself is entirely academic. The important thing is: They exist. They have an influence on the world. They appear to be ageless, but they can be killed. Their powers are strange things,

often involving teleportation or energy or things that the human world cannot do. Even perceiving the Great Ones properly requires great amounts of Insight--something Master Willem tried to do, at his own cost. The strongest of the Great Ones appears to be the Moon Presence, the creator of the Nightmare the Hunter is trapped within. Others are Oedon, Rom, Mergo's Wet Nurse, Amygdala, the Celestial Emissary, the Brain of Mensis, and Ebrietas.

Oedon, one of their number, has transcended even the others, to the point that he no longer has a physical body but instead is just a voice and an influence. He is very powerful and has become sort of "timeless", thus potentially making him the most powerful, yet the most indirect, of the Great Ones. He is also the only Great One explicitly referred to as male, with all the others' genders either female or undefined (assuming the Great Ones even have humanly-definable genders)

Some items' descriptions tell about Great Ones living in "The Dream" and others living in "The Nightmare" (Which is the case of Amygdala whose function is still to be defined, and Mergo's Wet Nurse). Humans have been able to contact them through the use of Phantasm, little invertebrates found in the Labyrinth.

Interestingly, Mergo's Wet Nurse and the Moon Presence are themselves never directly identified as Great Ones. Whether this is merely an oversight or an indication that they are indeed a different class of being is unknown.

Pthumeria was an ancient civilization ruled by Queen Yharnam. It was populated by Pthumerians, an ancient race of people who truly understood the Truth of the Great Ones and gained supernatural powers as a result. Queen Yharnam was a medium for the Great Ones, as cited by an item (saying the Choir discovered a medium, though she's the only likely candidate). Eventually the Pthumerians retreated into a deep labyrinth, with their holy chalices being the only remnants of their

ancient rituals to break the seals. Some chalices (such as the ailing Loran chalice) led to other lands, and the Isz Chalice was in particular used in holy communion with the Great Ones.

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In time, a man named Gehrman would rise to the task of the Beast problem. Gehrman redesigned common clothing to provide better defense against the beasts' claws, and also created the Burial Blade, a unique weapon capable of transforming during battle to cater to Gehrman's need for a short or long weapon. Gehrman’s work was so admired as well as effective that his Burial Blade would become the basis for all hunter armament technology, later known as trick weapons.

Gehrman was also a formidable fighter whose school of thought would become mandatory in any hunter's fighting style when facing the horrors of the hunt.

While it doesn’t say specifically, there is a heavy implication that Gehrman was hired by the Healing Church to work in the Workshop due to his role as an inventor, since his work place is directly beneath the Healing Church’s Oedon Chapel. Gehrman worked in the Workshop presumably until his death. He took many apprentices, who all did his duty in his honor, and may well have died long

ago. The bone in the workshop graveyard was one of such apprentices, who had mastered the art of Quickening, allowing him to move at incredible speeds. Periodically, The Doll can be seen mourning at the same grave from which the bone is retrieved, leading some to speculate that this hunter was incredibly powerful and was one of the few to get close to defeating the Moon Presence making it possible that he was a viable replacement surrogate to take Gehrman's place in the Dream.

The description of the Umbilical cord found in the Old Abandoned Workshop states *"Every Great One loses its child, and then yearns for a surrogate. The Third Umbilical Cord precipitated the encounter with the pale moon, which beckoned the hunters and conceived the hunter's dream."* According to this umbilical cord we can infer that Gehrman became the substitute child of the Moon Presence or that Gehrman was the one who summoned the Moon Presence itself and was then chosen (There are a few ways this could go depending on who summoned the Moon Presence. There just hasn't been enough lore discovered to fit any one claim of the creation of the Hunter's Dream.) For what purpose does the surrogate child exist? Could this mean that they possess some emotions or is it for a entirely different reason? We may never know for sure.

that strongly suggests that he is trapped in the Hunter's Dream for far too long and wants someone to free him. It also seems that he knows Master Willem and Laurence during times of Byrgenwerth from this dialogue.

Ludwig was acknowledged as the first hunter of the Healing Church. Ludwig fought with heavy weapons that were meant to mortally wound his enemies, an irony since the Healing Church is normally dedicated to saving lives. Nonetheless, this became a tradition among Church hunters, who employed heavy weapons just like Ludwig did. Moreover, Ludwig is also likely the first to recruit normal Yharnamites to join the hunter's rank, since the beasts are many. Eventually he fell victim to the Old Blood and changed into a monstrous beast wielding the Holy Moonlight Blade.

In time, hunters needed to receive blood ministrations in order to compete with the beasts they hunted, as a kind of all-or-nothing gamble. However, many hunters would fail, and become obsessed with, infected by, and eventually overcome by the blood, becoming beasts themselves. For this, the Hunter of Hunters did their duty, ending the lives of these madmen with grace and dignity. Eileen’s set says that they were buried in a foreign and respectful way, rather than the vile way of Yharnam (which I assume is cremation on a pyre or cross), and references a sky burial (which is a practice in which a body is dismembered and left out for the carrion birds, such as a crow, to eat). However, there is one interesting note: it says that the hope for the sky burial is that

the hunters would find rest and solace in “a hunter’s dream.” This leads to some fairly open-ended speculation on what "The Dream" actually is or means.

The Player is a foreigner who has journeyed to Yharnam in search of curing an unspecified disease with Yharnam's famous Blood Ministration. Seeking 'Paleblood' the protagonist signs a contract with a man in a wheelchair (Who some speculate is Caryll the rune-smith) vowing to serve the city of Yharnam as a Hunter.

A member of the Powdered Kegs, Djura renounced his title of hunter when he failed to protect Old Yharnam. Stubborn as always, Djura remained in Old Yharnam as he watched the inhabitants of his town slowly decayed into beasts, but insists on protecting them nonetheless. Since the Powdered Kegs are rejected from the Workshop, Djura does not have much mercy or respect for the workshop conformists, and wouldn't mind shedding the blood of a few trespassers who will raise their blade against what used to be his friends.

Alfred is a hunter as well as an executioner, he has sworn to slay beasts as well as the Vilebloods of Cainhurst Castle sworn to Queen Annalise. Although the executioners are better known for their resolution, their ferocious penchant for killing, and their "merciless" nature, Alfred is surprisingly jolly and asks to befriend the player and to be comrades in arms against the scourge of the Vilebloods and the beasts alike.

Father Gascoigne came from a foreign land where he was referred to as "Father" leading to the belief that he was a cleric or a priest in his former home. No rank or title in Yharnam is referred to as Father, which implies he obtained this title before coming to Yharnam. Gascoigne had been living with the blood sickness for quite some time, which may have had something to do with his relocation to Yharnam and the joining of the Healing Church. It is unclear weather he had the sickness before coming to Yharnam, but he had the sickness long before he met the Player. As a powerful hunter, he is able to contain his beastly form even though he is infected. He seems to have set aside his affiliation with the Healing Church to become a hunter, seen by his Hunter Axe and "Pistol"; on the other hand, he seems to be eliminating everyone who tries to enter the Tomb of Oedon, and is in possession of the key to the Tomb's gate that leads to Cathedral Ward, so it might be that the Church has employed him to protect their headquarters from the scourge. He is (or once was) a black cleric, which is apparent by his garb. Church hunters who wear black garb are notorious for targeting "potential victims, before signs of sickness manifest themselves". This can explain his paranoid behaviour towards you before the battle, saying "you'll be one of them, sooner or later". His mania may have been a result of his progressive transformation taking a toll on his mind, or of him succumbing to the bloodlust of the hunt.

After helping the Player defeat the Cleric Beast, it seems Father Gascoigne made his way to the Tomb of Oedon. It seems either his condition started to worsen and dramatically reduce his sanity, or he had a change of heart. Either way, at that point he saw all people infected by the plague as beasts his is more closely related to the curse having a toll on his mind due to the fact that the townsfolk view you in the same manner. Though once his mind became warped like this his wife Viola would always play the music box to somehow restore his sanity and humanity. Notice this time you find her you do not find the music box near. Thus, Gascoigne attacked his own wife killing her

and in turn allowing the curse to fully overtake his body. Once you've obtained the music box Gascoigne is far too gone to return back to himself. Though the box still has effects on him, it cannot impede the ailment any longer, this is why he transforms into a lycan-like beast once he is near death or much faster if exposed to the music box's now haunting melody.

Henryk is an old hunter, partner of Gascoigne. The duo fought together for a long time, but very little is known about him otherwise unfortunately making him a basic cliffnote in the history of Yharnam, though his garb mentions that something happened as a result of Henryk's partnership with Gascoigne leading Henryk to have a "tragically long life."

Whereas it is unknown what exactly did master Willem uncover, one thing is clear: he is a crucial figure whose wisdom heavily influenced the teachings of the Healing Church, and everyone is grateful for his contributions. Even members of the Choir are required to pay tribute to him. His teachings eventually branched out to organizations such as The Choir and The School of Mensis which continued his research and many of their experiments made progress. Master Willem's most important teaching is the adage "Fear the Old Blood". He encourages all the scholars of his college to seek enlightenment and ascension through other methods except using the Old Blood. We know

that Laurence used Old Blood because he thinks that it is key for humanity's ascension. Which is why Master Willem felt betrayed, since Laurence didn't follow the "Fear the Old Blood" adage. So Laurence found the Healing Church and made blood ministration the cornerstone of the church.

Master Willem is acquainted with Gehrman, and likely lived in the same age as him. How exactly does he manage to live this long remains a mystery.

The Umbilical Cord Third that is found on the corpse of the impostor Iosefka reads as such *"Provost Willem sought the Cord in order to elevate his being and thoughts to those of a Great One, by lining his brain with eyes. The only choice, he knew, if man were to ever match Their greatness."* So it is possible he communed with a Great One just like the Pthumerians of old and was able to obtain his long life through the secrets of whichever Great One he spoke with (Rom?)

Caryll was a member of the Workshop that was able to hear the voice of Oedon, and managed to inscribe his words into runes, which (according to item descriptions) would have made Willem proud because it was power without using blood. While the runes themselves are a singular thing, their descriptions are incredibly varied and more so tend to tinge the lore here and there with extra information.

The tomb prospectors are adventurers sent by the healing church to explore the depth of the Old Labyrinth. They believe the vast labyrinth contains invaluable information of the Truth of the Old Ones. Since Ebrietas came from the depth of the Old Labyrinth, the Choir became fascinated with dungeon exploration, directly leading to these brave souls being sent to where no man has set foot since the fall of the Pthumerians. Whereas many of them returned victorious, bringing along precious artifacts, equally many were lost, perished or gone mad due to the treachery of the deep. The failures bodies are littered throughout the depths of the Chalice Dungeons like a trail of crumbs like warning signs of death of all those who tread carelessly in the depths.

Though amateur doctors, the black-garbed hunters were an extermination force and a prevention, not a cure. Their goal was to kill those who were infected, turned, and those who may be infected. They wielded large weapons and powerful firearms due to the fact they were expecting to fight very large and monstrous beasts. Soon after the Black Church Hunters were formed *"their black attire*

*became synonymous with fear, and that peculiar Yharnam madness."* Their robes have their philosophy stated as follows *"...When a cancer is discovered. one must pinpoint its location, reach in, and wrench it from the host's bosom."*

The White Church Doctors performed the bidding of the Choir, applying blood ministrations with the intent of experimentation, rather than healing. Many of the twisted things the church produced were a result of this experimentation such as the great giants (with axes and wrecking balls) as well as the grave keepers near them are products of these experiments and are legendary beasts that would join the church on the hunt. The White Church set gives great insight into their particular thoughts on the experiments

*"They* (The Choir Doctors) *believe that medicine is not a means of treatment but rather a method for research. and that some knowledge can only be obtained by exposing oneself to sickness."*

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Byrgenwerth College, led by Master Willem, is the main source of knowledge that inspired the teachings of the Healing Church, the School of Mensis, the Experiments of The Choir, and may have even influenced The Vilebloods. The scholars of this college originally found the entrance of the Labyrinth, and with the knowledge gained from it, it inspired great minds such as Laurence and

Micolash who later became the founders of organizations such as The Healing Church and School of Mensis respectively. These organizations continued the research that was originally done in Byrgenwerth, though following two different schools of thought, and made varying progress like the art of blood ministration and contacting the Great Ones through dreams using the Mensis Cage.

In Lovecraft's "Dream Cycle", the act of dreaming was a method in which human beings could briefly transport their consciousness to an alternate dimension. The Dreamlands are not an illusion, they are a real place. The Dreamlands are a location just like Yharnam, Byrgenwerth, Cainhurst, or Yahar'gul. The mere fact that the player can take items from The Dreamlands and bring them back to the Waking World is proof that it's a place equally real. The Lead Elixir's description states: *"Its recipe for this mysterious concoction is unknown, but some postulate that it materializes only within the most desperate nightmare."*

Almost all hunters visit the hunter's dream at some point in their lives. The Workshop in this place is an exact copy of the Old Abandoned Workshop beneath the Upper Cathedral Ward. In the Old Abandoned Workshop, a lifeless version of the doll is present and on the altar is One Third of Umbilical Cord. Description of this umbilical cord states *"Every Great One loses its child, and then*

*yearns for a surrogate. The Third Umbilical Cord precipitated the encounter with the pale moon, which beckoned the hunters and conceived the hunter's dream.- Abandoned Workshop"*. This Umbilical cord (Presumably this one is from from the Moon Presence) is what was used in the creation of the Hunter's Dream, where hunters come to receive advise/guidance from Gehrman, the first Hunter.

According to the Harrowed Hunter, the Hunter's Nightmare is a realm where hunters who are drunk with blood go to take part in a never-ending hunt. The geography is a copy of parts of Cathedral Ward and Central Yharnam . . .

High above the rest of the Hunter's Nightmare, past the lair of " Ludwig, the Holy Blade", is where you will begin to encounter the hideous secrets of the Healing Church and their search to commune with the Great Ones. Wandering throughout the many floors of the Research Hall are the grotesque attempts to turn Blood Saints into Great Ones. Whether it is the ghastly screams of the berserkers, or the cries for death of those about to succumb to the madness, you will not truly understand the sins of the Healing Church until you venture upon the steps of the Astral Clocktower. Here the first attempts at creating a Celestial Emissary to commune with the Greats Ones, known as " Living Failures", guard the entrance to the slumbering corpse of the Lady Maria.

This village is hidden behind the Astral Clocktower, which is guarded by Lady Maria. One of the first villagers encountered is muttering curses about Byrgenwerth, and the item that he gives - the Accursed Brew - has a description that suggests that many of the villagers were forcibly dissected. This suggests that the Byrgenwerth scholars came to this village and raided it (likely with the

assistance of the hunters) in search of some means of contacting the Great Ones. The remaining villagers called for the Great One Kos to curse the scholars, and the scholars' successors - the Healing Church and the Hunters' Workshop - inherited the burden of the curse.

The altar of despair holds the most valuable asset the Healing Church ever acquired: Ebrietas, Daughter of the Cosmos. Residing within the altar, Ebrietas is the only Great One that mankind has established contact with, and is also a provider of knowledge to the Choir. The upper Cathedral Ward was built to contain the altar of despair, and the Healing Church did what they could to keep the existence of Ebrietas a secret. The Healing Church also assigned personnel within the altar, to serve Ebrietas and to record her teachings. Apparently Ebrietas is especially familiar to one of these servants, and gave them her profound understanding of time. Unfortunately the human body is too frail to withstand such bombardment of knowledge, and the servant was eventually transformed into a vacuous spider similar to Rom, whose remains has the capability to reverse time (although the process would kill any normal living things).

Unwanted/orphaned Children were taken from the streets of Yharnam and experimented upon, locked away inside this orphanage to become “brilliant minds.” In fact, they became the smaller Celestial Emissaries. One of them even became a Great One, or perhaps was already a Great One that guided them (Speculation is that the Choir experimented on the Celestials in order to create a

Great One). There is heavy indication that the impostor Iosefka is a rogue member of the Choir, continuing her experiments by transforming victims sent to her into celestial creatures.

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Beasts are created from repeated ministrations of the Old Blood, giving rise to monsters like the Beast-Possessed Soul, Beast Patient, Labyrinth Madman, the Silverbeasts, etc. Also includes all wolves, pigs, birds and dogs.

A mysterious family of aliens. Their exact relation to one another is still not fully understood. Mind, that many alien looking things in Bloodborne are not Kin.

Kin are generally eerie creatures and remind people of the Great Ones in some cases. Brainsuckers (Baby Cthulhu), Celestial Mobs, Celestial Centipedes, Mi-Go's and the Celestial Larvae are the only known Kin currently aside from a Ebrietas, Rom, The Living Failures and Celestial Emissary.

Monsters and foes that are neither Kin nor Beast fall into this category. Most enemies fall in this category.

Examples include Huntsmen, Yeti's, Amygdala, Pthumerian Undead, Witch of Hemwick, Bloodlicker, Shark-Giant and many more.

- Pthumerian civilization age: Pretty much the destruction of Loran due to the Scourge of the Beast, and Queen's Yharnam contract with a Great One to bear a child, things didn't go as expected and Mergo was born, as an infant Great One. The Queen died in the process but her consciousness remained trapped in reality, thus we can see her at certain points of the game.
- At Byrgenwerth Master Willem and his apprentices found the main entrance of the Old Labyrinth/Tombs of the Gods. This lead to the discovery of the Old Blood.
- Students of Byrgenwerth diverge in paths with Willem: Laurence, Gehrman, Micolash left the place in order to pursue their ambitions of evolution with the use of blood.

- Founding of the Healing Church by Master Laurence, this is also the beginning of the beastly scourge.
- The Hunter's Workshop is created, with Gehrman as the first hunter and main lead, in order to control the beasts that arose as a side effects of blood ministration procedures.
- The School of Mensis is formed by Micolash, as another part of the Healing Church ( I think this actually happens in parallel with the next point, or very close in time at the least)
- The Healing Church discovered slug-like creatures (like the augur of Ebrietas, phantasms) in the Old Labyrinth and this started an inquiry into the Cosmos. Thus the Choir, high stratum of the Healing Church, was also established.
- Ever since the time of Byrgenwerth no great discoveries were made, until the Choir found the Great Isz Chalice that allowed them to have audience with Ebrietas. This started all

kinds of experiments to commune with the great ones and ended up with the kin creatures we find through the game.

- The Mensis ritual starts and causes Great Ones to descend, making the moon turn red and Amygdalas appear everywhere. They achieved it contacting with Mergo thanks to one umbilical cord.
- Hunter's Dream creation: It's unclear when the Hunter's dream exactly appeared, we know for sure that it was after the Hunter's Workshop was created and it could be that the Dream appeared when they closed it. There is description that says that the nameless Moon Presence was beckoned by Laurence and his associates, paleblood. We know that Laurence worked with Gehrman and Micolash, so it's not crazy to think this was part of the Mensis Ritual as well , or at the least it had some relation. There is another key conversation that supports the creation of the Hunter's dream before Old Yharnam events, namely Djura's words, they imply that the he used to dream when he was a hunter, and he participated as a dreaming hunter in the destruction of Old Yharnam. The cord found in the abandoned workshop reads:
- The Third Umbilical Cord precipitated the encounter with the pale moon, which beckoned the hunters and conceived the hunter's dream.
- Old Yharnam tragedy that ended up with the city burned in order to control the scourge of the beast:
    1. It could be that what caused this was the Mensis Ritual and that transformations are boosted by fear, as the name of the great ones known as Amygdalas seems to point out. However, It's unclear what actually triggered it, if the red moon or the ashen blood sickness mentioned in some descriptions.
    2. It could also be that the ashen blood started poisoning everyone in Old Yharnam and the Healing Church used a massive amount of blood to counterattack this sickness, making the scourge grow exponentially in the city.
    3. However, the most probable scenario seems to be a combination of the previous two cases. The ashen blood epidemy started and the Healing Church tried to cure

everyone through Blood Ministration. Then the Mensis Ritual took place ( since we know from a description that during that night the moon turned red) and this was the final catalyst for the scourge to break out.

