

Bloodborne™

The Beast in Man

While you may be slaying abhorrent beasts and gothic nightmares in Bloodborne, all of the events in the game are results of the wrongdoings of humanity. In fact, the most abhorrent beasts were human at one point.

Bloodborne comments on what horrific actions people will take to achieve a goal, retain power, or ascend to a higher plane, and the affects these pursuits can have on us.



Humanity's Insignificance

The gameplay of Bloodborne is a constant uphill battle. Each encounter you find and every boss you face serves to incite unease and knock you down, show humanity its place.

Throughout the many revelations that occur, each event undermines all your preconceptions of the world. It all culminates to a realization that, in the grand scheme, humanity is insignificant, powerless, and unready to discover what is beyond ourselves.

A Crumbling World

The main strength of Bloodborne, and the reason all these themes are conveyed so effectively, is the way the world is built and the state the world is in.

Yharnam is in the process of decaying, rather than having been long gone. The town is lived in, but not alive. The atmosphere overall is very dark and grim.

Bloodborne puts much of its narrative emphasis on the environment. As such, the areas are more memorable, and the story is still communicated without the need for a strong central plot.

