



VILEBORN

MATER SANGUINE

A FAN-MADE ADVENTURE
BY MICHELE MASSEI

AUTHOR'S NOTE FROM THE CREATOR OF VILEBORN

When Michele first showed me Mater Sanguine, I was thrilled. Michele didn't have the tools to write this adventure, and yet he did.

The VILEBORN quickstart is a tutorial that teaches you how to play, but it doesn't provide tools for creating adventures. It doesn't explain how to create a Vileborn, design a CHALLENGE, or navigate the world of Egas. And yet, here we are—an adventure. Isn't that wonderful?

A few notes:

- *This is not official material. We formatted it using the standard Vileborn layout as a tribute to Michele's work.*
- *This adventure is fully compatible with the pre-generated characters from the quickstart, although there is no direct connection between the events of the quickstart and this adventure.*
- *Mater Sanguine is not part of the official Vileborn lore. I personally edited Mater Sanguine, but only to ensure coherence and readability. The locations, characters, and CHALLENGES presented here are Michele's unique creations.*
- *The CHALLENGES in this adventure have a slightly different format compared to those in the quickstart. They are somewhere between what you're familiar with and what you will find in the VILEBORN core book.*

In its purest and most elegant form, this adventure is an original work, freely inspired by VILEBORN. And when something beautiful and spontaneous blossoms from another work—even in this bleak land without sunlight—we should smile and rejoice.

– Claudio Pustorino

TABLE OF CONTENTS

Introduction	4
Backstory.....	4
How to Play This Adventure.....	5
Timeline of Events.....	6
Supporting characters.....	8
Locations	10
Vendôme Forest.....	11
Vendôme - Lower City	12
Vendôme - Upper City	15
Chateau Vendôme.....	17
Challenges	19
The Progeny	20
The Lamia.....	21
The Shadow of Père Bernard	22
The Spirit of Sophie’s Son	23
Digital Materials	24

INTRODUCTION

Welcome to **Mater Sanguine**, a fan-made adventure for **VILEBORN** that tells a tale of betrayed love, shattered promises, and utter despair.

BACKSTORY

Since the arrival of the Darkness, **Charlotte**—a once-respected midwife—has been viscosly accused of witchcraft by **Père Bernard**, a Luminarian friar secretly possessed by a **Shadow**, who has been sowing fear and paranoia in the hearts of Vendôme's people.

Despite the rumors, Charlotte manages to avoid persecution thanks to the protection of Baron **Vincent de Vendôme**, who sees in Charlotte's help the only hope for his wife **Sophie** to conceive a male heir.

After years of close contact, the Baron turns his attention to Charlotte, beginning a clandestine affair. When Charlotte discovers she is pregnant, she confesses it to the Baron, assuring him that she will raise the child by her own.

Less than a month later, Sophie also becomes pregnant, to the great surprise and joy of the entire Vendôme family.

Months later, Charlotte gives birth to **Martin**, far from the prying eyes of the nobility. Just days after, Sophie goes into labor, but her child does not survive. Overcome with grief, Vincent commits a terrible act: instead of facing the tragedy, he steals Martin from Charlotte and places him in the cradle beside his still-unconscious wife, determined to pass the boy off as their legitimate son.

To avoid scandal, the Baron has Charlotte removed from Vendôme. She resists, but is forcibly taken away. During the journey, the carriage she is in veers off the road and crashes violently. Betrayed and dying, Charlotte transforms into a **Lamia**, consumed by an insatiable hunger for vengeance.

HOW TO PLAY THIS ADVENTURE

Darkness, here are some guidelines on how to approach the contents of **Mater Sanguine** and bring them into play alongside the **Vileborn**.

THE ROLE OF THE VILEBORN

Upon arriving in the city, the **Vileborn** will have to unravel a web of secrets and lies, uncovering what has transpired and striving to prevent further tragedies from unfolding.

As they investigate the terrible events plaguing Vendôme, the **Vileborn** will come to realize that the Darkness itself is not the root of the city's problems, but rather a catalyst for its inhabitants' darkest impulses.

