Bloodborne Catalogue App

NPC information

Annalise –

- Annalise is the queen and last surviving member of the Vilebloods, a previously well-established society that openly opposed the Healing Church. All of the other Vilebloods were massacred during the invasion of Martyr Logarius. Queen Annalise is imprisoned within castle Cainhurst, with Logarius keeping watch on her prison, her self-proclaimed warden.

* Joining Annalise’s covenant grants the hunter the Cainhurst Badge. Obtaining this badge gives the player access to the Cainhurst Armour set and the Chikage available for purchase in the Hunter’s Dream.

­Arianna –

* Arianna is a survivor in the lower Cathedral Ward and is also looking for a safe place to hide from the hunt. Soon after having a chat about Oedon Chapel, she will travel there and take her place beside the top of the stair case in the Chapel.
* If Arianna is spoken with at the Oedon Chapel, she will provide the Hunter with the Curtsy gesture, as well as offering her blood. If she is sent to Iosefka’s clinic, Iosefka will reward the hunter with two numbing mists and one insight. Arianna will never be the same after she goes to Iosefka’s clinic. If Arianna is never told about either, Arianna’s shoes can be found in Iosefka’s clinic.
* Arianna’s quest involves keeping her alive until she (spoilers) gives birth to an infant Great One. To keep her alive, send her to Oedon Chapel, refuse her blood, don’t send the Suspicious Beggar to Oedon chapel as he will kill most NPC’s that are there, after following the previous steps, kill (spoilers) Rom, making Yharnam’s night phase switch to the Blood Moon. She will have given birth at this point so it’s just a matter of killing her and her child. Reward: Arianna’s shoes, One third Umbilical Chord.

Blood Minister –

* The Blood Minister is the first character that the player will come across. This lonely man will provide the player a contract to fill out, and administer Yharnam blood into the player. This transfusion finalizes the process of transforming the player into a Hunter, let the Hunt begin.
* Little else is known about this man, he seems to reside in Iosefka’s clinic; however he is not ever found in game. Perhaps he succumbed to beast hood and the player kills him without ever knowing it.

Iosefka –

* Iosefka is an interesting character as there are two Iosefka’s in the game.  
  The true Iosefka is the one you speak to through the door for the first time. This Iosefka is a gentle and kind, willing to help those in need.  
  The imposter Iosefka has been touched with the hostile madness of Yharnam and is heard laughing fiendishly through the door when she asks the Hunter to send survivors to her clinic. This Iosefka is rather naughty.  
  The real Iosefka can only be chatted with through the door before the Hunter discovers the Oedon Chapel. After finding the chapel this Iosefka will be captured and experimented on by the imposter, turning the original into an alien like creature.
* Iosefka will give the player “Iosefka’s Blood Vial” every time the player runs out of one before finding Oedon Chapel. After finding the chapel, Iosefka will be the imposter who asks the Hunter to send people to her clinic. She rewards the player with a range of items for doing so including: Numbing mist, Lead Elixir, as well as Insight.
* Iosefka’s quest can be completed once the player reaches the forbidden forest, by finding the hidden path and killing her when she is still feeling lively enough to fight the Hunter; however this will leave a lot on the table(literally) for the player if they want to take this quest to the end, though killing her now will still reward the Hunter with an “Oedon Writhe” rune. Waiting until after Rom has been killed will enable to Hunter to find Iosefka impregnated by a Great One. This condition is clearly quite painful as the imposter can be found on a hospital bed and easily killable, rewarding the Hunter with a One Third Umbilical Chord.

Eileen the Crow –

* Eileen can be found in several locations throughout the game, and is easily recognizable by her Crow’s Beak mask and matching armour. Eileen is considered an Ally to the Hunter… for the most part. Eileen is a Hunter of Hunter of sorts who is tasked is to eradicate Hunters who have succumbed to their bloodlust. Eileen is a different style of Hunter of Hunters as she sticks to the shadows and works as more of an assassin than a Hunter. This hunting method makes her an easily missed NPC if the player isn’t exploring Yharnam. Eileen, like the player’s Hunter is not originally from Yharnam.
* Completing Eileen’s quest line rewards the player with the “Crow Hunter’s Badge” and the “Hunter” Caryll rune. Four gestures are also given to the Hunter during the completing of this quest line: 1. Shake off Cape. 2. Shhh!. 3. Approval. 4. Wait
* To begin Eileen’s quest, the Hunter needs to make sure that they find and speak with Eileen until her dialogue options are exhausted before entering the forbidden forest for the first time. Following her instructions, the Hunter must travel to the Tomb of Oedon and help Eileen kill Henryk. You will find the “Heir” rune on Henryk’s corpse. Once this is complete, and Rom has been killed, the Hunter will find Eileen at the top of the stairs to the Grand Cathedral. Eileen will be incapacitated and ask for help with her current target hunter that waits inside. This fight will be very tough and is not doable with another hunter. Completing this fight will award the Hunter with the Crow Hunter Badge and give the Hunter the option to enter the Hunter of Hunters Covenant.