- After watching what happened, Master Laurence realized he had committed a terrible mistake in relying on the use of Old Blood and tries to fix his mistake. Aside from finding some of his notes it's unknown what he did after this point. The only evidence that is left of him is that he turned into a beast in the Old Labyrinth.
- Speculation: Willem used one of the cords and contacted another Great One.
- Kos (or some say Kosm) granted eyes to Rom, the spider that hid the Mensis Ritual and the horrific consciousness of Queen Yharnam with a veil.

- Yharnam rises as a city again, with its old part burnt and closed. The Healing Church kept their experiments with Blood.
- I believe this happens many years in the future, the Blood Minister appears in the city, creating hunters for the Hunter's Dream.
- One of these anonymous hunters retrieves Laurence's skull from the old labyrinth.

- Our protagonist travels to Yharnam seeking Paleblood, where they are treated with blood by the mysterious Blood Minister, turning them into a Hunter with a contract with the Hunter's Dream. This Blood Minister is theorized by some to be Caryll, the runesmith.
- The main goal to transcend the hunt for now is looking for "Paleblood", and so the adventure begins.
- Before Byrgenwerth everything is pretty much normal, but from this point on, the hunt is no more a traditional hunt, but something more like a Lovecraftian gothic horror story. This set up is shown after defeating Rom, The Vacuous Spider, revealing the Mensis Ritual performed time ago and making the moon turn red again.
- The Queen's consciousness appears and we can hear Mergo's cry in front of the red moon. We are left in Yahar'gul and our next goal, according to the lore notes scattered across the area, seems to be stopping the ritual, which is also mentioned to be the source of the scourge. Notice this doesn't mean that everyone is cured from turning into a beast, but just the trigger is suppressed.
- Defeating Mergo's Wet Nurse will cease Mergo's cry and thus the Ritual is stopped. The hunter has fulfilled the contract with the Hunter's Dream and the Hunter is not needed anymore. This yields the end game events:

1. Accept Gehrman's offert: Finish the contract with the Hunter's Dream, with this the Hunt is over and you live to see another day, Yharnam's sunrise. The scourge is not a threat anymore.
2. Refuse Gehrman's offer:
    - If the hunter did not make use of the umbilical cords, the Moon Presence makes them the new surrogate and they are tied to the Dream just as Gehrman before them.
    - Having used all the cords, the hunter's insight now is too high and they can see through the Moon's Presence intentions. The Hunter defeats it and becomes a Great One themself, raised by the Doll.

- After these events, it's unclear whether or not people treated with blood will continue to transform. The Moon Presence could be the primordial source of the scourge of the beast, in which case the third ending would be the best endgame scenario.

**At the beginning**

Formless Oedon was pregnant and was going to have Mergo's Wet Nurse to look after it once it was born. The Wet Nurse is formless just like Oedon and are probably the same species of Great One. However poor Oedon, just like every other Great One, suffered a miscarriage and so started searching for a surrogate mother to give birth to another child. She found the Yharnam Queen in the depths of Pthumeria and it was then the Old Pthumerian culture made contact with the Great Ones and Oedon selected Queen Yharnam to give birth to Murgo. The Pthumerian culture eventually fell after the Queen had Murgo ripped from her stomach and when they died out they kept the secrets

of communicating and the secrets bestowed upon them by the Great Ones were lost with them until the Church discovered Ebrietas, Daughter of the Cosmos.

**Come our equivalent of the 1850s-1890s**

The Bygrenwerth College Scholars found passage into old Pthumerian labyrinths and the chalices that were used to communicate with the Great Ones. Willem, Gehrman, and Laurence discover the

old blood and begin testing it. However this blood is most likely from the Moon Presence who presents itself later on to Gehrman. (Side note: others have intimated their believe that the Old Blood could have been Ebrietas' blood)

Willem becomes frightened of the beasthood bestowed upon the ones who have taken the Old Blood and insists that it is no longer used saying "Fear the Old Blood", Laurence disagrees and says that Willem is a coward and not willing to take the risks to ascend beyond mere humanity old blood. Gehrman used the oldblood on himself.

Willem continues to head Bygrenwerth (and they found the other way to transcend humanity through Caryll Runes) while Laurence starts the Church with the blood and Gehrman becomes first hunter.

The Church also found Ebrietas, Daughter of the Cosmos. This motivated the Choir (and by extent the School of Mensis) to further in experimenting on the Old Blood. They also experimented on artificial Great Ones such as the Celestial Emissary so as to find even more Great Ones or create them entirely.

**Concurrently**

Laurence gives blood to Cainhurst and its Queen, Annalise, becomes the Vileblood Queen. Her Vilebloods that were sworn to her bring her Blood Dregs to gorge herself on in order to make her pregnant with a "Child of Blood", it seems that she is trying to create a Great One within herself or at least something similar. Logarius then led the executioners to fight these abominations. However Vilebloods are almost immortal, Logarius died to stop people from finding her. He then sealed her

chamber with the Crown of Illusions and stood guard to kill any foolish hunter who tries to free her. (It is assumed that after Logarius' sacrifice the bridge to Cainhurst was destroyed by some great force by the Executioners returning to their land)

**BLOOD SICKNESS STARTS**

Willem continues to lead Bygenwerth, Laurence starts the Church fighting faction, Gehrman trains hunters.

Micolash still believed in the old blood and formed the school of Mensis to find another way to commune with the Great Ones. Eventually Micolash managed to summon Amygdala and her lesser forms with his school's hard work as well as created the first artificial Great One, the One Reborn. Bygernwerth's Rom transcended as well around this time and serves as the veil that prevents people from seeing the true state of the world

The fight to cleanse Yharnam (now Old Yharnam) was a failure so the Church sealed and burned the place. Djura felt bad about failing to protect Yharnam, decides to stay with his old friends and neighbours till the end of days.

The fight against the Scholars of Mensis was a failure as well so the Church sealed away the Forbidden Forest (The only true path to the School left) and deemed the place forbidden to hide their shame.

**Come modern era**

The Hunter (you) come to Yharnam looking for paleblood to heal and made a contract to be a hunter to obtain the paleblood.

The hunt begins.

The Cleric beast is another clergy member who succumbed to the madness of the Blood. Father Gascoigne attacks on the way through Central Yharnam, you are able to witness this transformation. This is the power (and the curse) of the Old Blood. Entering the Church in the Cathedral Ward sets the Hunter on the way to kill Vicar Amelia, also a clergy member who has turned into a beast.

The Hunter ventures into the forbidden woods, fighting all manor of viper and crazed villagers. The Hunter eventually reaches what's left of Byrgenwerth and the old husk of a man Willem sitting in his rocking chair staring out at the Moonside Lake who only points to it when the Hunter attempts to speak with him. The Hunter discovers Rom, the Vacuous Spider and slays it lifting the Veil and the hunter sets eyes on the Queen Yharnam for the first time her very obviously pregnant belly sliced open and no child left. She is dead but her spirit lingers on tied to Murgo her infant Great One.

The next area the Hunter enters is Yahar'gul, Unseen Village and finds what appears to be a Great One but is later revealed (by Lore) that it was a manufactured Great One made by The School of Mensis. Killing this beast allows the Hunter to enter the Nightmare of Mensis.

The Hunter goes on then find the Lecture Room where some of the Scholars that gave homage to Master Willem resided, all that's left of them is slime creatures and notes indicating that Master Willem was right and they should have heeded his words. Stepping through the door at the end of the hall you reach the the Nightmare of Mensis which is being sustained by Murgo and his Wet Nurse. The Hunter kills Micolash there, ending his dream and unbinding him from his nightmare. Micolash still has a physical body but since the physical body has been long dead, that's the end for Micolash and his mad School of Mensis. The Hunter progresses to the top of the tower and discovers Queen Yharnam standing in a courtyard staring up to the loft where Oedon is keeping her lost child, the Great One Murgo, and where Murgo's Wet Nurse is protecting the infantile Great One.

Going to the loft and slaying the Wet Nurse and ending the Nightmare is the completion of the quest Gehrman had sent the Hunter out on and upon returning to the Hunters Dream the Hunter finds the Dream is on Fire and the Doll mentions that Gehrman is waiting for the Hunter. Approaching Gehrman presents a choice, to let him free the Hunter from this fate or to free him instead by killing Gehrman himself.

There are three possible endings which are explained in the next segment

- In the Yharnam Sunrise ending, where Gehrman the first hunter cuts off your head, you don't actually die or are killed. Gehrman offers you what he thinks is a release from the Great ones. In the past, Gherman used the umbilical cord that you found in the Old Abandoned Workshop to create what he wishes, but instead he summoned the Moon Presence. He then became the surrogate child of the Moon presence and was permanently placed in a Workshop in the Hunter's Dream, this workshop is identical to the real one in reality. He doesn't want you to be trap in the dream like he was for god knows how many hundreds of years. He offers you release and "to see the morning sun" and cuts of your head in the Hunter's Dream so that you will never be able to dream again and make the same mistake as he did. When you die, you wake up back into the waking world and your connection to the Hunter's dream is destroyed and you leave a gravestone there. If you look around the Hunter's dream there are many other gravestones, therefore showing that many other Hunters got disconnected from the dream by accepting Gherman's offer.
- To prove that other NPC hunters in the game were disconnected from the Hunter's Dream is when you die from Eileen Hunter of Hunters she will say "You still dream? Tell the little doll hello". Djura also mentions and asks you if you still dream when you die from him.
- With this ending, the plague of beasts continues every time the Pale moon appears. Since the hunter in this ending no longer dreams, he/she continues hunting down beasts or a path similar to Eileen and Djura.

- In the beginning of the Old Abandoned Workshop, Gehrman tried using the umbilical cord, which you later find there, to achieve something he desires. It is not yet clear what he hopes to achieve using the umbilical cord, but he summoned the Moon Presence and he was then trapped in a identical workshop in the Hunter's Dream, a separate plane of existence. The description of the Umbilical cord *"Every Great One loses its child, and then yearns for a surrogate. The Third Umbilical Cord precipitated the encounter with the pale moon, which beckoned the hunters and conceived the hunter's dream.- Abandoned Workshop".* According to this umbilical cord, the moon presence lost it's child and yearned for a surrogate. Surrogate means proxy or substitute in the dictionary. This means that Gehrman

became the substitute child of the Moon Presence. For what purpose does the surrogate child do? It is not known yet. Why do they seek substitutes/proxies? Maybe the Great ones grieved the lost of their child and its their way of coping? Could this mean that they possess some emotions or is it for a entirely different reason?

- In the other ending where you refuse Gehrman's offer and kill him. You give him peace after him training thousands of hunters over the years during his stay in the Hunter's Dream. You will become the substitute surrogate child of the Moon Presence and become the watcher of the land and the new guide for future hunters. It's a big circle of blood, a big giant cycle where hunters come and go.
- The plague of beasts continues with this ending except your role is that of a guide who will train hundreds or thousands of hunters over time until another hunter ends your life. The hunter becomes under the influence of the moon presence and then replace you, similar to what happened with you and Gehrman.

- Let me explain what you become after defeating the moon presence. Basically you become a baby Great one. "The Choir" and "the Healing Church" is the reason why this infection started in the first place after using Old Blood as a way to treat various ailments . The problem with old blood is that it reacts with human blood, the old blood heals but transforms man to beasts and that's where the beastly scourge began. From the Caryll rune beast *"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".*
- "The Choir" who are elite clerics of the healing church wanted to acquire more knowledge of the cosmos and to do that they wanted to communicate with beings called the Great Ones.

The hallucinations you are experiencing as a hunter is the side effect of the insight that you received.The hallucinations are in fact a form of telepathy and shows you the "truth" of this world in the eyes of the alien species, hence "insight" and "Madman's knowledge". "The Healing Church" continued its use of Old Blood on the denizens of Yharnam but most of their experiments failed which lead to an infection that turns man to beasts. But there are certain people who survive the blood transfusion and became hunters, they were then used by the healing church to eradicate Beasts that grew too strong that could threaten the experiments. The choir also wanted to make a man/Great one hybrid so that this creature could allow humans and the alien species to communicate, leading to the next evolution of humans. This would explain the existence of the Celestial Emissary, this boss is not a Great

one but in fact a human created/experimented by the choir as a tool to communicate with Ebrietas. The Celestial Emissary is guarding the entrance of Ebrietas.

- Yharnam, the Pthumerian blood queen was one of the surrogate that were used to be the vessel that carries the man/Great one hybrid baby back in Pthumerians civilization. After Byrgenwerth scholars discovered the entrance of the tomb of the old lords/labyrinth/Chalice dungeons, specifically Master Willem and his apprentices, including Master Laurence, they attempted to unlock knowledge lost in the Pthumeru age, they wanted to "line their brains with eyes". Because the Pthumerians unlocked the wisdom from the great ones and due to this gained unspeakable power.
- In this ending, after consuming three umbilical cords you become that man/Great one hybrid. That slug is the hunter and turned into a baby Great one after defeating "Moon Presence". You are the first of the next evolution of the human species. This would explain the trophy you receive once "Childhood Beginnings".

(Lore note) - This only an interpretation based on the given facts and it is recommended that updating should take place if new facts of a better interpretation is available. This lore is necessary because it ties up the majority of the loose ends in the Bloodborne story however many lore enthusiasts don't seem to want to explain. This is because most don't feel there is enough to fully draw conclusions that's why this is under lore and not its own page.

The idea of the Eldritch truth is spread throughout the game as people from Master Willem, to even the choir (a group of people), have tried to achieve an evolution toward a higher state of being by learning the Eldritch truth. The truth it is not expressed by simply a sentence or a phrase, rather it is a state of being in existence. The great ones understood this either through naturally knowing the eldritch truth, having been humans or beings which gained enough insight to evolve, or an otherwise unknown method to understand the true state of reality. Later as you, the player, by killing Rom made the true reality of the world shown ( for an arbitrary reason his death either as part of a ritual or by being the thing holding back people from seeing reality. (This needs to be confirmed or greatly defined )) or by gaining 40 insight you saw the reality of the world as it truly was, and achieved what those before you sought to do but failed. They failed by using other methods like lining your brain with eyes, using the mensis cage, or accepting a great ones power many of which failed to achieve true enlightenment as a side effect resulted in madness, deformation/transformation into a monstrosity, or death for the user with their corresponding method.

However you, as the player, achieved this by gathering insight throughout the world and absorbing it into your itself. Following this, utilizing the action of using the item in game you crush the skull in your hand releasing this partial knowledge into the world which channels into you for some reason either because of proximity or another variable. Other ways such as fighting nightmarish enemies which provoke your mind into perceiving them, which forces you to gain insight so you can fight

them it is also a safe method of gaining insight. This way you don't get side effects (as far as I know if you find any then add them).

This makes you able to perceive the great ones fully, and able to see the world as it truly is plus interacting with the real reality; such as being able to enter and face enemies in the yahar`gul unseen village under the blood moon which was previously not fully available. The difference in the area as far as how deep you can go into it between the variety of enemies is shown in a comparison of the area and when you are captured by the Snatchers and taken to hypogean gaol as well as after you visit the area and have killed rom. The player thus gain`s true enlightenment or simply understand the eldritch truth. As well on a final note, you are probably wondering how blood ministration fits into this explanation well in the Bloodborne universe blood is used as a cure/healing or a way of making a individual stronger. Therefore, in a sense it is moving towards this same goal although from a different direction. It ultimately never leads to the Elderitch truth as the humans wanted (ideally they got to be elevated, understand more with a clear mind, and be in control of themselves), just a monstrous transformation but considering many of these enemies end up in the true reality you could say they reached the physical state of enlightenment but their minds are completely gone in most cases and they just attack anything they can. So they got what the wanted they just can`t enjoy it.

It may be possible that these messengers are a type of Kin tied to the insight, given that you have to have a minimum amount of insight to see them, that they are very small, and that they are only partially in this world and that each time you kill a boss they somehow are able to obtain the garb and weapons of the fallen foe. Also notable that they take insight and blood as payment for certain items and are sympathetic to the hunters cause finding their way through the ether to help even in the deepest dark of the chalice dungeons. The messengers are known to come from the nightmare though.

A breif text on them reads "These small creatures have crept out of a nightmare, and while they may not look too friendly, they accompany hunters, follow their orders, and take care of messages left for others."

[This is speculation given that very little is known about the Messengers and their role]

This creature is slightly odd seeing as she isn't human but speaks and moves and even cries so we can assume a certain amount of intelligence. She is also able to translate the blood echos into personal power for the Hunter. This bit of info leads us to believe she is very very powerful and there is a good deal of speculation (but very little concrete evidence) that a Great one or some other form of Eldritch being actually gives the doll life by inhabiting it.

The best evidence we have is on the Caryll Moon Rune stating "The Great Ones that inhabit the nightmare are sympathetic in spirit, and often answer when called upon." So either the Moon Presence gave her life or she is inhabited by a weaker (but still powerful) underling or servant. The Doll also prays to the dream, to the flowers, to the moon, to the messengers even as well as the ancients to guard the hunter and let him/her have a "pleasant awakening".

This hearkens back to real world religions like the greeks, egyptians, the native americans, or any other polytheistic religion which basically follows the idea of praying to multiple spirits/gods/holy things (Like the Chalices for instance) we can make a stab at guessing that the Great Ones are like gods given their power and the Doll knows their power (assuming she was given life by the moon presence or is posessed by a lesser Eldritch being/Great One)

(As for the role the messengers play in trading for insight or how this works into the third ending are beyond me, but if someone makes a future edit. Please edit the lore should you find the details.)

Anonymous

12 May 2020 20:50

( I put this on the Plain Doll page too cause I want an answer) We keep talking about just what the hell "paleblood" is that the hunter is searching for to cure their unspecified illness. The doll has "pure white, pale blood". Could this mean that the direction to "seek paleblood" is telling you to seek the Plain Doll and by extension the Hunter's Dream? By seeking the paleblood and finding the Plain Doll, who has the "pure white, pale blood", you are able to become stronger using blood echoes to "embolden your sickly spirit", as the Doll says. So...."Seek Paleblood" = "Find the Plain Doll and level up"?

ReplyReplies (1)

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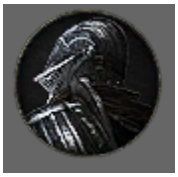
- 
- 04 May 2020 14:28

  Sorry for my ignorance but I am a brand new member...in the “supportive lore and various” section, is there a specific reason for why the links are broken? Every time I open one up it just say “403 error” and “you don’t have permission to view

this page”
ReplyReplies (0)

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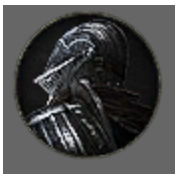
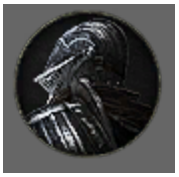


Anonymous
17 Feb 2020 03:24
God*amn it, the name is Mergo. Not Murgo. They got it right at least once and ever after fu*ked it up.
ReplyReplies (0)

+1

-1



Anonymous
22 Jan 2020 00:47

I love how people are complaining about the writing inconsistencies. If you want the grammar to be better then make an effort to fix it. It seemed sufficient enough to me and got its point across.