THE STRUCTURE OF THE ADVENTURE

This adventure is a sandbox set in the city of **Vendôme**. Each point of interest contains CHALLENGES, clues, and supporting characters, each with their own version of the truth. It is up to the **Vileborn** to gather information and uncover what really happened. If you wish, let the Reviled act according to their own agendas or shift information from one area to another to keep the narrative dynamic and engaging.

SENSITIVE CONTENT AND SAFETY TOOLS

Mater Sanguine deals with sensitive themes such as non-graphic violence against minors, gruesome descriptions, indoctrination, and social condemnation. **Darkness**, read through the adventure carefully and discuss its themes with the **Vileborn**. Decide together if there are any topics that should be excluded or handled with caution, and which safety tools you want to implement.

TIMING AND SESSIONS

Mater Sanguine is designed to be played over approximately three SESSIONS. If you wish to play this adventure in a single SESSION, focus solely on Charlotte's vengeance and remove all other subplots.

TIMELINE OF EVENTS

This is a brief chronology of the events leading up to the adventure. The Vileborn will need to piece them together from scattered clues hidden throughout the various points of interest.

BEFORE THE DARKNESS

Charlotte works as a midwife in the city, blending folk traditions, herbalism, and pagan rituals to safeguard the health of women and newborns.

5 YEARS AGO

With the arrival of the Darkness, rumors about Charlotte's practices begin to spread, fueled by **Père Bernard**. Though wounded by the cruelty of these accusations, Charlotte avoids retaliation thanks to the protection of Baron **Vincent de Vendôme**. The Baron longs for a male heir, and Charlotte frequently visits Château Vendôme to assist Sophie –the Baron's wife– with tonics and treatments.

2 YEARS AGO

Charlotte and **Vincent** grow closer. Frustrated by his lack of an heir and drawn to Charlotte through their constant proximity, the Baron succumbs to temptation, and their affair begins.

10 MONTHS AGO

Charlotte discovers she is pregnant with **Vincent's** child. She reveals the truth only to him, promising to raise the child on her own without asking for help.

9 MONTHS AGO

Sophie finally becomes pregnant. The Vendôme family rejoices at the news.

3 WEEKS AGO

Charlotte gives birth to **Martin**, the Baron's illegitimate son. Determined to avoid scandal, she resolves to raise him on her own.

2 WEEKS AGO

Charlotte is summoned to Château Vendôme to assist Sophie in childbirth. Still weak from her own labor and with no one to entrust Martin to, she temporarily leaves him in the Baron's care.

Sophie's delivery ends in tragedy. After a painful birth, she holds her newborn son for the first time, but moments later, exhausted and confused, she falls unconscious. The child dies soon after.

Overcome with grief, Vincent makes a monstrous decision: he does not return Martin to Charlotte but instead places him in the cradle beside his still-unconscious wife. Though he cares for Charlotte, he will not give up his only chance at an heir. He orders two guards to give Charlotte some money, put her on a carriage, and send her away from Vendôme. She resists, but they force her inside.

During the journey, Charlotte fights to break free, and in the struggle, the carriage veers off the road and plummets into a ravine. Betrayed by her lover and cast out by her people, torn away from her child, Charlotte dies –and awakens as a **Lamia**, consumed by an insatiable thirst for vengeance.

Meanwhile, Sophie, convinced that Martin is her son, names him **Veritas** and raises him with loving devotion. Unbeknownst to her, the spirit of her true child, buried in the graveyard of Château Vendôme is unable to find peace, for he was never mourned by his mother.

WHAT IS A LAMIA?

In Greek tradition, the Lamia is a woman who, devastated by the loss of her children, transforms into a creature that feeds on the blood of infants.

Over time, the figure of the Lamia evolved into a warning for children, a seductress of young men, and, by the Middle Ages, a synonym for a witch.

Though Lamiae are typically associated with serpents, in this adventure, Charlotte is depicted as a lioness, relentless in her pursuit of vengeance.

The Vileborn core rulebook does not mention Lamiae. However, due to their connection to blood, they are classified here as Vampires.

