



Bloodborne

“Lost souls”

In a town named Anomel lays a church. This church was known to be “unholy”, where offerings and sacrifices took place. It was most known for its name because of the sacrifices of “bad souls”, as the highest and most powerful priest, Rina, would see it. It would become a tradition so often, where someone would be sacrificed to what the people believed would help the souls to be reborn in a new life without sin. They believed that the sacrifices of these “bad souls” would give peace to the world. A world without theft and lies. Being blinded by her own power, Rina kept on killing and murder more and more innocent people not knowing the consequences. Deep within the church itself they had created “the fountain of death” where all the souls would seek their revenge.

The town would be flooded with streams of blood and rain as dark as a withering rose. Rumors were spread that this was the cries of the lost souls who would drown the town in their sorrows. The church, oblivious to what’s happening, believed that this was a sign of forgiveness.

One night, a hunter came along to try and stop the murders happening in the church. The curiosity of the hunter led him further and deeper into places his eyes couldn't believe. The hunter had found the source of where the lost souls would travel, the fountain of death.

It was believed that whoever would drink from the fountain of death would obtain the skills, personality and memory to all who have been sacrificed. Drinking from the fountain would also mean a life of eternity, as well as a protector of the fountain. The hunter was lured in and gave in on the lust of the smell and calming voices of the lost souls, and drank from the fountain. This would come to a greater cost. The souls became too much to obtain within the hunter's body and mind. The pain and suffering created a monster, a monster of chaos which bursted out from the chest of the hunter, killing him right there and then. The church realized the great danger of this monster, and therefore made a powerful pact with the creature using the power they had within the church. This monster became the new protector of the fountain of death and would kill anyone who tried to go near the fountain, in return of the priests feeding it souls with offerings and sacrifices.

It's up to the player to stop the sacrifice of innocent people, destroy the monster and the power within the church.

By katarina Arntsen, 27.02.23