ReplyReplies (0)

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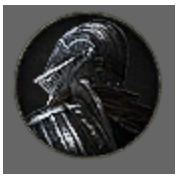

Anonymous

14 Aug 2019 10:03

The writing style in the "Theories" section needs a lot of work. Certain word choices were baffling, sentence structure is very disjointed, and it comes across as self-indulging at times. I read the entire page, but this section is what made me scroll all the way down to comment, since I really could not tolerate another paragraph.

ReplyReplies (0)

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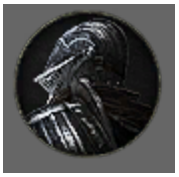

Anonymous

27 Apr 2019 08:42

C´mon y´all what exactly were you expecting from Miyazki-san/From Software? A cookie cutter, garden variety game lore. We all know how they love to roll in Soulsborne: it's like a kinda fill in the blank thing. No evidence from game lore to link A to C, just wing it with your imagination! Unless you fail completely with the

in-game lore you can just about say every logical theory you have read could be possible....And this is why I will miss the Soulsborne series more than any other series out. From was so freaking genius deliberately eaving certain lore links out so we, the player, could make our own conclusions, or interpretations. That is why our community is one of the most intelligent, most thought out communities out there. I, for one, am very proud to be a part of this talented (sometimes a little salty) community. Let the hunt continue, let the lighting and extinguishing of the First Flame be a cycle due to Gwyn's tampering. It's not like we're going to be getting anymore sequel at time soon, unfortunately. I mean I'd love to have a BB sequel, yeah?-Hf57893

ReplyReplies (3)

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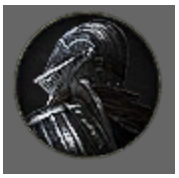

Anonymous

16 Mar 2019 16:11

The inconsistency in writing style while reading this drove me nuts. This is the only wiki I've ever read that actually sounds like it was written by 30 different people. Also, the constant grammatical errors are extremely jarring.

ReplyReplies (1)

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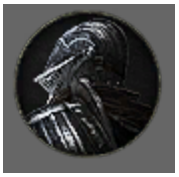

Anonymous

11 Dec 2018 19:12

Reading all these theories and explanations, I am wondering more and more,

when exactly Great Oedon died. Can someone help me with any clues? Before or later than the nameless moon appeared for the first time? Both Oedon Chapel and Tomb stands in Central Yharnam, but it's not clear was their construction dated to "death" or to the fall of the Old Yharnam.

ReplyReplies (0)

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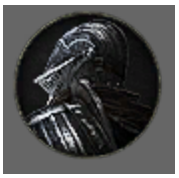

Anonymous

10 Dec 2018 07:29

Thought: in the ending when you actually become an infant great one you seem to be a creature that lacks eyes. Does this suggests Willem was erring with his obsession of eyes in the brain?

ReplyReplies (1)

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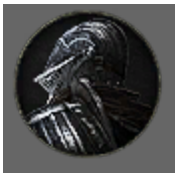

Anonymous

05 Dec 2018 18:04

I must admit that in no other Souls-series game have I been so captivated by the lore. I have spent several hours on here reading page-long essays about what Kos has for breakfast. Thank you to everyone who compiled all of this great information!

ReplyReplies (0)

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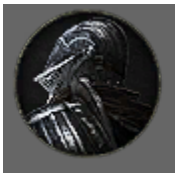

Anonymous
21 Oct 2018 17:35

Major problem with Hunter lore: It says in this page that hunters are not unique to Yharnam, but we have no evidence of that. The page says that the protagonist and Eileen were hunters despite being foreigners but Eileen explicitly came to Yharnam to be cured and THEN became a hunter and that same thing happened to the protagonist. Neither were hunters before coming to Yharnam and neither even knew about the Scourge of the Beasts or The Hunt.

ReplyReplies (1)

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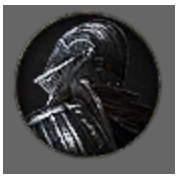

Anonymous

05 Oct 2018 22:45

I just watched the most hilarious lore video to date!! We should so totally get them to cover more of this stuff

ReplyReplies (0)

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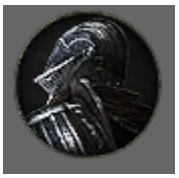

Anonymous

23 Jul 2018 15:46

So,I think the Great Ones need surrogate childs to form a dream or ¿to capture a world in that dream? So the MP aka moonpresence with gerhams dream made the hunters dream world.And many paralkel timeline is seen in bloodborne but the most notable is the birth of mergo.I think the moon becoming orage is the sign of

a to be born mergo.As mergo itself is a Great one and surrogate child and natural,I think he can exceed even great ones.So the MP is trying to stop it by the hunter.
So i think the incomplete mergo attacks you in its uncomplete form to stop you(Which is the boss) but failed and the hunters(You and the other players) kill mergos wet nurse that also kills murgo.
But the TWIST is as even as incomplete great one Mergo is repeatedly trying to be born and MP is repeatedly stoping it by summonig hunters.This results in endless hunt.
Now as a flaw of my speculationis What are you then when you kill MP and become a baby great one.¿Complete Mergo or some other species type of great one?(As Mergo is not tentacle type or something),
Correct me if Im wrong.
ReplyReplies (1)

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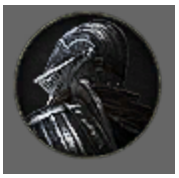

Anonymous
30 Jun 2018 04:04
The thing about Bloodborne is that most of the story unfolds in a non-physical inner space created by the subconscious, and most of the creatures we encounter--beasts, kin, great ones, pthumerians, even some humans--aren't

exactly real. Places like the Tomb of the Gods are merely born of rituals involving noxious concoctions of rotted blood and hallucinogenic materials, but the events that unfold there represent the evolution of thought that the characters experience, which culminates in physical consequences, such as the "ashen blood" sickness, and the subsequent burning of Old Yharnam.

The Hunters are administered a dose of this powerful sanguine drug, which provides them with a fever dream that draws upon their subconscious to fill in the blanks of their conscious mind and find a way to halt the nonexistent beast scourge, while also providing them with the secrets of the past that Byrgenwerth and the Choir each desire. The primary goal they are given is to "cleanse" the

blood of the city, a process conceived by eugenics-obsessed, power-hungry madmen. As for the Moon Presence, the being is merely a representation of the Hunters' belief that what they are doing is justified.

Chronologically, it's very difficult to categorize when certain events take place, since some of these events never truly "happened." The Pthumerians can be thought of as an imaginary race that represents the end goal for humanity, which is to achieve peace with their gods and perfect their blood. Instead, it would be wiser to differentiate the PHYSICAL events that take place in the history of the city, then arrange them chronologically, while separating them from the SPIRITUAL events.

For example, I don't think the Pthumerians were necessarily the "first" beings to discover the great ones, but rather they were envisioned by Byrgenwerth to represent the ideal form of humankind, and perceived as "ancient." Physically, the story begins when Cainhurst and Byrgenwerth begin their research into the arcane and seek to perfect their bloodlines. Before "finding" the Pthumerians, I find it more likely that Byrgenwerth stumbled upon the Fishing Hamlet, "which sparked a search for the eldritch Truth from deep within the old labyrinth." By using these powerful hallucinogenics, they unwittingly set in motion the events that would consume the city in utter turmoil. More important than the Pthumerian's alleged relation to the great ones is Laurence's invention of such a fantasy, which leads to further experiments, illness, and ultimately the destruction of Old Yharnam, resulting in the present chaos of the current Yharnam.

Tales envisioned by Byrgenwerth and the Healing Church can be "dated," but similar to biblical parables, they have no place in history, and are simply spoken as faith. Ebrietas is a seemingly ancient great one known as the "daughter of the

cosmos," but it seems she only came into existence AFTER the events of the Old Hunters. Despite this, she also appears in the ancient "Tomb of the Gods." Likewise, Queen Yharnam's child, Mergo, was stolen from her by the Choir which becomes the "source" of the beast scourge, yet we can still find her pregnant with Mergo in the Chalice Dungeon, as if this critical event in the transformation of the city has yet to unfold.

Symbolically, the great ones and their interactions with humanity are important, but their effect on the story is merely that--allegory. The Moon Presence does not possess its own will, but represents the gripping belief that the hunter's are justified for slaughtering countless "beasts," even if the beasts are just an illusion.

Kos, on the other hand, symbolizes the ultimate truth of the cosmos that the scholars trust will protect them from beasthood, but eventually Laurence discovers that this was nothing BUT a dream, as were the beasts that he sentenced to death, who were in fact just less-than-enlightened common folk. The Healing Church overthrew and executed him for his alleged madness, and desperately clung to their faith in the Old Blood, and the School of Mensis became obsessed with their position of power granted through esoteric revelations.

Thus the hunt continued. Without the hunt, there would be no sense of purpose, and culpability would finally destroy the city.

ReplyReplies (2)

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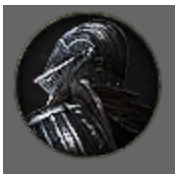

Anonymous

09 Jun 2018 01:18

Regarding a possible reason for the creation of the Dream, I feel it could have been created to allow the prosecution of the Hunt. This is necessary to limit the beasts curse, ensuring the Great Ones not to lose all of their Vessel.

ReplyReplies (0)

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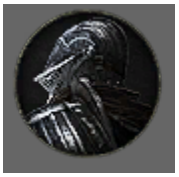

Anonymous
30 Mar 2018 17:39

So, If Gherman became the first hunter the same time as Laurence create the church, and the fighting factions of the church. How come the first hunter of the healing church was not gherman but Ludwig. How come citizens of Yharman does not recognized the Workshop's Hunter badge. Where the hunters were ten a penny.

I think that Gherman became the first hunter to counter the beasts found in the Tombs or the Chalice dungeons He later created the Workshop to counter any beast that managed to crawl out from dungeons or created from failed experiments in Byrgenwerth. To this point Laurence was still working with Willem. Their separation came after the events of Fishing Hamlet. There the hunters and scholars of Byrgenwerth were cursed by Kos to Live The Hunter's Nightmare upon death. After the curse, Laurence Separates his path from Willem and Then created the Healing Church. While Gherman's workshop disbanded. Even his most beloved student Lady Maria was so filled with regret that she became the caretaker for the victims of Byrgenwerth. Lady Maria Quits being a former hunter of the workshop and now working with the recently founded Healing church to find a way to Relief the suffering of the survivors of fishing hamlet. Uknown to her the choir faction was performing even more Foul Experiments which made her regrets even greater to the point where she slit her own wrist, and die in the clocktower. Simon later reference this event to the player as "the true face of the blood worshiping beast purging healing church." Word of her death spread to Gherman, who bury her body near the workshop. And her bones were Picked up later by the player.

ReplyReplies (0)

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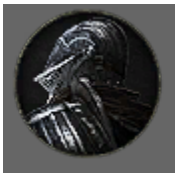
- 
- 29 Mar 2018 12:05
  I see the School of Mensis in a different way. The school of Mensis wasn't founded by Micolash, but by a person named Mensis, that is the body that we see dead with other people with a cage in their head. Mensis, thanks to the

knowledge and to the teachings of the Great Ones, found a way to trascend himself and to trasforn his mind in a dimension. This because we enter in the library by his head. The prove are the names of the bosses Amygdala and Brain of Mensis, that contains the organs referencies. The library was the rapresentation of his mind and of all his knowledge, and his students can study directly in his mind by the use of the Cage Head that acts like a medium. But they lost themself into the knowledge and forget them body, that die in the real world. Of they remain only them jelly coscience, trapped in the mind of Mensis. The library, or the head of Mensis, contains not only the positive knowledge, but even his nightmares. Micolash is the only student alive in the mind of Mensis. He search how Mensis can create the mind dimension, but lost himself in the nightmare library, that contains all the knowledge of which Mensis have afraid. So Micholash, as the only survivor in the nightmare, proclame himself "Host of the Nightmare", summoning the Great God of the Humanity Kos (probably the creator of all the dimension) to give to him more eyes to discover the method of Mensis. The woman we see before the boss, is Mergo, probably the wife of Mensis. He tryed to ricreate Yahrnam, the Pthumerian Queen and to have a child of Great One. But Mergo die in the birth and we don't know what happen to her child. Maybe she really did to have a child, but the blood sign on her dress tell us that she died in the act. So the mind of Mensis elaborate two version of Mergo. A dream version, in which Mergo is a bride and sacrifice herself to let the child of Great One born (like a reincarnation of the Pthumerian Queen), and a Nightmare version that is the boss, similiar to the death. We don't know what really happen to Mergo: she maybe suicide herself to don't birth the Great One, or maybe she die in the birth. However the mind of Mensis see his wife as a nightmare. This is why when we kill Mergo, it is said "Nightmare Slain", because we freed Mensis from his Nightmare. We see Mensis vision of her like she was The Death in front of a stroller, so she probably killed herself to kill the child. The hunters so, can

even travel true the dimensions, that include the dreams and the Nightmare of people. With the hunter dream happened the same thing, because probably the Gherman dream is in truth a nightmare for him. The headstones are probably his memories, like said from the cut text of the automa. I think that our objective is to free him and destroy all his memories. But maybe we are Gherman, in a loop of dream that act like a cycle and however we decide, the dimension must exist. The humans in the game failed to give birth a Great One because they don't comprend how. They thinks is a phisycal phenomenon, but it is not. The only way to becomes a Great One is like our hunter do: refusing every concept, from the religion (that generates slavery of Mind), to the science (that trap with the knowledge). I think that this is the Birth concept that the games refers. The girls in

the game that try to Birth a child of Great One, generate monsters or incomplete beings. Maybe is all a dream of our character, and after the blood infusion at the beginning, it's all fake. Maybe we are in the mind of the hunter and that explain the first final. It's like Total Rekall: is it all real or all a dream of our character, that suffered from a real plague in the reality and tryed the method of the blood infusion to restore his mind?

ReplyReplies (1)

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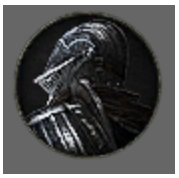

Anonymous

04 Jan 2018 12:43

I recently picked up ds3 from the steam winter sale, after I had played through bb numerous times, and something that I have been immensely interested in is bb lore... so I looked through the back of everyone's heads, and found that blacksmith andre has eyes on the inside of his hed, just like the doll in bb, can anyone help me, I'm wondering if anyone knows if this is legit lore tying the two games universewise together, or if it was simply an editing mistake.

ReplyReplies (1)

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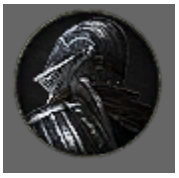

Anonymous

04 Jan 2018 12:27

I recently picked up ds3 from the steam winter sale, after I had played through bb numerous times, and something that I have been immensely interested in is bb

lore... so I looked through the back of everyone's heads, and found that blacksmith andre has eyes on the inside of his hed, just like the doll in bb, can anyone help me, I'm wondering if anyone knows if this is legit lore tying the two games universewise together, or if it was simply an editing mistake.
ReplyReplies (0)

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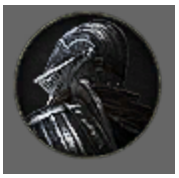

Anonymous
02 Jan 2018 02:26
Doodoo fart peepee
ReplyReplies (2)

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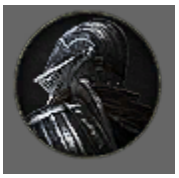

Anonymous
24 Oct 2017 09:42
I dont Think The Hunt continues in yharnam sunrise since this aint a normal Hunt. You kill The Great ones responsible for The Hunt

ReplyReplies (0)

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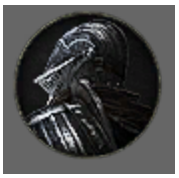

Anonymous
28 Jul 2017 18:09
This is a lot of information to swallow. I think the doo doo fart peepee guy had the right idea here. Truly a scholar.
ReplyReplies (1)

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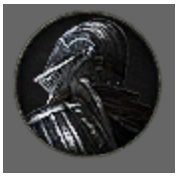

Anonymous
18 Dec 2016 22:26
So if you drink menstruation and eat placenta, you'll turn into a Beast?
ReplyReplies (4)

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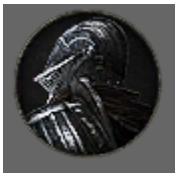
- 

  Anonymous

07 Dec 2016 16:17

I don't know if someone had said this before or it's wrong or what, but I've a thought. It says that Gerhman tried to use the umbilical cord to get something he wanted. It's also stated on I think Maria's garb description that Gerhman had a mania, which can be desire. So, I think Gerhman tried to use the cord to give life to the doll, who I think it's basically confirmed is based off Maria (and Gerhmam probably created her, being an inventor or something like that, since he came up with the burial blade). I think the Moon Presence gave life to the doll, inside the Hunter's dream, simultaneously keeping Gerhman there as it's surrogate child. Thoughts/correction?

ReplyReplies (4)

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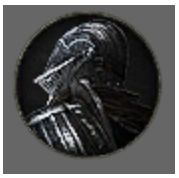

Anonymous

01 Dec 2016 18:03

Doodoo fart peepee

ReplyReplies (3)

+1

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208,137904

Place my face on this battlefield. It sucks.

(edit)

A hunter is a hunter, even in a dream.

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! IT’S MY FAVORITE GAME I WANT TO PLAY IT WITH YOU OM COOP OR WE COULD DO PVP I HAVE AN EINTELLGIENCE BUILD WITH THE TENTACLE ARM ITEM AND THE THING THAT MELTS EBRIETAS ITS  LIKE A MISSILE LAunhcer  LAURENCE ISNT A HARD FIGHT. HE’S NOT FGUCKING HARD. IM SICK OF YOU U GUYS THINKING

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1197

Lore[Lore]The Paleblood Hunt - An in-depth, 90 page analysis of Bloodborne's lore, characters, and world.

submitted 5 years ago * by dmcredgrave

IMPORTANT: Hello, are you new to Bloodborne? Or, maybe you're a Bloodborne veteran and you're just reading this for the first time? Well, after the Old Hunters DLC I released an updated and revised version of this document, which I would point you to look at here:

https://www.reddit.com/r/bloodborne/comments/3vaq4r/the_paleblood_hunt_finalized_and_revised_with/

What follows is the original post:

Some of you may recognize my username. For those who don't, I can't blame you. For the past

month or so I've been lurking around this subreddit posting mostly about the Lore, discussing several theories and answering questions.

Exactly 19 days ago I posted a quick theory I had on this subreddit, about the Bloody Crow encountered at the end of Eileen's questline. While

I would eventually be proven wrong (yes Reddit you win, I was wrong, Laurence is the Bloodletting Beast), it sparked a desire in me to explore and examine the rich world of Bloodborne in a detail that I had never gone into before. Over this month I have poured through pages upon pages upon pages upon pages of theories and research. I've spent hours upon hours going through item descriptions and playing the game over and over again. Quite frankly, it was exhausting. Every time I would finish a big analysis I would post it on Reddit, and the response was incredible. So many people left positive comments on my work that it only inspired me to write more.

So here you are, the complete, exhaustive research of Bloodborne, available for free for any Bloodborne fan to access. The fruits of everything I've found, an analysis of the game that I love.

The Paleblood Hunt

*Edit: /u/LordFlatline , someone who helped me a lot with the compiling process, has also converted it into an E-book format in both Epub and Kindle*

*format, available for free to download for those who don't want to use the Google Document. /u/Nighthawk441 has also provided a pdf download mirror here. Note that in both cases there are some minor formatting errors, possibly as a result of the conversion from a Google Document.*

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[–]**port274** **28 points** 5 years ago

I'm in need of sedatives to combat all this frenzy

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[–]**Frustrable_Zero** You're in the know, right? **11 points** 5 years ago

Grant us eyes, grant us eyes!