SUPPORTING CHARACTERS

Below is a list of the key supporting characters the **Vileborn** will interact with throughout the adventure.

VINCENT DE VENDÔME – THE BARON

Vincent is a man accustomed to getting what he wants. He rules by birthright, and in Vendôme, his authority is law. Beneath his commanding presence, however, lies a fragile and insecure man, willing to commit immoral acts to achieve his desires.

CHARLOTTE SIMON – THE MIDWIFE

Charlotte is a tragic figure –she dedicated her life to healing and protecting others but never received the same in return. A victim of rumors and superstition, she was betrayed by the man she loved and by the community that once respected her. Their cruelty turned her into the very monster they feared. Her kindness has rotted into resentment, her desire to protect twisted into an insatiable thirst for blood and vengeance.

SOPHIE DE BELLEGARDE – THE BARON’S WIFE

Sophie is but a shadow of the woman she once was. Her physical frailty has given way to an even deeper emotional fragility. After years of suffering and shattered hopes, she finally has a son to hold in her arms –but she does not know that the child she cradles is not truly hers. She has a child to mourn, yet no one has ever told her.

MARTIN / VERITAS

Born **Martin**, he is Charlotte’s biological son. Now raised by Sophie, who remains unaware of the truth, he is known as **Veritas de Vendôme** –an innocent infant caught at the heart of a tragedy beyond his comprehension.

SOPHIE'S TRUE SON

Never acknowledged, never mourned, Sophie's real son was secretly buried in the Château Vendôme graveyard by the Baron while Charlotte was being forcibly removed. Without a name, without a farewell, his restless soul lingers in the estate's gardens –no more than a whisper on the wind, an echo of sorrow desperately seeking to be heard. He is not violent, nor does he wish to harm anyone– but he calls out to his mother endlessly, draining her strength, piece by piece. All he wants is to be seen, to be mourned –to close the cycle of his brief and tragic life.

PÈRE FRANÇOIS BERNARD – THE LUMINARIAN PRIEST

A Luminarian preacher secretly possessed by a **Shadow** that manipulates him, feeding on the terror he spreads. **Père Bernard** embodies the darkest side of faith: the unrelenting hunt for heresy, blind fanaticism, and the power that thrives on fear. From his pulpit, he incites crusades against the Reviled, all while hiding the true demon lurking in his own shadow.

THE BROTHERHOOD OF THE STAR

A band of religious fanatics devoted to **Père Bernard**. They alternate between intense vigils and violent raids against anyone suspected of heresy or ties to the Reviled.

MADELEINE – THE INNKEEPER

Madeleine is one of the few people in Vendôme who still holds onto a shred of humanity. Her inn, *The Perfect Husband*, serves as both a haven for weary travelers and a hub of gossip and information. A longtime friend of Charlotte, she never believed the accusations against her –and she dreads the truth of what might have happened to her.

LOCATIONS

Vendôme is a two-tiered citadel, enclosed by ancient walls. Perched against the mountains and surrounded by the Vendôme Forest, it can be reached via Vendôme Road, the main route connecting the region's major settlements.

The Vileborn will travel through Vendôme and its surroundings to investigate. Below is a list of key locations where they can gather useful –though sometimes contradictory– information to piece together the truth.

VENDÔME FOREST

Where traces of Charlotte's transformation can still be found.

LOWER CITY

Where the Vileborn may uncover details about Charlotte, investigate tensions between townsfolk and religious fanatics, and discover what is happening to Vendôme's children.

UPPER CITY

Where Shadows spread terror through their influence over the Church.

CHATEAU VENDÔME

Where horror lurks within the lavish halls of the Vendôme estate, hidden in the silent servitude of its staff, in the blind love of a grieving mother, and in the tormented soul of an infant desperate to close the cycle of his brief and tragic existence.

VENDÔME FOREST

*A dense tangle of skeletal trees draped in snow.
The air is eerily silent, devoid of birdsong or the rustling of wildlife,
as if the forest itself is holding its breath.*

This is where Charlotte died and where she was reborn as a Lamia. Here, the Vileborn may uncover clues about the likely presence of Reviled in the area, as well as evidence of her transformation.