Gilbert –

* Gilbert is one of the first NPC’s that the Hunter will be able to talk to as he is at the top of the first ladder that the Hunter will ever climb in the game. Gilbert is a rather informative Yharnamite, unlike most he claims and will gradually tell the player more and more about Yharnman and it’s citizens as the game progresses, to a point.
* Gilbert gives the player the Flamesprayer after killing Father Gascoigne and speaking with him several times. (this will become unavailable after killing Vicar Amelia, so heds up). The player can also receive the clawmark rune after killing Rom and returning to Gilbert, finding him transformed into a beast and quite a bit more hostile.

Lonely Old Woman –

* The old woman can be found near the endof Central Yharnam in a quite, lonely spot. She appears to be loathsome of the Hunter, blaming the hunters and outsiders for Yharnam’s troubles. She can be found later either at Oedon Chapel, or Iosefka’s clinic depending on choices player makes in the game.
* Defeating several bosses will progress this woman’s mood until she is willing to part ways with some sedatives at the Oedon chapel, and a single sedative if the is dealt with at Iosefka’s clinic.
* Sending this woman to the Oedon chapel will make her one of the permanent NPC’s that reside here, and her mood will progress rather erratically as the Hunter progresses through the game, killing more bosses. She is generally mean to the player after the first few bosses killed, falling to madness/hysteria after a couple more, and lastly, she becomes quite nice, and giving to the Hunter rewarding them with Sedatives as they ask. This isn’t quite the end of the questline though, if the Hunter gets greedy with sedatives, she will eventually start to go out and look for them, winding up murdered just outside of the Chapel.

Provost Willem

* Provost Willem is one of the Scholars that ran Byrgenwerth Institute, the Healing Church’s original home. Willem was among those that began the research of the Old Blood that was discovered in the Pthumeran Labyrinth under Yharnam. Willems ideology was to lift humanity into their next/higher plane of thought. Willem also played a large part in founding the Choir. Now, most, if not all scholars have left Byrgenwerth for the Healing Church, or the Choir, leaving Willem to ponder his thoughts alone, waiting for the one who can uncover the secrets of Lake Byrgenwerth.
* Speaking with Willem will gain the Hunter two Insight. 2545 Blood Echoes, and an Eye rune are given to the Hunter after killing Willem (Madman’s knowledge given if Hunter already has Eye rune).
* Willem doesn’t really have a quest line, he does however make an appearance in the game just before the Hunter enters the Lake of Byrgenwerth. (Possibly add more lore here, Willem has a fair amount of lore)

Narrow Minded Man

* The Narrow Minded Man lives directly across from Arianna’s home in the Cathedral Ward, and is very untrusting in the Hunters that roam Yharnam. Once he travels to the Oedon Chapel, he can be seen wearing rather mundane Yharnam clothing.
* Killing this man will give the Hunter 3 Pungent Blood Cocktails, and a small amount of blood echoes.
* The Narrow Minded Man’s quest is mainly just a task of getting him to go to the right “safe spot”. Telling him to go to Iosefka’s clinic will send him to the Oedon Chapel. Telling him to travel to the Oedon Chapel will send him to Iosefka’s Clinic.

Chapel Dweller

* The Oedon Chapel Dweller can be found in the Oedon Chapel. When speaking with him, it is quickly evident that he is blind, as he doesn’t notice the Hunter until spoken to due to the incense in the building masking the Hunter’s scent. This man offers the Hunter a safe place to send anybody with their wits still about them left in Yharnam.
* Killing this man(shame on you) gives the Hunter a Formless Oedon rune.
* This quest line involves finishing all of the other NPC’s that can be sent to the Oedon Chapel without having any of them die. The Chapel Dweller becomes incredibly sad when any of the NPC’s that have been sent to the chapel are killed. Quest reward is the Chapel Dweller asking the Hunter to be friends… which is just fine.

Old Hunter Gehrman

* Gehrman is a cryptic old hunter who guides the Hunter with advice. Gehrman was among the first of the Hunters who diverged off the path of the White Church due to the amount of experimentation happening. When he separated from the White Church, he formed the black church with Hunters (Father Gascoigne is believed to be in this group as he is wearing all black as well). Gehrman spent some time trying to eliminate the source of the “plague” of blood experimentation, that being the Healing Church. There is a lot of theory involving Gehrman being kidnapped and impersonated by Oedon, explaining why all other hunters try to kill the player, who is helping Gehrman regain strength by delivering blood echoes to his associates.
* Gehrman drops considerable amount of blood echoes when the player kills him.
* More lore here: lots of lore.

Patches the Spider

* Fuck this guy.