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[–]**dmcredgrave** **25 points** 5 years ago

As I once did for the Vacuous Rom?

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[–]**LordFlatline** **4 points** 5 years ago

Inside or outside your brain?

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[–]**CosmicTraveller** **29 points** 5 years ago

Holy shit dude.

I just finished reading the entire thing, and wow...it's just incredible. It all makes so much sense. I am in awe of the dedication it must have taken to organize this, hat's off to you, friend.

Definitely bookmarked this for future use and reference. Keep up the good work.

Just to test my comprehension of your theory/essay:

TL;DR: The PC is a Paleblood (Paleblood meaning they have anemia, making them unique) and the Doll is a Great One.Gehrman and the PC are being used by the Moon Presence to enact it's will (In our

case it's killing the Wet Nurse), Gehrman has been trying to get the Palebloods to conquer the Moon Presence so that the Beast Scourge will end, as will the Hunts and his entrapment in the Hunter's Dream. The Palebloods have never been strong enough to do that. As it turns out, the Doll (Who is a Great One) is also using you and everyone else in her/it's own special way, possibly collaborating with Gehrman. All the other Great Ones attempted to create children, but all of them failed, except for the Doll who created an incomprehensibly elaborate way of creating and fostering a child: The PC.

Bloodborne's True Ending ends with the Doll's and Gehrman's desires being achieved: For Gerhman, he has been freed from the Dream, Mankind is free of the Beast Scourge, and the Hunt will no longer continue. For the Doll, the Moon Presence is dead and she has successfully birthed a child. For the PC, they have transcended the Hunt, achieved what the Scholars of Byrgenwerth, the Pthurmians

and the Healing Church had been trying to do for centuries and have become/triggered the final step in Human Evolution and ascension.

Is that about right?

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[–]**dmcredgrave** , **8 points** 5 years ago*

Close, although the PC being a Paleblood is not the only use of the word Paleblood. Paleblood is a concept with many different interpretations, including the Paleblood Sky, the Paleblooded Great One, and the Paleblood Hunters. Other than that, yes very good summary.

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[–]**CosmicTraveller** **6 points** 5 years ago

Alright, cool.

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[–]**Xhosant** **3 points** 4 years ago

I thought I was the only person thinking Paleblood referred to the pc. I've been thinking, the starting location note is addressed to the doctor, not us. We visit to be cured of Paleblood, but it happens to be the reagent needed for the Mensis ritual. The blood is taken to the nightmare (Iosefka's blood at the top of Mergo's loft indicates it's possible), the ritual happens, and the hunt begins!

So, TL;DR: Paleblood Sky: the sky that resulted from the paleblood-using ritual.

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[–]**Ansarricade** **61 points** 5 years ago

I really have to commend your effort here mate. I haven't looked at your theories/ideas in detail yet (mostly because I want to figure out as much as I can by myself before seeing what others think) but from what I've briefly glanced over, it's impressive and definitely interesting for all us lore junkies. Nicely done.

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[–]**dmcredgrave** , **35 points** 5 years ago

Thanks. I'll be honest, I'm exhausted. Going to put Bloodborne down for a couple weeks and play something else I think, lol.

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[–]**Hworks** **11 points** 5 years ago

Witcher 3 coming out soon, you might have an interest in that?

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[–][deleted] **1 point** 5 years ago

If you have a PC, Killing floor 2 is pretty fucking great

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[–]**PinkWizaard** Console Peasant **3 points** 5 years ago

I would tell people to wait until atleast one more weapon update. Right now the

weapons are great but there are way too few.

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[–][deleted] **2 points** 5 years ago

I think I heard that's coming to PS4 also.

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[–]**0010110100110000** **15 points** 5 years ago

So this is just a stray thought, but I've always been curious as to whether there is anything lore related to it.

Why is Iosefka's blood vile found right before Mergo? Is it just a pick-me-up by the devs to help anyone struggling near the end or is there something story related at hand?

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[–]**dmcredgrave** **19 points** 5 years ago

I really don't know. It's the one question I have about the game that I have absolutely no idea what the answer could possibly be. Trust me, I've spent a long time trying to figure it out.

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[–]**Mellowmoves** **5 points** 5 years ago

Im sure you already thought about this, but maybe they needed iosefka's help for the

birth. She does seem to be the only somewhat traditional "doctor" mentioned.

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[–]**Panpipe** not very good at this **1 point** 5 years ago

I've not gotten to that part yet but I'm close.

Could be a hint about the cyclical nature of the game. Anything could be explained by

you having been there before in a previous incarnation, heh, NG -1.

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[–]**mattersonline** mattersonline **5 points** 5 years ago

It's kinda funny. Every one of the contemporary From Software games has had a cyclical nature. Both Dark Souls games were about the endless struggle between the two ancient dichotomies of light and dark and human and gods. Bloodborne is about the

endless fight of transcendence and degeneration.

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[–]**flashmedallion** **7 points** 5 years ago

You forgot Demons Souls, which was the same.

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[–]**Khalku** **1 point** 5 years ago

I thought demons souls was the only one NOT cyclical. The fog

was invading the country or something?

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[–][deleted] **5 points** 5 years ago

Sorry if I totally throw you off in your inbox; I am replying to a comment over 2 weeks old.

In Demons' Souls you eventually meet the Old One and either lull him back to sleep or feast on the innumerable souls contained within him.

The nexus (which resides above the Old One) has a statue with a sword in it. The sword falls at the end-game and breaks through the floor; this allows the player character and the Maiden in

Black to fall through the floor and meet the Old One.

The main evidence for Demons' Souls being a

cyclical game is that the Old one has a bunch (like 10-20) of swords sticking out of the ground and also out of The Old One himself. That suggests that the Old One has been put back to slumber many times before.

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[–]**dmcredgrave** · **2 points** 5 years ago

Oh Demon's Souls is extremely cyclical, only the cycle is very slow and takes a very long time.

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[–]**flashmedallion** **1 point** 5 years ago

It's similar to Bloodborne in a way. You get trapped, have to take out demons to escape, need power to defeat demons, need demons souls to get power... which is what the "system" uses to reset itself etc.

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[–]**von_Laie** **2 points** 5 years ago*

its the same thing that bothers me the most above any of the lore speculations,what i gather

is basically:the vials most likely come from Iosefka herself; fake Iosefka was in direct relation to the Choir; the whole Mensis nightmare was a creation by School of Mensis,which as the game suggested numerous times came into conflict with the Choir; theres a Choir spy hunter on the bridge right before getting into the building.

To me how that vial was placed specifically before the Wet Nurse fight and right next to Queen Yharnam is bound to have some kind of significance.

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[–]**KaoticKarma** **43 points** 5 years ago

This is incredible piece of work you have here my friend. Hat goes off to you, this is a great

contribution to the community. I'd even send this off to FromSoft just for shits and giggles and let them know how much this game obviously meant to you. Seems you enjoyed the experience in a much more unique way than most.

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[–]**HereticForLife** **5 points** 5 years ago

Agreed. OP should send From this work, maybe if you know Japanese you'll get a job offer out of it lol.

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[–]**dmcredgrave** · **7 points** 5 years ago

Hah. No second languages, unfortunately. Though anyone who would pay me to think about videogames full time is MORE than welcome to contact me. :D

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[–]**Gmr_Leon** **10 points** 5 years ago*

Sorry if I'm misunderstanding, but if I read this right...

- Old Yharnam was afflicted by Ashen Blood, the Healing Church swept in with Blood Healing to cure it since antidotes weren't cutting it.
- Somehow, they'd recovered enough Old Blood for their Blood Ministrations to essentially handle all of Old Yharnam.
- Yet the reason for the expansion of their operations into the tomb of the gods was the result of their explosion in fame after Old Yharnam.

I don't think this lines up. If they'd only recovered a small amount of Old Blood with which to found the

Healing Church and treat the multitudes of Yharnam, especially those of Old Yharnam, it seems more sensible that they'd be looking for more sources sooner rather than later. Along these same lines, Old Yharnam proved a disastrous failure, either due to bad timing (height of Ashen Blood plague/blood treatments all over/Red Moon/recipe for disaster) and/or their treatments being experimental and going awry, either way, you

don't call razing an entire part of a city a success story, typically.

For that reason, I think while Old Blood was part of the discoveries made by Byrgenwerth's scholars, I think more important at the time was the (re?)discovery of their blood's healing properties. What they couldn't have known, however, due probably to ignorance more than anything, was how the mixing of blood could lead to illness and disaster, bringing about their transformations.

This may be nitpicking the language, but Alfred says it himself:

But I have heard that the *holy medium of blood healing* is venerated in the main cathedral.

...

> Well, once a group of young Byrgenwerth scholars discovered a holy medium deep within the tomb. This led to the founding of the Healing Church, and the establishment of blood healing.

Now we can either take this to mean something through which the blood is passed or treated, or we could take this to mean the process of Blood Healing and Ministration itself. I tend to think the major discovery was the latter, and the Old Blood's involvement was kept limited (perhaps after incidents in Byrgenwerth that put Willem on edge) and after the Church's founding, in Yahar'gul and the Choir, at least early on.

This would at least partially line up with your suspicion of the Choir forming in the aftermath of Old Yharnam, but to me, this was for different reasons. The discovery of a more direct source of

Old Blood through the Great Isz Chalice and the audience it granted them with Ebrietas speaks to this, as it seems to me a resurgence in interest in Old Blood was the result, and would come after the Healing Church's forebears had long since passed.

This would also explain what Vicar Amelia says before you fight her. Laurence may never have betrayed Willem entirely, but his successors almost certainly did, twisting the Byrgenwerth adage to instead seek the Old Blood.

Hope this makes sense. It just doesn't click in my head that a disaster would be the ringing endorsement of the Church's treatments leading to their fame and power. I think that was emerging before the Ashen Blood plague and Scourge, and perhaps hit its stride after Old Yharnam was long forgotten (or kept under wraps?) by the Yharnamites.

I dunno, the whole practice of the hunts and Old Yharnam's razing leave a lot to wonder about

where Yharnam is and how much news of what goes on there gets out.

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[–]**CosmicTraveller** **6 points** 5 years ago*

I think the idea is that you only need a little bit of Old Blood for pretty much everyone.

For example, someone gets pure Old Blood from the original source and puts it inside themselves, the blood circulates and merges with the blood of the person, their whole body is now filled with Old Blood, somewhat tainted with the person's original blood. Due to the fact that people have a lot of blood and their bodies make more blood, you've essentially got an infinite source from that person alone. That

person then does a blood transfusion with a normal person, and the first person's blood, which is now contaminated with/is Old Blood, is passed into the second person, where the whole circulation/merging process repeats.

Then the second person does it to another, and it repeats again.

Repeat this process until everyone in Yharnam has Human/Old Blood mixture, which is what make "Yharnam Blood" special and unique from anywhere else.

From all that, they'd only need one source.

Think of it kind of like a Bloodborne disease, the Old Blood only needs tiny bit of contaminant, then the whole of the person's blood is infected with it and it can be passed on countless times without ever running out, as people's bodies act

as "factories" to make more of the infected blood, sort of like with HIV.

So theoretically, Laurence or someone else could be the only person to ever transfuse with pure Old Blood from the source.

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[–]**Gmr_Leon** **1 point** 5 years ago

Er...Maybe, but then if the Old Blood worked that way, that would further invalidate the need to go after more if they could just pull it from dead Yharnamites and (if they know how) filter out the human blood. Also, if they

only needed a little...I'm not sure why they'd drag an entire Great One into their midst.

I dunno, it's a valid possibility, but I'm not too certain of it.

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[–]**kblkbl165** **4 points** 5 years ago

Because there's something else in the blood, other than just healing properties. So maybe the purity of the source and the amount used would make a huge

difference in the consequences of using it. The biggest beasts are those who belong to the cleric, is this really a coincidence? People "turn" into wereboys and werewolves. Members of the church turn into 20ft tall beasts.

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[–]**Dante18907** **1 point** 5 years ago

My guess would be that the more diluted the blood gets via ministrating from someone who got a mixed blood ministration, the less potent the

properties of the old blood became. So for instance if the church was ministering their Nuns (Adella) with PURE Old Blood so that the nuns blood had the healing effects desired, they both have an infinite source of Healing Blood via the nuns and a requirement for Old Blood to 'make' more nuns.

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[–]**Gmr_Leon** **1 point** 5 years ago

I'd considered that, and I can definitely see it more when the nuns are introduced. Although I feel like that still presents a problem of, "Why seek more Old Blood, then?" Nevertheless, I think this is one of those areas of the lore that some will be deadset on or in a very small minority of skeptics, like myself.

I've currently got an outline written up for an alternate take on some of this stuff in the works that I might hammer out later that provides a little more substance to where I'm coming from. That said, I still need to read through all of OP's stuff to make sure

I'm not repeating what they've already speculated.

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[–]**Dante18907** **1 point** 5 years ago

I think this hits pretty close. As there is a mention somewhere about how the Healing Church nuns are trained for the ministration, this could mean they are fed more and more blood to be a purer source of the old blood maybe? Or just enough to heal without giving the power of concentrated blood?

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[–]**RyanTheRighteous** **15 points** 5 years ago

You're a beautiful human being.

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[–]**Furbishkov** **8 points** 5 years ago

Give this guy some damn credit. He wrote OVER 32000 WORDS on Bloodborne lore. This is almost a book. It is incredible. Well done sir.

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[–]**FlubbedPig** **15 points** 5 years ago

Damn, that's impressive.

I don't agree with every point, but still, good work. There are some things I'd like to touch on, though.

First off, I disagree with your assessment of Ebrietas as Kin, or not a full great-one. I read her title of "Daughter of the Cosmos" to mean she was actually a rather big deal. Personally, I see the difference in Blood color as meaning that things with the "Serum" blood are connected to Ebrietas, be they created through using her blood, or indirect

disciples likes the Yharnamites to Oedon. Of course, this doesn't explain why Rom and her spiders bleed "Serum" from their heads, but then again, I don't believe your theory does either. It doesn't really explain why just their heads would bleed like that.

Personally, I disagree with your assessment of the ending and what Moon Presence's goals were, but I have no better ideas, so more power to you.

I also disagree with a small detail of your take on Logarius' siege of Cainhurst, and in addition, I'd be curious to hear you talk a bit more about Cainhurst in general. Personally, I feel as if Logarius and his Executioners were not aware of Annalise, and were only aware of whatever king of Cainhurst Logarius killed to take the Crown of Illusions. But on that note, what is the explanation for the crown, or anything at Cainhurst, really? Magic isn't really a thing in Bloodborne, but then why are there ghosts roaming the castle, why is a section in the area seemingly least connected to eldritch goings-on hidden from sight (Annalise' chamber), and if not ghosts, what do Logarius and the Executioner's Gloves summon?

I also believe that the baby crying isn't Oedon, and that in some ways, Mergo isn't quite dead. I believe that the crying is Mergo, as it leads to the top of Mergo's Loft, and ends upon the death of the Wet Nurse. Although it doesn't quite fit, the impression I got was that while Mergo was dead, it's (I think it was a her, but whatever) consciousness still lived in the Nightmare, or perhaps in a sort of limbo, and

was then summoned into the Nightmare by the School of Mensis. As for why I specifically think the crying isn't Oedon, that idea just doesn't fit to me. Why would the Great One which impregnated Yharnam hoping for a child, be a baby itself? I don't know, just seems weird to me.

Then, just some minor nitpicks, I don't think the Nightmare Frontier and Nightmare of Mensis are Nightmares of the same place. The Frontier is Loran, yes, but Mensis doesn't seem like it to me. I think, as Micolash is the Host of it, it is a Nightmare of Yharnam or Yahar'Gul, just as Gehrman dreamed of his Workshop. In addition, I think that when it says that the Choir realized the Cosmos was just above their heads, it was then gaining enough Insight to see the Amygdala all around Cathedral Ward.

Finally, a little theory of my own, with what you were implying about the Doll at the end, I have two ideas as to what the Doll could be. Either it's a Great One disguising itself as the Doll Gehrman made in the waking world, or Gehrman based the

Doll in the Abandoned Workshop off the Doll he saw in his dreams.

Those are really the only things I disagreed with (that I can remember. It's a long read), but there're a lot of things you didn't touch on that I'd be interested to hear.

First off, Hemwick. Hemwick feels a little disconnected from everything, sure, but it'd be interesting what you think the story of the place and the witches is, seeing as they employ a type of power more closely resembling Cainhurst "magic" than that of the Choir or other Great Ones. Also, the fact that the Rune Workshop Tool is there is an odd detail.

Then there's the Abandoned Woods. There was clearly a village there, now destroyed, but more

importantly is the massive graves and insane amounts of snakes. What could those tombstones be for? Why are there snakes everywhere, wrapped around each other, living in villagers, and even living inside the Shadows of Yharnam, and being summoned by them. You could say that the Shadows brought the snakes with them from the labyrinth, but we see no snakes in Pthumeru, and I

don't think the Shadows in Mensis have any snakes.

With your theory on the Amygdalae being many of the same being, I have something to bring up. Why is there another Rom in the Labyrinth? With everything we know about Rom, it doesn't make sense for her to split like that. I could understand if the boss in the Chalice Dungeons wasn't named "Rom", similar to how the Loran Darkbeast is not called Paarl, but it is. Just an odd thought.

Speaking of Paarl, any ideas on who Paarl is, and either how he became a Darkbeast, or how a Darkbeast made it's way into Old Yharnam/Mensis? Still on that note, any ideas on the stories behind Celestial Emissary and Blood Starved?

On the note of Darkbeasts, what do you think causes the creation of a Darkbeast? And do you have any ideas on the story of Archibald? Or why Paarl would drop a badge?

Continuing with bosses, I don't believe you touched on One Reborn. Personally, I see it as their attempt

to bring Mergo back to life by sacrificing all those people they kidnapped, with the end result accomplishing nothing of the sort and just making a monstrous collection of the people they killed. I'd be interested to here your thoughts of One Reborn, though.

And finally, what do you make of the PvP Bells, and how that all fits into the story?

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[–]**BordahPatrol** **2 points** 5 years ago

Okay, I'll keep this brief, but I think you're almost looking TOO deep. Deeper than the creators intended.

I don't think the multiplayer bells fit into the story at all. I believe they are just mechanics that are more or less non existant to anyone but the player.

As for Rom in the dungeons, I think most of what they planned for dungeons was just game longevity. Yes, there are quite a few story-related tidbits included, but I really think they structured the game that way simply to incentivize going there.

And I think the Rune Workshop Tool was there just for game pacing. It's just another hunter who didn't make it. Every person who has Madman Knowledge? Dead hunters. Anyone who has a greater madman's knowledge? Hunters who died with really high insight, implying they were stronger and still fell. It's just

to add to atmosphere, I believe. But I could be as wrong as any of us...

But I too am very curious about the doll

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[–]**FlubbedPig** **5 points** 5 years ago

Well, that's sort of how theories like this work. As far as I've heard, Miyazaki didn't intend a fair amount of the story people made for Dark Souls, because he intentionally made it like that. So people can come to their own conclusions. And once you get people doing that, and taking every

little detail as a possible clue, you're not really allowed to just say something was done for no reason. Sure, you can say something's inconsequential, but at the very least, in world, there's a reason for it.

That said, I agree with you 100% on Rom, but that may be because I just hate the Chalice Dungeons. The reason I asked however, wasn't because I wanted the answer, but because I wanted the OP's answer. I was curious about how it fit into his theories.

With the Bells, I'd also agree, however the bells are mentioned outside of the items themselves. The bell-ringing Pthumerian enemies and the Choir Bell item. But yeah, I get that as one of the gamier things, you can't look too deep into it. Again, was just curious if he had any thoughts on it.