- **There are no animals.** This almost certainly signals the presence of Reviled nearby.
- **A wrecked carriage lies on a slope** just beyond a bend in Vendôme Road.
- **Claw marks scar the carriage's frame**—similar to those found in Charlotte's home (see Lower City).
- **The butchered remains of two guards lie beneath the snow.** The cold has preserved them, making it difficult to determine how long they have been here. Closer examination will reveal that they have been drained of blood.
- **Scratches, roughly at human height,** mark the trunks of nearby trees.
- **A satchel filled with coins is still inside the carriage**—clear evidence that this was no mere robbery.

If a **Ghostwalker** is present and attempts to commune with the dead, they may interrogate the fallen guards. Gérôme, one of the two, recalls seeing Charlotte die, only to rise again, somehow different. He describes her as strangely beautiful yet terrifying, with long, glistening claws.

VENDÔME – LOWER CITY

The lower city is a labyrinth of alleys and narrow streets, lined with wooden and stone houses with slate roofs. Chimneys billow smoke into the cold air, and the crunch of frozen snow underfoot mingles with the long icicles hanging from the eaves.

At the heart of the lower city, the Market Square serves as its central hub, from which a road winds upward to the Upper City. Scattered throughout are numerous Luminarian chapels and votive altars. The points of interest in the Lower City are **Charlotte's house**, where the Vileborn can begin to unravel her story, and **The Perfect Husband**, a tavern where they may learn about the growing paranoia, the grip of religious terror, and Charlotte's revenge.

CHARLOTTE'S HOUSE

Now burned and abandoned, the house stands as a charred ruin. Signs of vandalism are everywhere –shattered furniture, a vacant cradle, deep claw marks, traces of blood, and the persistent stench of smoke and scorched wood.

After **Charlotte's** disappearance, the **Brotherhood of the Star** ransacked and set fire to the house in search of any traces of witchcraft. Now, it is forsaken, avoided by the townspeople. The second floor is almost entirely collapsed from the blaze. In the wreckage, one object remains untouched: a soot-stained cradle, holding within it a once-white blanket embroidered in red with the name **Martin**.

- **Claw marks gouge the walls**, as if something had been here.
- **The charred cradle and blanket** stand as a symbol of Charlotte's loss.
- **The lingering scent of fire and smoke** still clings to the ruins.
- **Rumors of shadows moving within the house** –a sign of the townspeople's superstition, or perhaps a false lead.

THE PERFECT HUSBAND

Despite the evident unease of its patrons, the tavern still manages to feel welcoming. It's remarkable what a roaring fire, cheap alcohol, and a warm meal can do.

As one of the most frequented taverns in the Lower City, *The Perfect Husband* serves as an ideal resting spot for the Vileborn. Here, they may speak with **Madeleine**, the innkeeper and an old friend of Charlotte's, cross paths with members of the **Brotherhood of the Star**, and meet the **father** of one of the children taken by the Lamia.

RUMORS ABOUT CHARLOTTE

Rumors about Charlotte are as numerous as they are contradictory. Such is the nature of a place where gossip spreads quickly and paranoia festers.

- **Charlotte was once an excellent midwife**, sought after by many women for guidance during pregnancy. Then, when the Darkness arrived, the slander began. (Madeleine's account)
- **The Baron received Charlotte at his estate frequently**, until the birth of Veritas, the young heir.
- **Some women claim that Charlotte assisted them during pregnancy** with unusual but effective methods.
- **Others whisper that she killed their unborn children**, that she stole cords, placentas, and blood, or that she marked herself before delivering babies, and that those children were born sickly or stillborn. (False rumor)
- **Charlotte gave birth to a son**, Martin, but she never revealed who the father was.
- **Some guards recall that Charlotte left town** in a carriage less than a month ago, carrying a small fortune, after assisting the Baron's wife in delivering Veritas, her firstborn son. They believe she left willingly, seeking a new life away from slander.

RUMORS ABOUT VENDÔME

Charlotte isn't the only topic of conversation—the people of Vendôme have plenty to say about their Baron and how he governs the city.

