

Caryll Runes

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Anti-Clockwise Metamorphosis

Caryll Rune Template

is a Caryll Rune in Bloodborne.

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official item description for the caryll rune

Effect

Variants

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

+1

+2

+3

Arcane Lake



Arcane Lake is a Caryl Rune in Bloodborne.

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

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

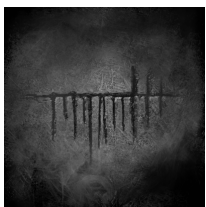
Overcome this hindrance, and seek what is yours.

Arcane Lake Effect

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

Variants

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



Arcane Lake +1

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



Arcane Lake +2

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



Arcane Lake +3

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

Beast



Beast is a Caryl Rune in Bloodborne.

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A secret symbol left by Caryll, runesmith of Byrgenwerth.

*A transcription of the roar of a labyrinth beast,
the bearer of the "Beast" rune has accentuated transformation effects.*

*"Beast" is one of the early Caryll Runes. as well as one of the first to be deemed
forbidden.*

The discovery of blood entailed the discovery of undesirable beasts.

Beast Effect

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

Variants

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



Beast +1

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



Beast +2

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



Beast +3

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