As for the Rune Tool, I dunno man, there could be some interesting stuff there.

There's a story somewhere in Hemwick, and the fact the Tool wasn't just on a dead hunter, but a hunter bound to a chair makes me feel that something happened.

Also, what makes you think Madman's Knowledge is from Hunters? I always say it

as from people who died of Frenzy, at least when you find it on bodies. Great One's Wisdom'd come from people who died of Frenzy specifically from a Great One, or to such an intense degree that they just have a particularly large amount of eldritch knowledge embedded in their minds/skulls.

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[–]**BordahPatrol** **1 point** 5 years ago

I like the way you interpret things.

As far as hemwick goes, honestly it felt kind of sloppy in relation to the rest of the world when you consider significant context clues. Yes, it has the hunter tied up but nothing much else. The witches aren't mentioned as far as I can remember, either. I dunno, I might have missed something.

And I say that about hunters because you see their bodies right before tons of obstacles, well before there is any threat of frenzy. I really just think it's the corpses of those who have hunted and fallen. They have insight from their exploits the same as you, and insight and madman's knowledge are one and the same. They likely got it the same way you did, or a few from a Great One

(Micolash and his students maybe? Choir? Could be any of them).

But yeah... I guess you're correct about the bell ringing women. I would say even that is purely a gameplay mechanic if it

weren't for the One Reborn and the bells being what summons him from what appears to be the Cosmos. (Kos/Kosm?) I still kinda think it was done that way just to further tie in the multiplayer mechanic though. I dunno.

If you get any fresh ideas I'd love to bounce back and forth. This game is so rich.

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[–]**catofmeow**
RAAAAAAAAAAAAAAAAAAAAAAAAAAAAAARRRR

RRRRRRRRRRRRGGGGGGGGGGGGGHHHH
H **7 points** 5 years ago*

I haven't read the whole thing yet, so sorry if you already mention some of these things.

I feel the reason the Powder Kegs were considered heretics was because of how explosive their weapons were.

> Allows one to stalk beasts unannounced, by cover of night.

I would guess that the Workshop hunters would sneak around during the night, killing anyone

showing signs of transforming into a beast in order to cover up the beast plague.

Weapons that explode as violently as the Powder Keg weapons obviously aren't suited for that.

The Church Hunters probably closed down the Workshop (and powder kegs) because the beast plague started happening so often that sneaking wouldn't work.

I feel that after they were disbanded, most of the Powder Kegs would of joined with the Church Hunters due to having similar hunting styles.

EDIT: I noticed a small mistake, Father Gascoigne isn't using a Blunderbuss, he's using a Pistol that shoots like a Blunderbuss for some reason.

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[–]**Gmr_Leon** **2 points** 5 years ago

I think that there's a part left out here that would contribute to their heresy not mentioned by /u/dmcredgrave due to it not having a strong basis in anything we can find in Old Yharnam. I think it's very likely Old Yharnam was an older neighborhood of Yharnam to begin with, possibly populated with older folks and maybe also those in poverty (if it's similar to other real world cities), making it a great test site for the young Healing Church.

However, they went a little too far, treating the people there with highly experimental blood treatments that went awry, leading to Ashen Blood and perhaps more bizarre results. Djura and the Powder Kegs came to realize this was getting out of hand and took advantage of the

hunt to burn it all to the ground, in the hopes that it might stall the Church's plans.

Unfortunately, it just led to them being branded heretics and perhaps slowly being killed off or exiled as they tried to return to Yharnam society. With this being the case, the Church

was able to carry on with its experimentation and no one would know any better, as the Powder Kegs had incidentally aided them in destroying any evidence they could have used to their advantage against accusations of heresy.

It's a little out there, but that's my thinking. Unfortunately it's up in the air since there's nothing left in Old Yharnam to indicate old Church experiments (as far as I saw).

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[–]**catofmeow**
RAAAAAAAAAAAAAAAAAAAAAAAAAAAAA

RRRRRRRRRRRRRRRRRGGGGGGGGGGGGGGGGHHHHH **3 points** 5 years ago

Actually, I've heard from people that own the guide that the little beast-human guys in Old Yharnam are called "Beast Patients", so you have a little boost to your theory right there.

If I didn't get lied to, that is.

EDIT: There is a thing that brings your theory down a bit through, the Powder Kegs are considered workshop heretics, not just normal heretics.

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[–]**Gmr_Leon** **2 points** 5 years ago

Well, the hunters were grouped together with the Healing Church early on (as Gehrman mentions after defeating the Blood-starved Beast, ministers used to protect them), so it wouldn't surprise me to find that a heresy against the Workshop would also be against the Church.

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[–]**dmcredgrave** . **3 points** 5 years ago

They are called Beast Patients, however this is likely because they were victims of Ashen Blood who were treated with Communion, leading to the Scourge

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[–]**wouldHAVEwouldHAVE** **2 points** 5 years ago

would of joined

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[–]**catofmeow**
RAAAAAAAAAAAAAAAAAAAAAAAAAAAA
RRRRRRRRRRRRRRRRRGGGGGGGGGG
GGGGHHHHH **1 point** 5 years ago

Is that a real life robot, mommy?

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[–]**ARTIFICIAL_SAPIENCE** **36 points** 5 years ago

You had me until claiming that Ebriatas isn't a Great One because she's a daughter.

The cosmos isn't a Great One. "Daughter of the Cosmos" is a title to say she comes from the stars.

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[–]**Verpae** MANFRED THE AXE MAN **9 points**
5 years ago*

I think that indicates that she's one of the higher Great Ones, because she's said to be a

daughter of the Cosmos (implying a stronger connection) than merely just suspected to be from there.

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[–]**dmcredgrave** , **16 points** 5 years ago

Bloodborne creates a lot of confusion by using the term *Great One* so broadly. The Great Ones are not all part of the same species, it's a very,

very, very broad category. Yes, Ebrietas is a Great One, but she is not on the same level as the Wet Nurse or the Moon Presence. Ebrietas is Kin of the Cosmos, quite literally.

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[–]**Tee_Pee** **5 points** 5 years ago*

Hey, one thing completely omitted but in my opinion very important aspect is the witch of hemwick. She wields dark magic, and perhaps most importantly, a tortured dead hunter is found in the chamber after her. Is she tied to the Vilebloods?

Edit: Also, where and how does The One Reborn fit in? Wr literally see the cosmos giving birth to it (Son of the Cosmos?). Is the name inflexion on ONE, as in The O SPECIAL ONE who is now reborn, or on REBORN, as in The one who is reborn?

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[–]**BonzoTheBoss** **1 point** 5 years ago

I also don't understand because he seems to come from the Blood Moon itself, beckoned by the bell ringing women. If the Blood Moon represents the Moon Presnece, and the Moon Presence's ultimate goal is to get you to kill the Wet Nurse, why would it spawn a boss to try and stop you?

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[–]**MrFyr** **6 points** 5 years ago

I attacked the Doll early in the game and noticed the pale blood; even after the "seek the pale blood" line, I didn't think anything of it until after beating the game and fighting Moon Presence.

Whether the Doll is the entity, or avatar of the Great One that created/controls the Hunter's Dream, or the Moon Presence is that entity, there is some connection there.

I believe that the Doll, Gherman, and the Moon Presence are connected in a way Mergo, the Wet Nurse, and Oedon are.

Oedon is the Great One parent, the Wet Nurse, the inhuman caretaker, and Mergo the child.

Gherman seems to be the child, the way he is taken care of, and kept there against his will. The Doll could be the caretaker in the relationship, but that begs of the question of why does the Doll have the pale blood? Why is the Doll always present; even other hunters remember the Doll and tell you to say hello; even though, supposedly, according to Gherman, once you are free of the dream, you won't remember it?? The Doll still remains after the Moon Presence is slain, and then coddles you in your new form.

Just as when we kill the Wet Nurse, the caretaker, we see "Nightmare Slain", we also see it with the Moon Presence.

My personal theory is that the Moon Presence is a servant, a tool, an avatar, just "something" that is ultimately serving the Doll. Similar to how the Wet Nurse is the protector for what is, or once was, Mergo, the child of Oedon. The Moon Presence is the protector of the Doll's child or surrogate, Gherman. This would explain why the Moon Presence doesn't appear until you are a threat to

Gherman, but ultimately only appearing until after Gherman is already defeated. So, it seeks to make you into a replacement for the Doll. The Doll who simply wants a child, or children, to care for. The Doll who mourns at the tomb stones for her lost children. The Doll who is still remembered by the Hunters who no longer dream. The Doll who takes care of you after you take on a new form.

It all comes back to that damn Doll.

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[–]**kitenordenskiold** **4 points** 5 years ago

Amazing read man; the last line left me with some insane understandings about the world

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[–]**TCSyd** **4 points** 5 years ago

Wait, how is Laurence the Bloodletting Beast AND the Blood Minister?

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[–]**dmcredgrave** , **9 points** 5 years ago

He's not the blood minister, thanks for catching that error. It was an error on my end, I've corrected it.

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[–]**TCSyd** **2 points** 5 years ago

Ah, okay. I figured as much.

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[–]**Fifth_of_Royal** **5 points** 5 years ago

As someone who has signed on to write a dissertation (one day soon), your work makes me fear my task a bit more.

Someone grant this guy a Doctorate from Byrgenworth! Master Willem as "Chair"; Micolash as "Advisor."

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[–]**Nighthawk441** **4 points** 5 years ago

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http://d.pr/f/18PYV

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[–]**dmcredgrave** , **1 point** 5 years ago

Thanks, I'm going to edit this in if you don't mind.

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[–]**Sideways_X** Player Hunter **4 points** 5 years ago

This is in effect a full blown research report based on the lore/universe of a single video game. God damn Miyazaki, your ability to create worlds is incredible.

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[–]**PimpnCereal** **2 points** 5 years ago

"Consider staring into the mirror, watching your reflection. You stare at it for an hour and, for the very briefest of moments, you see a figure standing behind you in your reflection. Whipping your head behind you, startled, you see that nothing is there. Looking back at your reflection, the figure is gone. What you've just seen is a tiny little rip in the veil that separates the two worlds, the Waking World and the Dreamlands. The figure is, of course, still standing behind you. It exists on a plane of reality parallel to your own, above yours. Maybe the figure was curious about you, wanted to learn more, and in showing interest made itself visible for just the slightest of moments."

I fucking hate you. Nightmares for weeks now.

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[–][deleted] **7 points** 5 years ago

Just read the first few chapters, I gotta say, this is excellent so far. I feel like I'm reading a book that should never end.

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[–]**PenguDood** **3 points** 5 years ago

This looks like an awesome read. Do you have somewhere it can be downloaded from, because

for whatever reason it won't let me save the Google-doc.

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[–]**vbdss** **3 points** 5 years ago

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**Load More Comments** (1 Reply)

[–]**Schmeiser** **3 points** 5 years ago

Can't wait to read this, i've read all of your lore posts and i don't agree on everything but you really do have a good way of interpreting the lore and you seem open minded to new ideas so thats cool. It's gonna take me a while to read this (i really hate reading that much on a monitor it kinda makes me sick) but good job

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[–]**instantiatedObject** **3 points** 5 years ago

this is an excellent piece.

regarding chapter 5 and Logarius' wheel, we should note that being "broken on the wheel" was an

ancient form of torture and execution. it's very likely that Logarius' weapon is a reference to that.

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[–]**Plokij31** **3 points** 5 years ago

I believe that the blood vial before mergo is a reminder to go back to the clinic and find out what happened to her, also a reminder to go get the umbilical cord.

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[–]**CarpetDemon** **3 points** 5 years ago

What?? Laurene is Blood-letting beast?

I thought it was his skull on the altar and even if so, this skull and face shape of Blood-letting beast don't match.

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[–]**BlackhawkRogueNinjaX** **3 points** 5 years ago

Yea I was wondering the same - can someone clear this up for us? - what caused this theory?

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[–]**thatlittlefly** **3 points** 5 years ago

This was so great to read! I especially liked what I found to be your two coup de grace statements : oedon was the baby and the Doll was a great one. Really cool stuff, evidenced by nothing less than the hate from some people who wished they got there first ;).

Something that confuses me still is why the Paleblood sky is blood red (if I'm interpreting things correctly, the red moon after rom is the Paleblood sky). It's such a sticking point for me in the narrative rn, any insight would be great :)

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[–]**The_M4G** **3 points** 5 years ago

Dude.

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[–]**DragonDDark** **3 points** 5 years ago

I'm sorry if the answer is in your theory but What can I do with item that Yharnam, Pthumerian Queen drops after defeating her?!

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[–]**dmcredgrave** , **4 points** 5 years ago

Nothing. It will presumably be used for upcoming DLC.

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[–]**DragonDDark** **2 points** 5 years ago

Thanks for replying =)

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[–]**phaze08** **3 points** 5 years ago*

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Edit: You have to sign up for free

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[–]**Filthy_Frog** **3 points** 5 years ago

I'm going to need some sedatives because your essay just induced frenzy. Seriously though, that was an incredibly insightful analysis. You definitely offer a unique perspective.

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[–]**FaZeJoeBiden** **3 points** 5 years ago

I had a bit of an epiphany when you said the Oedon can also be referred to as 'the Cosmos'. Maybe Ebrietas was a byproduct of Yharnam and Oedon's child, Mergo. Ebrietas could have been a twin of Mergo's or maybe a full grown form of the same thing that is squirming in front of Arianna while she's crying. I'm getting the feeling that even though "every Great One loses its child" there still could be some form of them that takes hold in the dreaming world. Perhaps Ebrietas is so deep underground because Oedon doesn't want Ebrietas to live. Maybe Oedon sees Ebrietas as an abomination of Mergo's stillborn birth and wants her to be dead. Ebrietas goes underground to avoid Oedon because Oedon takes presence as the Cosmos, and the Cosmos is just the sky above our heads. (Some text from some item hints this but I don't recall what item it is. Something to do with Mensis maybe?) Ebrietas could be the unwanted offspring of Oedon and Yharnam that Oedon

doesn't want to be alive because she is a constant reminder of his dead child, Mergo. Yharnam probably never payed much attention to Ebrietas because she was too grief stricken to do much of anything. This is purely a theory and I honestly don't have much factual evidence to back it up, just a thought I had.

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[–]**27SMilEY27** **3 points** 5 years ago

Just read it all the way through, I'm a PC gamer so unfortunately have no access to Bloodborne myself, yet find its lore the most interesting of any of the Souls games (yes I know its not a Souls game) so I have to thank you massively for this, clearly a hell of a lot of effort went into it, and it most certainly is appreciated.

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[–]**lordlad** **3 points** 5 years ago

90 pages! I felt like i've gained 40 insights just by reading this tome. Now i am afraid of looking up at any building of fearing of seeing 'you know who'... :P

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[–]**Thebotchedlegdrop** **2 points** 5 years ago

Will read, keep it up friend.

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[–]**Hakairo** Hakairo **2 points** 5 years ago

Crazy. Will look into it!

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[–]**KosOrKosm** **2 points** 5 years ago

I cannot wait to sit down and read this.

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[–]**Trotski7** **2 points** 5 years ago

God damn. You weren't kidding about the length.

Not that I'm mad, I just thought it was a joke at first.

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[–][deleted] **2 points** 5 years ago

Overrustle

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[–]**Dokuganryu9** Dokuganryuu9 **2 points** 5 years ago

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[–]**Furlockholms** **2 points** 5 years ago

Good read, I really enjoyed the thoughts on the doll. Only part I don't agree on is the paleblood connection to you eileen and durja.

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[–]**TotesMessenger** **2 points** 5 years ago*

This thread has been linked to from another place on reddit.

- [/r/bakanewsjp] /r/bloodborneで意見が間違っていることを指摘されて奮起したredittor、ブラッドボーンに関する90ページの論文を19日で書き上げる

- [/r/bestof] Video Game Lore Scholar posts 90 page analysis of Bloodborne Lore, worthy of an MS Thesis

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[–]**atlas305** **2 points** 5 years ago

I have been reading these as I progressed but never all together to not have spoilers. Got plat yesterday just in time to read this today. Thank you for sharing it truly is incredible. Some thoughts I

had that you did not explore and wanted an opinion.

When you reach Cainhurst did you feel a weird time lapse as the horse and carriage look long

destroyed? I felt that dark souls moment like, this has happened before.

Also when you kill the wet nurse and return to hunters dream, I interpreted the house on fire as the sun coming through as you are told the night is almost ending. The saying, its always darkest before dawn being played by the final battle, not in the actual "light" of the hunters dream. Thoughts?

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[–]**Underscore_Talagan** **2 points** 5 years ago

What I wonder is how much From sets this out beforehand.

Do they have an internal bible of exactly what the plot is, who the characters are and how they relate

to them. Then design the world around it but never explicitly give the lore?

Or do they just have vague and overarching themes, deliberately choosing to keep it opaque even to themselves.

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[–]**BonzoTheBoss** **1 point** 5 years ago

That's a good question actually. One would think that given the level of detail and effort put into the game, that they'd have a solid understanding of wha the "real" plot is, because trying to get developers to create a game when they don't know what the plot is trying to achieve would be difficult. On the other hand, maybe the devs were only spoon fed certain

parts of the plot for the bits they were working on individually to prevent leaks of the "real" story getting out.

Or, more likely, everyone knows the plot, but they all had to sign non-disclosure agreements. But it is an intrigueing thought that only Miyazaki and perhaps a few key writers knows the whole story!

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[–]**Jeimaiku** **2 points** 5 years ago*

This thing is fantastic, I've been addicted to the lore and reading it constantly. I'm left with a few

questions, however, regarding Mensis and the ritual:

Maybe I misread, but it sounds like the ritual that Mensis performs that rips open the veil between worlds happens after you kill Rom. Mostly by the reference about the kidnappers being killed.

I agree with the idea that the difference between the Yahar'ghul you see early on and the one you see post-Rom is indicative of a ritual (especially with the abundance of bell ringers and walking corpses), but I question if it would have been the ritual that Micolash/Mensis used to contact Mergo. For one, the corpses of Micolash/Mensis found have been long dead, this includes one of which is in the Hypogean Gaol which we find before the blood moon. Likewise, if Micolash was present at the time of Willem, I'd imagine that unless he'd been dragged into the Nightmare long ago, he'd be

significantly older when encountered (although the dream could do strange things).

My thought would be that the kidnappers were abducting more people for the purpose of another ritual, which is able to be completed when Rom is killed, resulting in Yahar'ghul going directly to hell

instead of just a little bit to hell. Alternatively, it could be that the ritual completed prior to Rom's creation, which sealed away the horrors, and her death brought them back.

Also, and this is just out of curiosity on my own part - I didn't spend much time in the gaol during my first playthrough as it was very scary and I was frail and taste delicious, so I didn't notice if the people in stone climbing the walls were present or not - were they only there on the path to the One Reborn beyond the sealed gates or did they also exist on that main avenue?

I'm also really foggy on the scope of the timeline. I get that the Queen Yarnham's people came a very long time before but there's nothing concrete on how much time passed between the foundation of Bergenwyrth/the Healing Church/the city of Yarnham and the events of Bloodborne. It feels like

it should be a moderately short span considering several NPCs in the game who don't appear to be immortal exist, but are aged (Willem, Eileen, Henryk, possibly Ludwig/those found in the labrynths), but the thought of an entire cathedral city being built in one generation seems almost as

crazy as the tentacle monsters hanging off of its buildings.

