

Antidote - Bloodborne Wiki



Antidote is a stackable, consumable item in Bloodborne. Antidote will

remove the buildup and status effect associated with Slow Poison and Rapid Poison once consumed.

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*Small medicinal tablets that counteract poison.
Used to treat ashen blood, the baffling sickness that ravaged Old Yharnam long ago.*

These tablets only provide short-term relief. The ashen blood ailment eventually triggered the spread of the beastly scourge.

Acquisition

Antidote can be purchased from Bath Messengers and occasionally found throughout Yharnam.

Usage

The hunter can use this item through the quick access bar or use it by selecting the Antidote in their inventory.

Price

Game start: **300** Blood Echoes

Upon entering Cathedral Ward: **600** Blood Echoes

Upon inspecting the skull of Lawrence and triggering Nightfall: **1,300** Blood Echoes

After defeating Rom, the Vacuous Spider, and triggering the Blood Moon: **2,300** Blood Echoes

Notes

Maximum held: 10

Maximum stored: 99

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