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[–]**BonzoTheBoss** **1 point** 5 years ago

It feels like it should be a moderately short span considering several NPCs in the

game who don't appear to be immortal exist

You're right, that occurred to me as well. The notes and item descriptions about Old Yharnam imply it was a long time ago, perhaps not centuries but certainly decades. But would that

be enough time to build the cathedrals? I suppose part of the problem is that we don't know how the Old Blood affects aging. It can cure any disease, grant superhuman abilities (you're telling me a normal human could wield the Kirkhammer?! Or have enough strength to perform visceral attacks where you literally force your hand through a beasts toreso?!) and turn people into beasts, but what if it affects longevity as well? Djura and Eileen are old, but they are certainly not frail. If you attack them they are easily a match for the PC, and a lot of the time more than a match still!

Also, we're assuming that those cathedrals were all built by the Healing Church. Perhaps there was a religion in Yharnam centuries before the Healing Church arose? And when the discovery of Blood Ministration and the Great Ones became common knowledge, the existing buildings were simply reappropriated?

Yeah... That doesn't really sound convincing to me either, but I definitely think the Old Blood giving longer lives is probably the key. Perhaps Eileen, Djura and Henryk are actually hundreds of years old!

But there was something else that didn't quite make sense about Old Yharnam either... If the burning of the town was so long ago, and Djura is dedicated to "protecting" the beasts there because he believes them to be people, why are there still burning beast carcasses hung up when we first enter? I doubt it was Djura because he has renounced his hunters vow, and keeps telling you to leave the beasts be. Could it have been the other hunter you encounter in Old Yharnam? I always assumed from the way he instantly attacks you that he was working with Djura, but what if he wasn't? What if he was just another hunter there to kill beasts, and just doesn't like other hunters? Djura certainly doesn't make any reference to working with someone else, and doesn't seem phased when you kill the hunter down below.

But then, if indeed the other hunter wasn't working with Djura and was the one who killed

the beasts, why isn't Djura trying to kill him as well? Djura seems to focus his gatling fire exclusively on the PC hunter.

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[–]**Desvelada** **2 points** 5 years ago

Just finished reading this. It's supreme. I love it

You gonna end more insane than Mikolash, you know that right?

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[–]**Falereo** **2 points** 5 years ago

Great piece of work (actually "research")! I was waiting for something like this, since I don't have

the time to explore the lore myself, or follow the discussions closely. I think there should be a separate discussion just for the last chapter, which have a lot of delicate points, and brings more questions than the other chapters together...

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[–]**Nightstroll** **2 points** 5 years ago

Just a thought: could Caryll be Patches the Spider? When you think about it, he has some concording lines of dialogue (especially this, from the wiki: "If you die to this boss, a voice that sounds like

Patches the Spider can be heard. "The time has come again I fear. But if the fates smile upon us we will meet again. Farewell, dear friend.""), and most importantly, he is the only NPC in the game to ever *give* you a rune.

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[–]**haxanlord** **2 points** 5 years ago

I guess they've also analyzed whether it's Kos or Kosm?

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[–]**dmcredgrave** · **1 point** 5 years ago

It's neither.

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[–]**Rubikant** **2 points** 5 years ago

Where do you get the "official" enemy descriptions from, like the one you mention for the Bloodlickers? I have the official strategy guide and its Bloodlicker page says nothing like that, and I can't see any in-game way to see a description of enemies, so where did you get these "official" enemy

descriptions from? Could you clarify their source in the document?

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[–]**dmcredgrave** **3 points** 5 years ago

Some descriptions are taken from the promotional material that was released leading up to Bloodborne's release.

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[–]**Biobillybonez** **2 points** 5 years ago

Just read this for the first time and must say, incredible work. Makes me very disappointed so much was lifted from this great body of work and

put on youtube by another, more recognized online figure who will probably gain popular credit for much of this information and speculation. DMCREDGRAVE you're the real MVP

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[–]**CarcosanAnarchist** **2 points** 5 years ago

You are truly the best of us all. I'm going to begin my read through this. Looking forward to it!

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[–]**MisterPuck** **2 points** 5 years ago

Small correction: Each third umbilical cord has a different description, not just the "extra."

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[–]**dmcredgrave** **3 points** 5 years ago

Iosefka's cord is the only cord that does not mention the Great Ones losing a child.

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[–]**MisterPuck** **4 points** 5 years ago

True, but that's not all that the other cords say. Each of them has their own description. They are not 100% identical, which is the point I was making.

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[–]**Aucto** **2 points** 5 years ago

I'll be honest, when I read '19 pages' I was expecting pages and pages of Vaati-esque waffling and romanticisation. But you shut me down in the first few paragraphs.

I'm so glad someone is checking all their lore with in-game evidence. I'm only a short way in but I'm really impressed.

No offence but I don't think I'll read your speculation/impression but seriously, well done.

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[–]**HomicEYEd** **3 points** 5 years ago

Unbelievable. I can't even believe this is real. Beyond stellar job!

Edit: The fact you don't have 100% upvotes is absolutely absurd.

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**Load More Comments** (9 Replies)

[–]**Strideur** Stridurr **1 point** 5 years ago

I'll definitely check this out once I've finished my first ocd playthrough.

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[–]**catofmeow**
RAAAAAAAAAAAAAAAAAAAAAAAAAAAAARR
RRRRRRRRRRRRRRRGGGGGGGGGGGGGGG
HHHHH **3 points** 5 years ago

Or he would just point at the moon, one of those two things.

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**Load More Comments** (2 Replies)

[–]**Roflrex** **1 point** 5 years ago

You have written more words about this game than From has, in the actual game. Bravo. I am loving it so far.

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[–]**IlluminatiConfirm** **1 point** 5 years ago

This is awesome. The lore in this game is just amazing.

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[–][deleted] **1 point** 5 years ago

Nice work! This is extremely impressive. I can't imagine the amount of effort that went into it.

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[–]**only_revolution** **1 point** 5 years ago

I can't wait to read this when traffic slows down and stops killing the loadtime! But even still, thank you ahead of time for all the work you put into your analysis!

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**Load More Comments** (1 Reply)

[–]**DeathbyKatana** **1 point** 5 years ago

Thanks for the material, dude! Will read all of it during the train ride to home!

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[–]**Its_Always_Sunny** **1 point** 5 years ago

So was it the Ashen Blood that caused the Scourge or the Old Blood being used to treat it? The Antidote description could be understood either way.

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[–]**BonzoTheBoss** **2 points** 5 years ago

The Old Blood that was used to treat it, combined with human blood, causes the

Scourge. The Old Blood, also known as serum, is the clear liquid that Great Ones and Cosmos Kin bleed. If injected into humans, it can cure any disease, but it also "unlocks" potential human evolutions. We know from the Beast Roar that the potential for beastly things already exists within the human body. If injected with serum, some humans regress and turn into beasts, but others still (whether combined with other steps is uncertain) turn into the celestial kin (the blue bulbous headed things).

Until the Ashen Blood plague in Old Yharnam, it's implied that the Healing Church only used serum on a small scale, treating individuals or families. Occasionally some would turn into beasts, which would necessitate the Workshop and it's hunters. But the spread of Ashen Blood was so widespread and so quick that, either out of necessity or a sense of panic, serum was given to a large amount of the population. When

too many people started turning into beasts, the Powder Kegs (again, either out of necessity or panic) burned Old Yharnam (and everyone in it, beast or not) to the ground. Though from the number of beasts we see in Old Yharnam when

the PC hunter goes there, it obviously wasn't enough.

We're never really told/shown what causes some people to turn into beasts, become "super human" (like the hunters) or turn into celestials when injected with the Old Blood, but the beast scourge does seem to be linked to the Blood Moon (i.e. more people seem to turn into beasts when the "Blood Moon hangs low), and it does seem to be linked to *how much* serum you've had. We know from in-game descriptions that clerics of the Healing Church, probably having had the most serum "made the most horrific beasts".

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[–]**Its_Always_Sunny** **1 point** 5 years ago

Ok thank you, very informative

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**Load More Comments** (3 Replies)

[–]**Kmaaq** **1 point** 5 years ago

So I just finished my NG and wanted to get up to date with what people found out about the lore but didn't know where to look. This couldn't be more perfect.

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[–]**Tommy_tea_** **1 point** 5 years ago

This is very well written. Clearly a lot of time has been put into gathering facts and for that I commend you. I do hope you are proven right on your theories. Its a wonderful read. I hope you don't mind if I share this with others on google docs.

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[–]**dmcredgrave** **1 point** 5 years ago

I don't mind at all.

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[–]**InfernHell** **1 point** 5 years ago

Love it, great job fellow Hunter !

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[–]**Phantomchrism** **1 point** 5 years ago

I haven't read it yet but I admire your hard work. Maybe with the help of BB communities in working out some of your theories you can get it published.

I'd reach out to Epicnamebro (youtuber who wrote the official strategy guide) and talk to him about it.

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[–]**Cooldragoon** **1 point** 5 years ago

That ending though.

If it's true, that is so rad!

Everyone should read the last section!

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[–]**MotiontoPhoton** **1 point** 5 years ago

Just read the entire thing. Fantastic. Thank you so much for both your research and for taking the time to write such an excellent summation. Has given me even more respect for the game and the team

at From for crafting something with such depth and care.

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[–]**MaxOnLive** **1 point** 5 years ago

Are you suggesting that the doll is a surrogate of a Great One, forever cursed to help other hunters!? That's the only part I didn't quiet get. The messengers and the doll.

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[–][deleted] **1 point** 5 years ago

I'm about to dive full-balls into this. Thank you.

I have one question, that I've asked the sub previously to no avail - is there any reason why you *always* see a brick wall when you die?

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[–]**bino420** eric20 **1 point** 5 years ago

Nice job. There's definitely some fluff that could have been left out, but overall it's a good analysis.

I'm wondering if you have an answer to the who created the doll and how. She says she's a creation of man so it's possible that she's only alive in the

dream because the Moon Presense gave her to Gehrman/gave her life to begin with after Gehrman built her.

Also, the anemia/Djura thing is completely unsubstantiated, and it makes little to no sense in the grand scheme, so I'm doubting that 100%.

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[–]**dmcredgrave** , **4 points** 5 years ago

Oh don't get me wrong, the anemia thing is 100% unsubstantiated, go ahead and toss it out if you want. By no means assume that particular

idea to be anything more than just a possible idea.

As for the Doll... I really don't know. The doll is far and away the most enigmatic figure in Bloodborne. While she appears to be a doll brought to life by Gehrman, something he

created in his loneliness, there's something more to her. Most telling to me is that she doesn't appear to be fully aware of her own existence, the fact that she whispers poems in her sleep and has no recollection reinforces that fact, along with the fact that killing her will seem to wipe her memory, making her greet you as if you have never spoken before. She also makes multiple references to Ancient Ones, not Great Ones, leading me to believe there's something more there. And then there's the Winter Lanterns...

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[–]**bino420** eric20 **1 point** 5 years ago

She does look awfully Pthumerian with the long extremities, gaunt face and pale complexion.

I wonder if seek the Paleblood is partially in reference to the doll, as you pointed out that she bleeds pale. She empowers you, nurses you and guides your way. By channeling echoes through her and using the doll "as you please," you gain the ability to defeat the MP.

The question is whether you're the dolls child, or she's the surrogate for Oedon's newest child....

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[–]**dmcredgrave** · **2 points** 5 years ago

Whether or not you're the doll's literal child, she most definitely acts as your surrogate mother once you have ascended.

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[–]**cyclopeanDepths** **1 point** 5 years ago

One more thing - she's F'ing tall. I rest my case. : )

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[–]**JSLness** **1 point** 5 years ago

what a great read and addition to the community, still reading..

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[–]**SubParDPS** **1 point** 5 years ago

Great job! Making a video might be a bit too much to ask, but it would be amazing!

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[–]**outputlag** **1 point** 5 years ago

Amazing job man. The conclusion is a total mind fuck, but great work! :D

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[–]**kitenordenskiold** **1 point** 5 years ago

I made contact with the BB lore fully I think; because of this. This game has an amazing ability to bring us all together in one amazing way, I

believe; I've always yearned for this kind of story telling. Keep it going, Miyazaki

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[–]**VeiledWaifu** **1 point** 5 years ago

The amount of Great One's Knowledge is deep in this post.

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[–][deleted] **1 point** 5 years ago

Awesome work man, I'm surprised you were wrong about Laurence, you seemed to make some really great connections.

How was it proved Laurence is the Bloodletting Beast?

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[–]**MadMarmot** **1 point** 5 years ago

10/10, would Hunt again.

So this just took me two hours to properly digest, and honestly it was so worth it. Some of the observations made in here are, drawing on so many aspects of the game yet meticulously referenced, absolutely on point and appear almost

obvious now that the secret has been pointed out - ironically just like in the game, once you gain some insight you really SEE what's been there the whole time. Also, some pretty snazzy writing and story telling skill here, great work.

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[–][deleted] **1 point** 5 years ago

Just read the whole thing in a single sitting- slow day at the office. This is really good work! Crazy to think all of this is about a game with a total of about 5 min worth of cut scenes and a couple dozen lines of dialogue. A true testament to the subtlety and complexity that can be achieved through this medium and the ability of the consumer to weave all the pieces into a coherent and well structured story without information having to be hand fed.

Noticed a grammatical error when you first begin to write about the brain trust, in case you want fix it. Sorry if its been mentioned already.

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[–]**JagoKestral** **1 point** 5 years ago

After reading the first 2 chapters I've come to 2 conclusions, which may change.

1. "Great One" does not describe a state of being, but instead a higher plane of existence. Kin, invertebrates, and the true "great ones" we know of have all ascended to this place.

True great ones are those beings that naturally evolved to that plane, just like we evolved from apes. Kin are those who evolved forcefully, with knowledge and strife, will the invertebrates also

naturally evolved, they are lower, more like animals, being reffered to as familiars points to this i think.

1. Why Ebriatas and Willem are kin, what our hunter becomes in the true ending is a "true great one", through natural individual

evolution of both our body and mind. (Blood echoes AND insight), and thys the PC reaches a higher level of success then any of his/her predecessors.

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[–]**TheChuck03** **1 point** 5 years ago

I am really enjoying the lore of BB compared to DS2. The reason is I felt DS2 lore was mainly connecting to DS1. Excellent write up.

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[–]**JagoKestral** **1 point** 5 years ago

Dks1 had lots of interesting stories, and it remains my favorite of the series for its more fantastic style of lore and stories.

Dark souls 2... it just felt empty when it came to the lore. Bland, predictable i should say. I didn't feel there was anything to really find.

BB lore, while much darker, feels like it's full to the brim of secrets and twists.

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[–]**Thabo5ever** **1 point** 5 years ago

So I can find this later

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[–]**ItsAllinMyHead_** **1 point** 5 years ago

The Doll is the final Great One and we are its child. (If you fulfill the secret requirements) Whoa that

blows my mind. The explanation about the Winter Lanterns (I call them Frenzy Brains lol) really tied it in for me. I toyed with the theory that we become the Blood Minister and impart our will on the new foreigners making them hunters with our consciousness. This game is great.

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[–]**thedrinkableone** **1 point** 5 years ago

I'm going to attempt to read this, but i feel like i will fall to madness at some point.

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[–]**vhite** **1 point** 5 years ago

I will probably never play Bloodborne since I don't have PS4, but after reading this, I'm glad that I've got at least the best part of this game to enjoy. You

deserve Phd in Bloodborne and at least Bc in literature.

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[–]**chocoolate7** **1 point** 5 years ago

When I went into the Grand Cathedral expecting to fight the unnamed hunter to finish off Eileen's quest, he wasnt there. All that was there was an item on the ground. When i went back to Eileen,

she had already given me the end quest items when I exhausted her dialogues.

I thought long and hard as to why the hunter is not there, and I remember the only non-hostile NPC I

had killed was the old man sitting in the wheelchair before you jump into the Moon Lake.

So if you have killed the unnamed hunter, see if you can still find the old man in Brygenwerth.

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[–]**BonzoTheBoss** **1 point** 5 years ago

Wow, that would be amazing if the unnamed hunter was actually Willem. I'll definitely have to test this out on my next play through!

Though I'm not sure how that would make sense. Willem's (physical) body was clearly old

and barely functional, to the extent that he can only point and murmur. How/why would he transform into a powerful hunter? Willem was never a hunter (that we know of), he was scholar.

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[–]**xC4oud** **1 point** 5 years ago

Saving for future reference

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[–]**AloeFeral** Hi Mom **1 point** 5 years ago

Thank you for your hard work! This kind of stuff is what makes the Souls games so rewarding for me. This community rules!

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[–]**tombombodil** **1 point** 5 years ago

I will have to forward this around to friends who aren't into BB enough to be on here. I think I'll abstain myself as half the reason I play these games is discovering the lore, but skimming

through it I can see how much work must have gone into it. Good work friend. A+

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[–]**BloodyBamboo** **1 point** 5 years ago

This is really really awesome!

Great work man!

You should do your own blog or YouTube and generate some $$ from it; because this is really good work!

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[–]**dmcredgrave** , **6 points** 5 years ago

That's not what this is for. This is free, for anyone to use. No ads, no loading, no banners.

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[–]**GovtPatsy** **1 point** 5 years ago

I love it

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[–]zZaphon 1 point 5 years ago

I completely enjoyed your work my friend. This is top notch stuff I read it from start to finish.

It left me with a sense of whimsy, as I started up the game it seemed different after reading through your connections. The game seemed more alive, the characters became people and less NPCs.

I felt love for the doll, beforehand I thought of her as a lazy way of creating an NPC that can level up the PC. I thought of her as empty and cold but I saw her in a new light today.

Anyway thank you for this, it was an honor to read it.

If you have any other works on any of the other Dark Souls games I'd love to read them.

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[–]**Krulz** **1 point** 5 years ago

I have read every post you made, also I'm reading this "full" version, *therefore sincerest thanks.*

Seriously thank you for this hard work! Loving it.

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[–]**Thebhagavadskeeta** **1 point** 5 years ago

Read this all in one sitting! Loved it! Few questions and comments I have and really wonder what your responses would be. Once you have access to Unseen Village(after Rom) How do you explain the three hunters atop the jail area already being there if you just broke the veil between worlds yourself? Or is this event cyclical? What if the Iosefka vile in the Mergo's loft was dropped by a former hunter defeated by the wetnurse who had a transfusion in the clinic and spoken to Iosefka like the PC hunter?

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[–]**KM1604** **1 point** 5 years ago

If I'm probably not going to have time to play through this many times (maybe only once...), should I avoid spoilers, or should I read this through so I can get the most out of my playthrough? Opinions?

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[–]**dmcredgrave** · **1 point** 5 years ago

I would recommend playing it all the way through at least once before reading.

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[–]**Underscore_Talagan** **1 point** 5 years ago

so what is up with the snake-heads in the forest?

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[–]**CosmicTransmutation** **1 point** 5 years ago

Quick question: in Chapter 7, you say that the reason we see NIGHTMARE SLAIN for the Wet Nurse and for the MP but not for Amygdala is that

Amygdala is alive. Are you saying that the other two are dead somehow? You really didn't address it that I see.

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[–]**therealponcedeleon** **1 point** 5 years ago

I'm struggling to write a thesis, and this is thesis length my friend. Nice job.

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[–]**peace_trees** **1 point** 5 years ago

Dude, seriously—amazing job. I've been waiting for something like this since the day the game came out. Mad props. I still have some questions, and I wasn't totally convinced by some of your theories, but holy shit you did a good job!

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[–]**IsilNightfall** **1 point** 5 years ago

Has anyone ever COUNTED how many individual Amygdala creatures appear in the game (not counting the Chalice ones)?

It seems that the real life Amygdala in our brains is divided into ten to twelve different areas. Might there be a connection?

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[–]**squaretableknight** **1 point** 5 years ago

Thank you! Halfway through and really enjoying how well-written and thought out this is.

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[–]**HereticForLife** **1 point** 5 years ago

I had been waiting for one of the big Souls series Youtubers like ENB or Vaati to get in-depth with their lore videos, so I could have some of my questions answered from people who were looking into the lore a lot more than I had the time or energy for.

But that's clearly no longer necessary. This is awesome. Props to you sir, this made me want to go back and replay BB once more.

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[–]**dmcredgrave** 2 **points** 5 years ago

I'm glad you enjoyed it.

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[–]**ShariusTC** **1 point** 5 years ago

i read all of this document and quite impress, great job, and a plus for Miyazaki for such a great lore,

but i not quite understand the last part about the plain doll and Moon Presence

what is the true purpose of the moon presence, why it control Gherman to train the hunter?

and about the plain doll, you sugest that she appear in many last circle of bloodbonre in the past and she way too powerful for Gherman to control, so what is she? an other Great One that disguise to search for her surrogate child?

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[–]**jaxSiN78** **1 point** 5 years ago

Hi there! I just wanted to say thanks for writing this! You've come to many of the same conclusions that I have upon playing through NG+. It was great to

see all of them so cohesively put together. What a massive amount of work for you.

I'm glad to see you share the theory that Paleblood is the disease that the PC Hunter comes to Yharnam to have treated. It's pretty clear from the opening cinematic that after the PC receives the

transfusion, that the Beast reaches out and is rejected and the Messengers then claim him/her.

You can then hear the Doll say "Ah, you've found yourself a Hunter." The Note you find upon waking says to "Seek Paleblood to transcend the hunt." I think the doctors of the clinic were looking for someone special to transcend the hunt.

Of course, Paleblood has many interpretations... :-)

Also, I was really surprised how much of the lore is tucked away in the Chalice Dungeons. You really have to work for it!

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[–]**MidKnight_Corsair** **1 point** 5 years ago

I'm two weeks late to be commenting on this post, but this is about the most I've read of someone's write ups and hypotheses on a game.

I was only remotely interested in the lore before, but after I defeated Rom, I just had to know more, and this just does that. The level of detail is astounding, and I'm still not done reading. Really, fantastic work.

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[–]**dmcredgrave** , **2 points** 5 years ago

I'm glad you enjoyed it.

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[–]**MidKnight_Corsair** **1 point** 5 years ago

I looked over all the chapters' titles to see what else you covered. I know people

mentioned it already, but I was interested in knowing more of monsters like Darkbeast Paarl, Cleric Beast, Witch of Hemwick, The One Reborn, etc. They're a real mystery to me.

Is there going to be a Part 2, or is info on them too scarce to form a theory? If the latter, that's understandable. But regardless, great work!

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[–]**dmcredgrave** , **4 points** 5 years ago

The reason I left a few things out is because I decided not to include a few things that I felt were minor and mostly

irrelevant to the overall story. These also happen to be things that there is very little information about as to form a concrete hypothesis. If you would like theories, I can provide them:

Darkbeast Paarl: Either an associate of Archibald or Archibald himself.

Cleric Beast: A Healing Church Hunter

Witch of Hemwick: Eye Collector of Mensis directing the citizens of Hemwick

in their collection of body parts for the Healing Church

The One Reborn: A byproduct of the rituals of Mensis. Not a Great One in any shape or form. Possible rebirth of

Mensis students by Bell Ringers or possibly an attempted creation of a higher being; possibly the intended vessel for the Brain of Mensis.

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[–]**MidKnight_Corsair** **1 point** 5 years ago

That's fair. And these seem pretty plausible too. Thanks again!

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[–]**AnnimusNysil** **1 point** 5 years ago

First of all: congratulations on this analysis. Few people have the patience and dedication to do what you just did.

Second: so much thanks for doing this. I finished the game and had so many questions that I couldnt even begin with. This will help a lot.

Third: Really nice writing. I'm not a native english speaker, yet I can understand almost everything on first sight.

Well, just want to let you know that what you did, and do, is what keeps this community moving on. Thanks again :)

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[–]**dmcredgrave** **1 point** 5 years ago

I'm glad you enjoyed it.

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[–]**Knuckledustr** **1 point** 5 years ago

Just read this entire thing.

I love. Well written, and fleshes out a lot of things I was thinking.

Also, dat opening by Mr Lovecraft himself, so perfect.

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[–]**SepheTaska** **1 point** 5 years ago

Beautiful

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[–]**PP-sama**l can't take this... **1 point** 5 years ago

Just putting a comment here so I can download this properly ☺

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[–][deleted] **1 point** 5 years ago

This was a fun use of two hours last night! It made me wonder a few things though.

When the ministration doctor says "Ah yes... Paleblood..." Perhaps he is responding to the PC

mentioning something about coming to Yharnam looking for paleblood, wherein he responds "You've come to the right place." However, the PC forgets their memories and motive for coming to Yharnam after that.

Also, I forget exactly what it was, but something (maybe something Eileen or Djura said) seemed to imply that the Dream was a way to almost cheat death, to awaken in the Dream instead of dying when death occurred. Perhaps in a way, then, the Dream is a way of almost switching the quality of real life to that of a dream, and the Dream to real life. Then dying in real life would awaken one back in the Dream, as if the real life had been a dream. This would allow chosen hunters to die as many times as they wanted because their quest would have been the most dangerous--perhaps this is a way to create a 'realistic' reason for being able to die over and over again?

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[–]**dmcredgrave** **1 point** 5 years ago

Bingo! You're right, the Dream is the reason why we can die over and over again in-game. The Dream isn't just a safehouse for hunters, it's also a prison. Much like the Nexus in Demon's Souls, the Dream prevents hunters from permanently dying by keeping them bound.

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[–]**Flammkuchen_xD** **1 point** 5 years ago

Just finished reading the whole thing... wow, just wow, it blew my mind. Very well written. I feel like

while reading i gained so much insight, and then my eyes went into my head through their sockets, and are now attached to my brain. I tied a pan up to my head to hide the holes in my head and protect other people from frenzy.

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[–]**Redbird_Revan** **1 point** 5 years ago

Saying this is a great post doesn't do this justice. It's been a couple days since I've finished reading this, but I don't recall you mentioning what the correlation between the Winter Brain's and the Doll were. Did you ever come up with any reason as to why they're dressed the same? Forgive me if you've mentioned it.

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[–]**KilometersJackets** **1 point** 5 years ago

Well fucking done man! This is probably one of the best explainations i've ever seen. Reeks of good knowledge! I'm definitaly going to try and email this

to myself so i can have it saved!!!(because im at work)

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[–]**Stephenfold** **1 point** 5 years ago

Found a typo, not sure if you're interested in knowing but I like to help out! :)

"led to their ascension as they neared the eldritch Truth, however they were struck down before they could truly to ascend to being Great Ones. "

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[–]**Laxus95** **1 point** 4 years ago

You've probably noticed this already, but I had a look and the mensis brain seems to be made up of dead messengers too!

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[–]**LoliMoog**HTMLOL **1 point** 4 years ago

I am entirely obsessed with reading into the lore of anything; to have this, and to have it be about one of my favorite games this year? I am saving this to my hard drive to read over and over again.

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[–]**JaJaBeeSting** **1 point** 4 years ago*

I did a little research on white blood cells and it seems that everyone that inhabitants the hunter's dream behaves just like a particular type of white blood cell.

I believe hunters become hunters through a blood contract with odeon and in turn become Odeon's Neutrophils( a type of WBC);

Neutrophils: Are highly MOBILE and immediately congregate on the area of inflammation(descent into Yharnam). They usually have a life span of ONE DAY(the long night of the hunt).

Attracted by cytokins(blood, which we are hunting for), but also release cytokins(our scent) which

AMPLIFY INFLAMMATORY REACTIONS in other cells (most things want to kill us and are driven mad by our scent…. think of Gascoigne and Amelia)

I believe Gerhman is a T-lymphocyte.

T-lymphocyte(major type of WBC:

Helps REGULATE THE FUNCTION of other immune cells(he gives us hunting advice/ tells us to go hunt). Also he might be the reason the doll even exists in the 1st place.

ATTACKS infected cells(as soon as we reject willingly letting him kill us, he will just fight you and refers to you as a mess to be cleaned up).

I believe the doll is a B-lymphocyte.

B-lymphocyte(major type of WBC):

Create antibodies that ALERT the body of intruders(the antibodies are the the little messengers… they help you throughout the game and in chalice dungeons they signal you all over

the place.. they are also responsible for turning you into the hunter and helping you resist the scourge).

They drain/suck off infection(the antibodies/messengers as well as the doll herself drain our blood echoes).

Im probably not completely accurate in my connection of White Blood Cells and the Bloodborne lore, but i would say the deeper the understanding of how cells work in our body, specifically with disease, the more the lore starts to make sense (I'm not trying to be like a stressed out med student over some lore tho.. you know what I'm saying?)

My theory is that long ago the phetumerians unegoistically served Oedon and lived without a curse/disease.

The nightmarish cycle began when these ancient people decided that they should be equals with the gods and also gave themselves a new leader(from

their own). Through rituals Odeon's blood contract was broken and thus his lifeline/old blood was taken away. He wants his blood back and everything that inhabitants the hunter's dream serves Odeon(whether they realize it or not) in seeking out his blood. It is Odeon that is Paleblooded(at the moment).

Also if you want the lore to make more sense i recommend thoroughly investigating the chalice dungeons/ all of them (the boss order, the architecture, and the enemies that inhabit specific dungeons are all very telling).

I would also recommend thoroughly reading and memorizing every single item/runes(as well as their locations) as 98% of the items/runes have lore implications.

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[–]**TheSanctified** **1 point** 4 years ago

Wow. I just remembered that you cannot interact with the doll unless you have insight.

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[–]**Nameless_Moon** **1 point** 4 years ago

This was an amazing read.

Now, I was looking over some things, comments that people make, odd theories. I didn't want to accept some things you mentioned, 'cause earlier

theories had me biased. Especially involving the Moon Presence.

This is just a little collection of odd theories I've thought about.

Now, you mentioned Mergo, and how it was dead. What if Oedon didn't like that.

My idea is that the whole of Bloodborne is Oedon trying to circumvent fate, with the whole "Loses child" thing, and he was trying this by bringing Mergo back. Maybe the Wet Nurse was a conduit by which Mergo could have been brought back, or something. It explains the thing, at least.

Whatever the details of the whole "Nightmare Mergo" thing, the other half of the game is that the Moon is trying to stop it. My thoughts are that Paleblood Hunters aren't people that Gehrman wants to kill the Moon, but people the Moon want to kill Mergo (for whatever reason. Why MP wants it dead would probably give us eyes if we tried to think about it). Gehrman is simply the being that MP is using to talk to, command, and support these hunters. Naturally, the job is rather horrifying, and

Gehrman wants out, but knows that he can't do that, not without someone else taking his place (Like you, in that one ending).

Perhaps being Paleblood allows the MP to connect to, and strengthen, a person more effectively, or something else. Maybe you can only use Blood

Echoes with Paleblood in your veins. Yeah, just thought of it, MP knows that PHs wouldn't stand a chance, so he brings about the Scourge as it knows that the Paleblood Hunters would be forced to kill the beasts, thus making them stronger.

Notably, if you paid attention during the One Reborn's entrance (something alot of people noticed you didn't talk about much), he is dropped off from a shadow-ish orb that shows the cosmos. The Kosmos. Oedon's doing.

---

Oedon: Hmm, this guy is actually doing pretty good. Interesti-Wait, he's a Paleblood? MP YOU SONNUVABI-I can't let him reach Mergo!

*remebers something*

Oedon:...Wait, those idiot trying to talk to my then-dead son left bodies after they turned into that

brain-thing, right? Didn't those mutate into a violent monster?

*Finds OR*

Oedon: Try THIS one!

*Drops in OR, covering up the Moon with the orb while doing so as a f** you towards MP**

Oedon: You are not killing my SON! That he's currently still dead doesn't matter!

---

However, while this is going on, something else lurks within the dream.

A fellow Great One, working with MP towards a common goal. However, she holds a different agenda.

Remember that incredibly rare prayer that the Doll does sometimes? That's important.

As, Amygdala shows, a Great One doesn't always take shape in one place at one specific time. The Doll herself has demonstrated the ability to canonically respawn, but without memory of her past self.

She doesn't respawn. She is merely replaced by another fragment of her true self. The Winter Lanterns, who show the truth of the Doll's power, a fact that drives even the PC to insanity. Maybe when one Doll dies, the 'Little Ones" die with her. When the dream is next visited, a Lantern takes on

the mantle of the Doll, her frenzy power broken by her body and the Messengers being seperated.

That prayer I mentioned? Perhaps even a Lesser Amygdala could pray to the true one. Perhaps the MP is not the only being "Of the Moon". Another being inhabits the dream, who accomplishes

something that notably falls in line with the intention my theoretical MP would possess.

That prayer led many to believe that MP's name is Flora. It isn't.

Yet another Great One inhabits the dream, after all.

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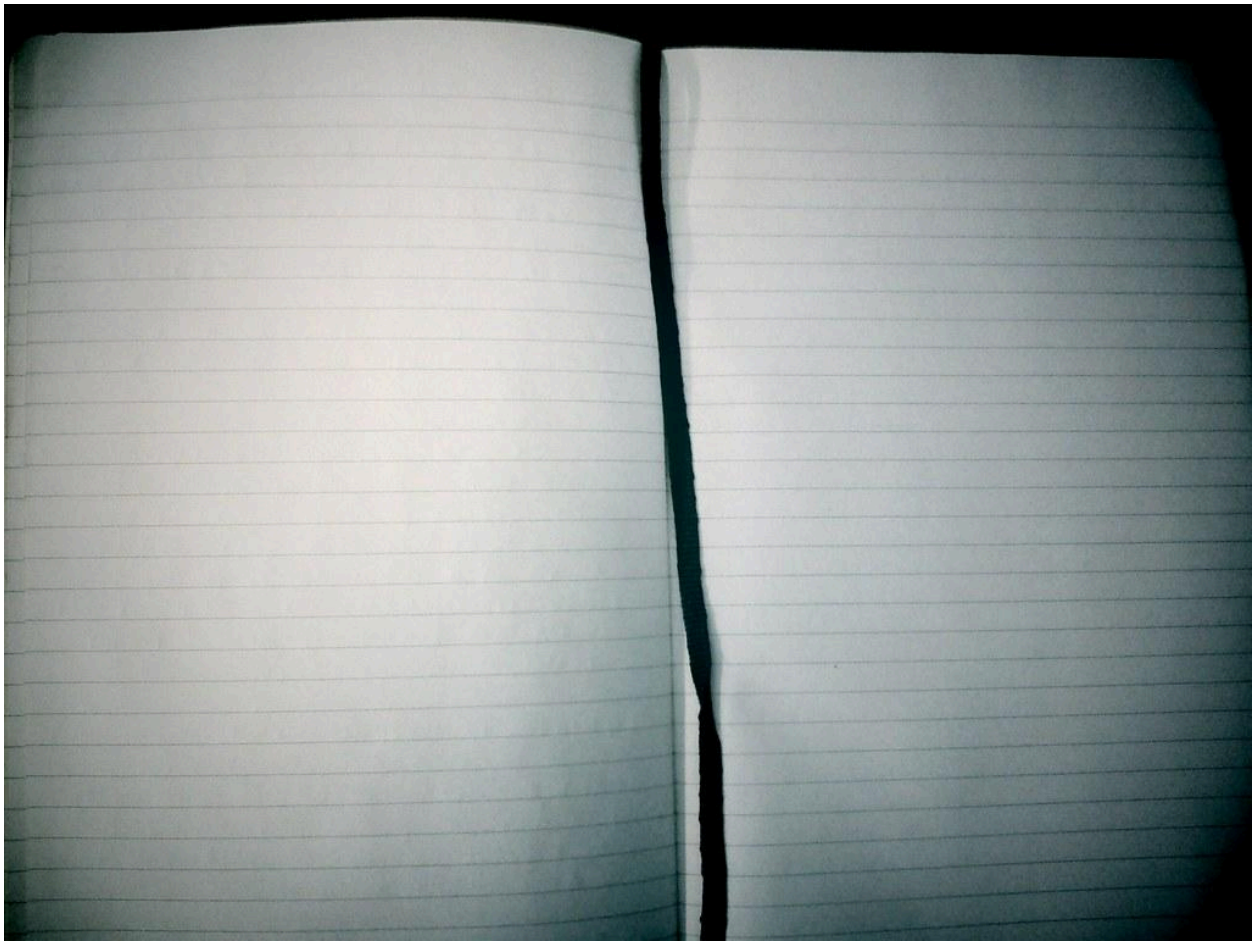

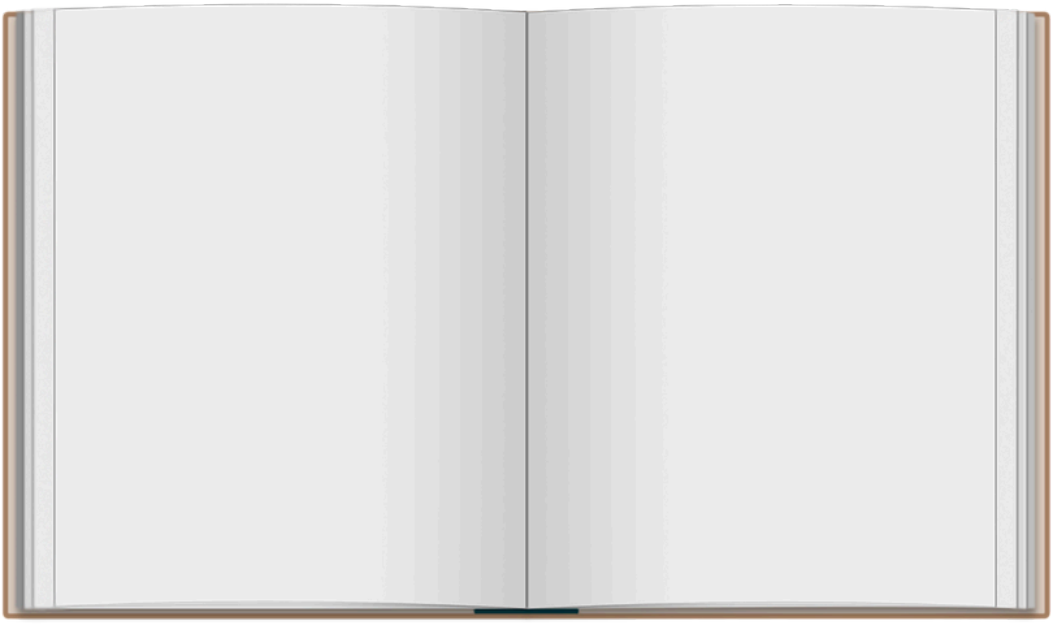

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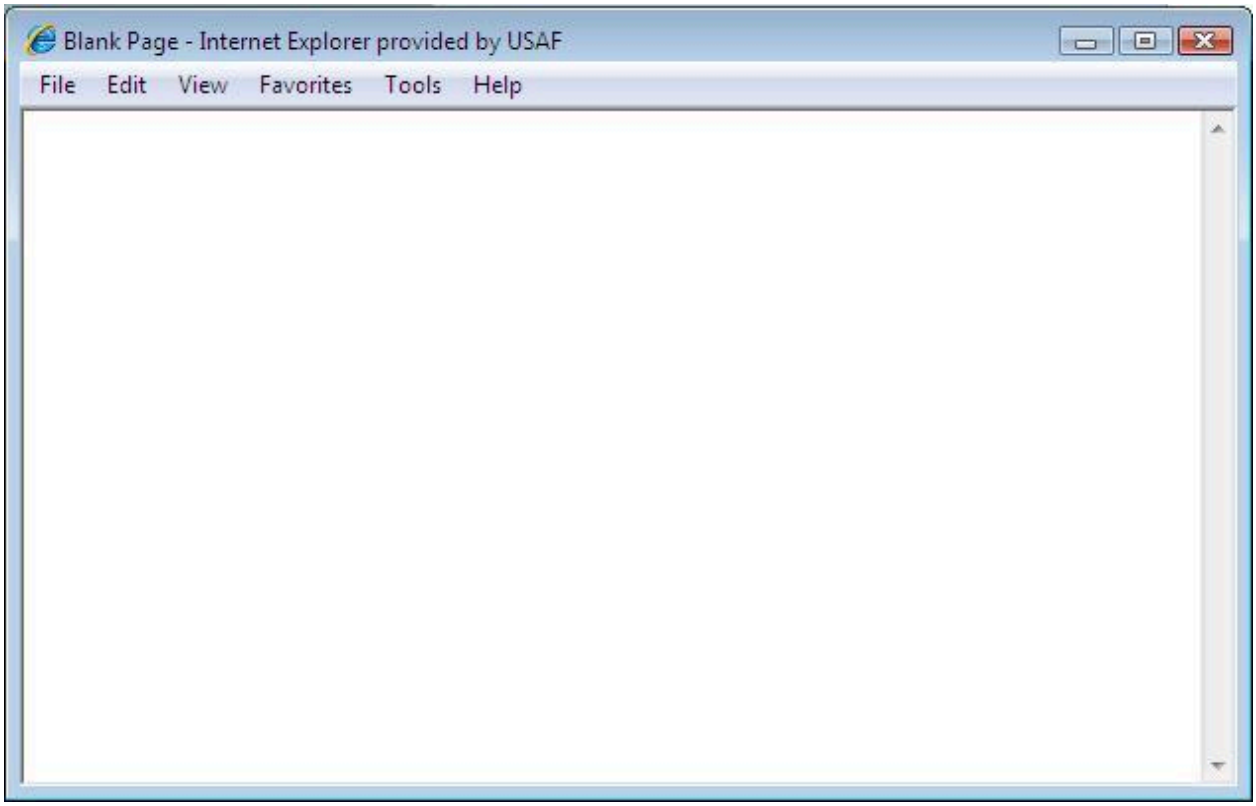
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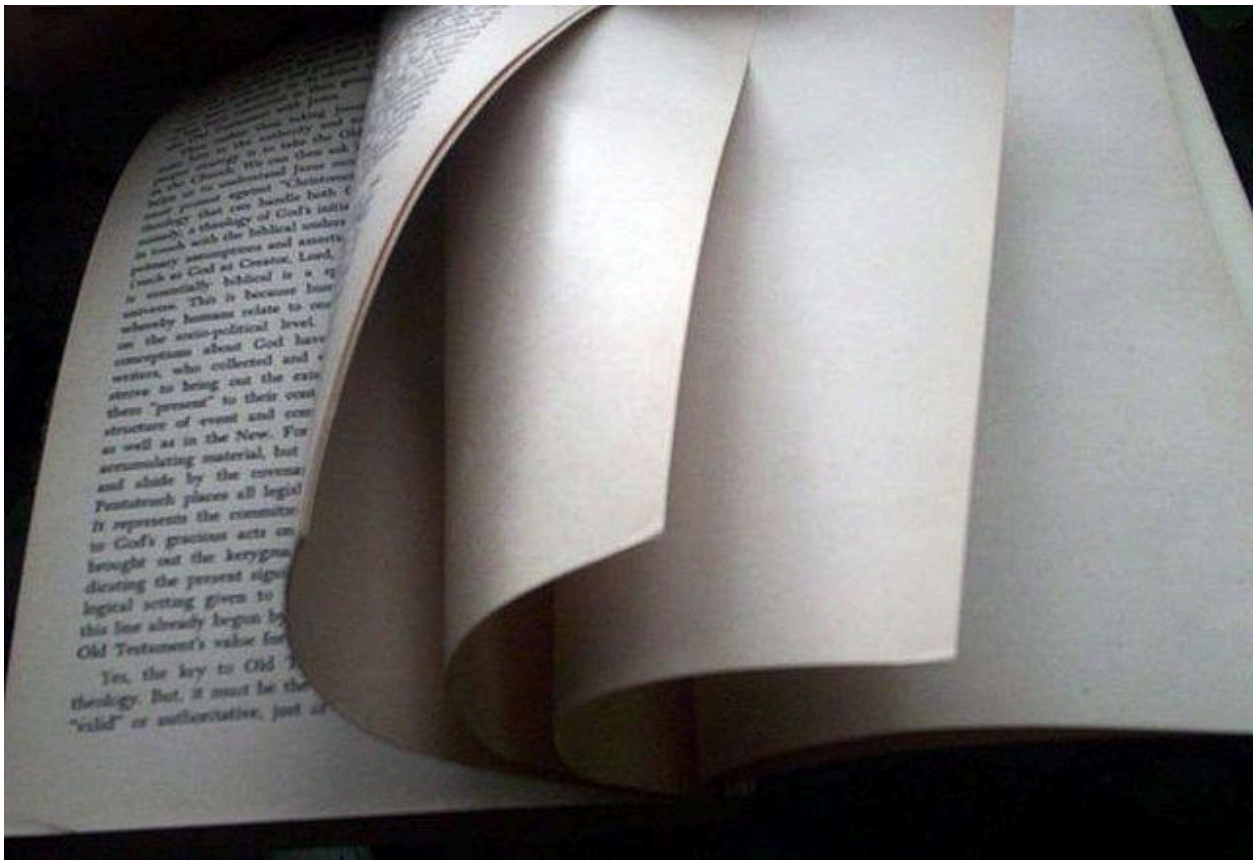

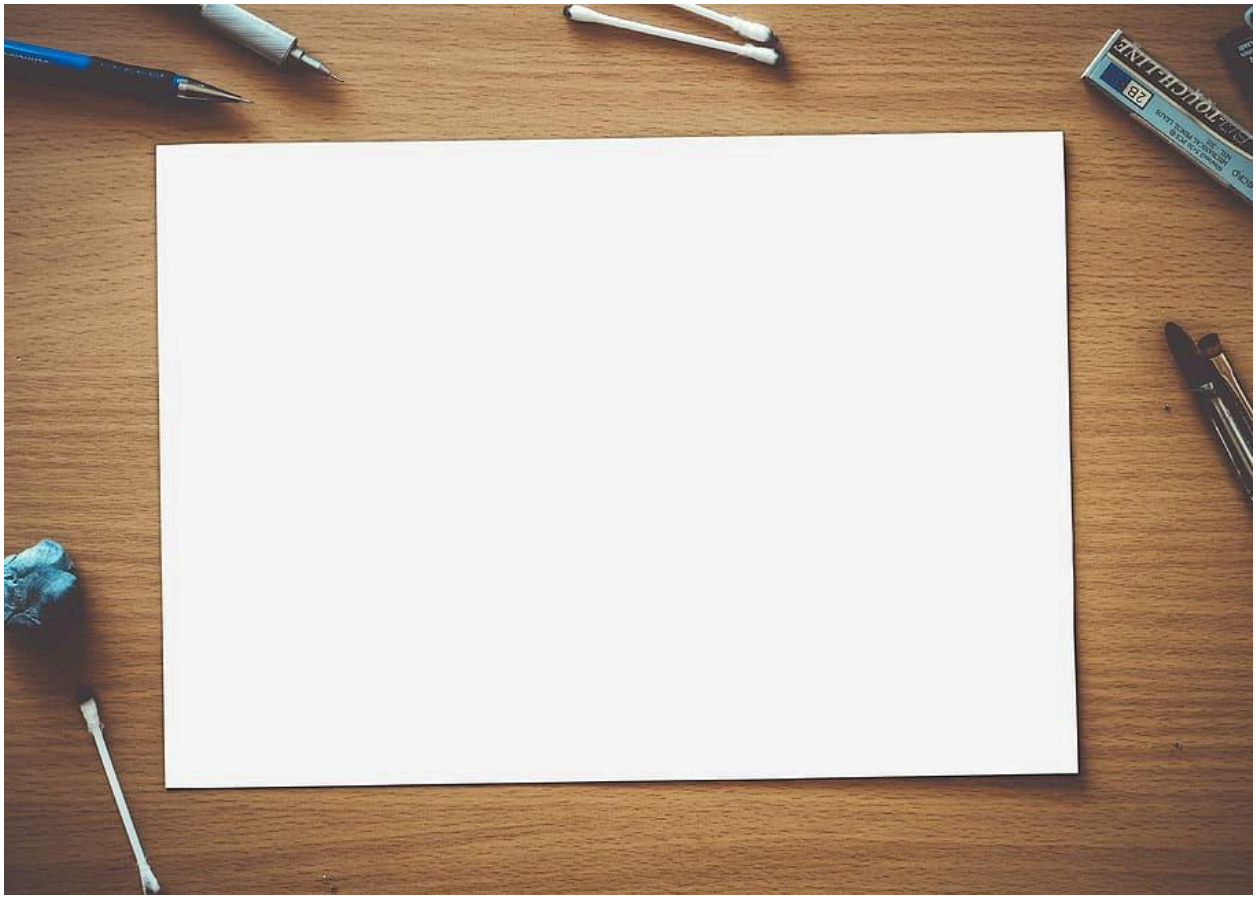
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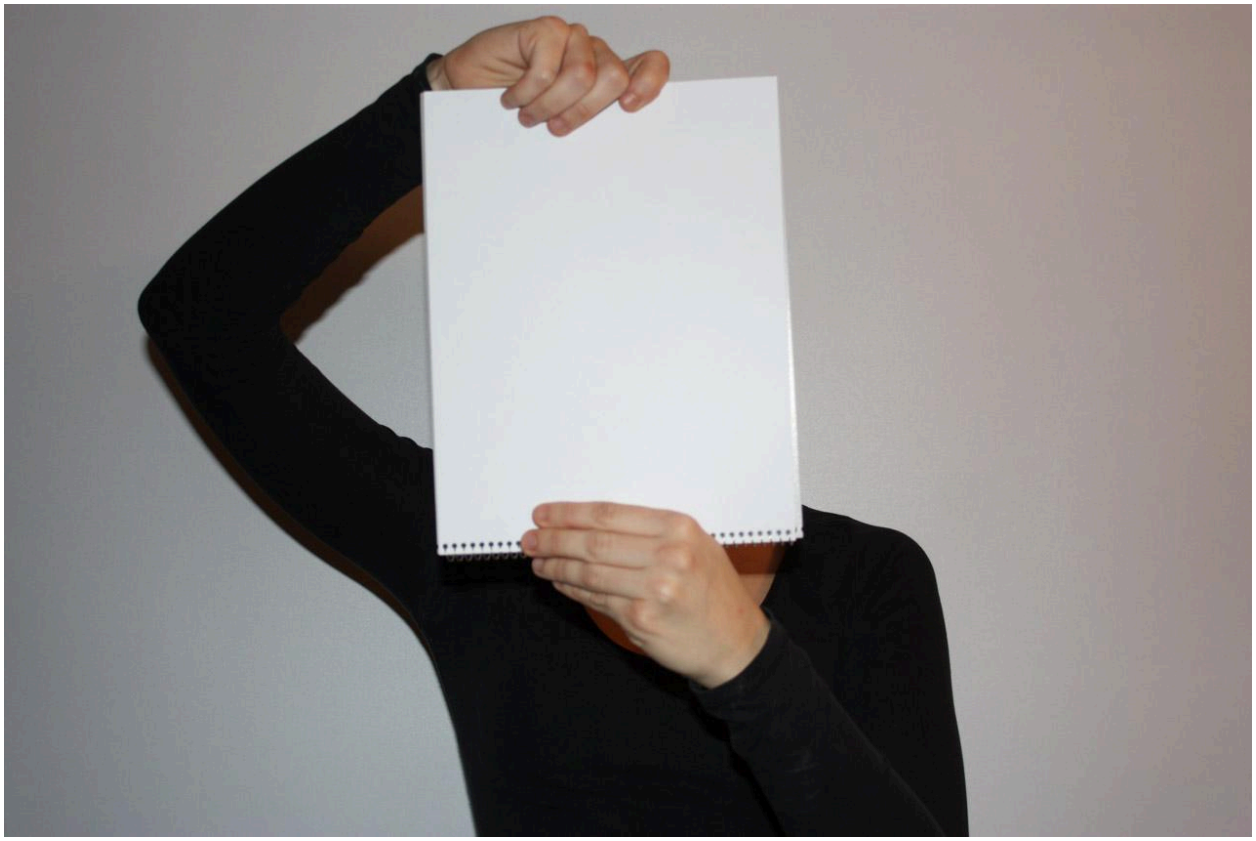

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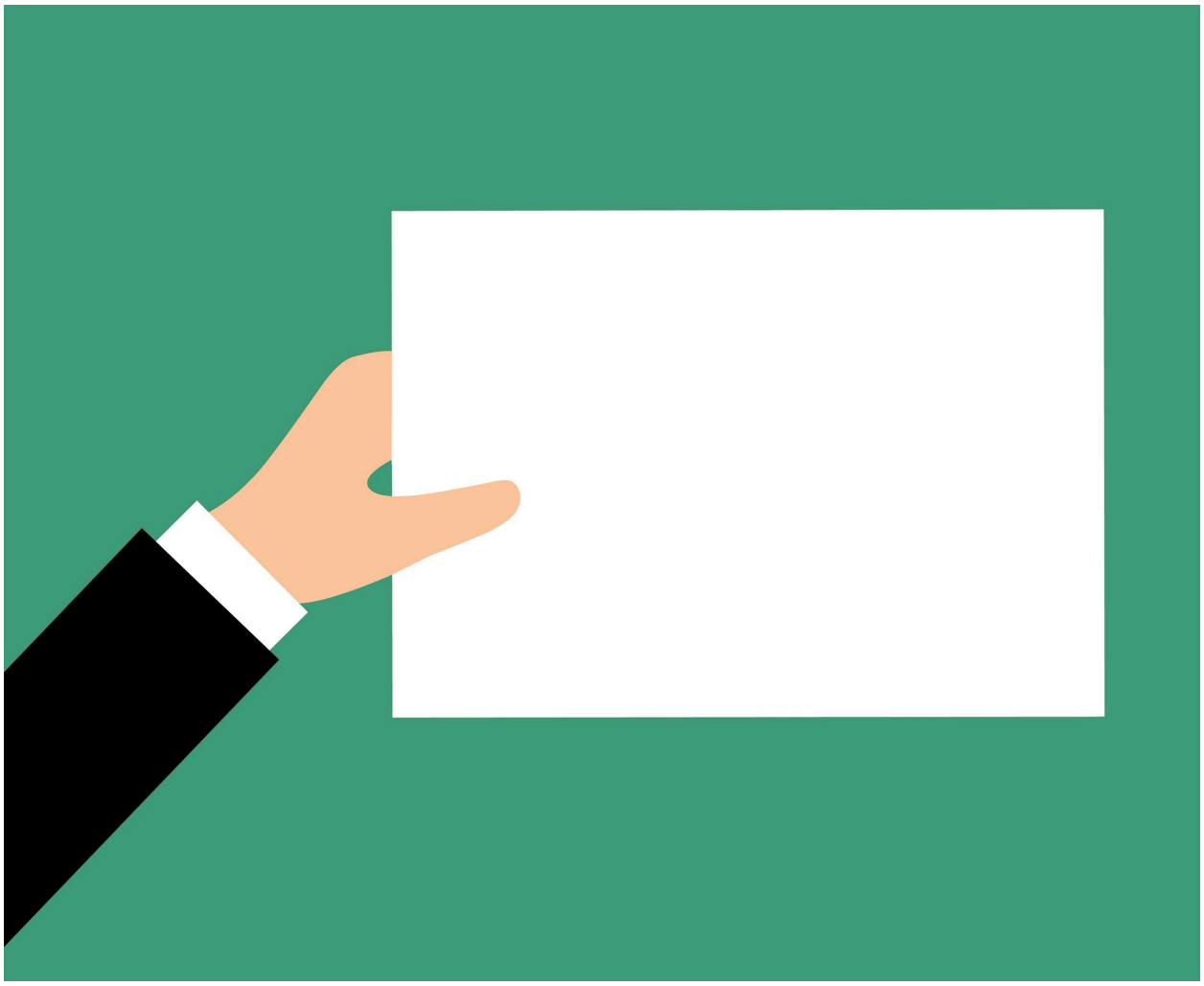

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### the crown

pronouncing “crayon” like that
a fancier way to say the word ‘*sir*’

Write an autobiography but about someone else
Like impersonate someone. not a biography
the 2 but shorter **DONE**

A secret handshake only you know
    a secret handshake everyone knows… but they do it wrong
pockets that you can only fit a finger in

just
big cheese
Writing like this
squish the chart
    we call this a long chart
    long pie
    what is happenigbn
Being team 2[1]

---

[1] you do NOT want to be team 2

Being team 4

A DRAGON BUT DRAWN WELL

just delete this man… put it out of its misery
but think about all the good times

# good

/go͡od/
adjective
adjective: good comparative adjective: better superlative adjective: best

1. to be desired or approved of.: "a good quality of life" "Good! The more people the better!" "we live at peace with each other, which is good".
2. having the qualities required for a particular role.: "the schools here are good".
   synonyms: fine, of high quality, of a high standard, quality, superior, satisfactory, acceptable, adequate, in order, up to scratch, up to the mark, up to standard, up to par, competent, not bad, all right, excellent, superb, outstanding, magnificent, of the highest quality, of the highest standard, exceptional, marvelous, wonderful, first-rate, first-class, superlative, splendid, admirable, worthy, sterling, super, great, OK, hunky-dory, A1, ace, terrific, tremendous, fantastic, fab, top-notch, tip-top, class, awesome, magic, wicked, brilliant, brill, smashing, bosting, on fleek, beaut, bonzer, spiffing, ripping, cracking, topping, top-hole, wizard, capital, champion, swell, delicious,

mouthwatering, appetizing, tasty, flavorsome, flavorful, delectable, toothsome, inviting, enjoyable, palatable, succulent, luscious, rich, sweet, savory, piquant, scrumptious, delish, scrummy, yummy, yum-yum, moreish, peng, ***fingers-licking***, nummy, ambrosial, ambrosian, nectareous, nectarean, flavorous, sapid, valid, genuine, authentic, legitimate, sound, enchanted bones, convincing, persuasive, forceful, striking, telling, potent, powerful, strong, cogent, compelling, trenchant, weighty, important, meaningful, influential
synoynm: bad

3. Big loser
4. giving pleasure; enjoyable or satisfying.: "the streets fill up with people looking for a good time".
synonyms: enjoyable, pleasant, agreeable, pleasing, pleasurable, delightful, great, nice, lovely, amu

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ok

hey good job

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# Monroe bubble diagreams,

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Psy 110

Hughes

August 27, 2015 ¶

# Psych Disciplines

~~siplines~~

ology is a very broad subject[1], ~~it can~~ branching into many different tions; such as Sport Psychology or Behavioralism Psychology. It o learn and even more years to master. The variation of st intriguing to me would be the Clinical Psychology branch. resting[2] due to the fact that mmmymymymy here specifically to help those who need it. This been one to try and make sure that p are safe and sound.

**a**

getting really good at walking backwards
he keeps pasting things