- **The Baron is a distant and authoritarian figure**, unwilling to take the city's problems seriously. Many wonder why they continue to pay taxes and tithes at all.
- **The Brotherhood of the Star has stepped in where the city guard has failed.** They patrol the streets at night, hunting for Reviled. They despise the Twilight Order for accepting the Vileborn, whom they see as heretics—just like the Empress herself.

THE CHILDREN

Perhaps the most troubling topic of all is the strange incidents happening to the children of the city.

- **In the past two weeks, four children** (André, François, Sébastien, and Luc) failed to return home in the evening.
- **Each child returned the next day**, pale, exhausted, with ragged wounds on their necks.
- **They all spoke of a "beautiful lady"** who lured them into the alleys, only for them to disappear into the shadows together.
- **They remember a dark, abandoned house** with the strong scent of burning. Beyond that, their memories are hazy.
- **They say they were with their mother.** They weren't afraid, but calm—comforted by a soothing voice and a warm embrace.

*Upon closer examination, the Vileborn will discover a chilling truth: **the children do not breathe, nor do their hearts beat.** Though innocent, they have been irreversibly transformed by the Lamia. (See CHALLENGE on page 20.)*

VENDÔME – UPPER CITY

The Upper City is crisscrossed by broad, well-lit streets, bustling with hurried carriages and lined with grand townhouses. In the frigid air, the melodies from the ballrooms stifle the whispered prayers to Saint Aurelie.

The Upper City is home to the noble and upper-middle-class residences, buildings with inner courtyards illuminated by large wrought-iron chandeliers and grand staircases leading to ballrooms where the horrors of the world are conveniently forgotten.

The two main points of interest are the **Cathedral of the Luminous Heart of Saint Aurelie**, where Père Bernard inflames the hearts of the faithful against the Reviled and the heretical Empress, and **Chateau Vendôme**, the Baron's residence.

THE CATHEDRAL

This imposing Gothic-style edifice dominates the Cathedral Quarter, the oldest part of the city. It looms over the townhouses of merchants and minor nobility, its scent of incense intoxicating, its sheer size and hypnotic liturgies enthralling.

The Cathedral is the heart of **Père Bernard's** religious fervor. Here, fanaticism and deceit walk hand in hand, while beneath its foundations, an ancient evil slumbers.

This is where the worst of the city's inhabitants gather – a cesspool of gossip flows among the pews, Testaments in hand, venom on their tongues. Among them stands **Père Bernard**, his rhetoric a raging fire that spreads terror among his flock. To his sides, the **Brotherhood of the Star** keeps vigilant watch, a true militant arm of faith-driven enforcers.

RUMORS ABOUT CHARLOTTE AND THE BARON

Churchgoers have a dismal opinion of Charlotte and the Baron, and they express it without restraint:

- **Charlotte Simon is a witch.** She cursed women, rendering them barren, and abused her position to collect placentas, amniotic fluid, and umbilical cords for her sorceries. (false rumor)
- **After the Darkness fell, the evil within Charlotte grew stronger.** She sickened expectant mothers, took the lives of newborns, conceived a demon child, and fed it with the faithful's energy. (false rumor)
- **Charlotte has vanished.** She has surely joined the Reviled and sent one of them to plague this city. (false rumor, though Charlotte has indeed become one of the Reviled)
- **The Baron is weak and a heretic.** He does not fully embrace Luminarian faith. He took that witch into his home, cursing its walls and his youngest child. (partially true –it was the Baron's own actions that damned his family)

PÈRE BERNARD

Père Bernard is revered by the people of Vendôme, yet his actions only worsen the city's plight.

- **Every evening, he holds mass,** igniting the passions of the faithful and sowing doubt that the Darkness may lurk anywhere.
- **The Brotherhood of the Star watches over the Cathedral** and will protect Père Bernard should he be threatened.

Within the church hides a Shadow that feeds on religious fervor and the fear Père Bernard instills. Should it be discovered, it will be unleashed. (See CHALLENGE on page 22)

CHATEAU VENDÔME

Chateau Vendôme reflects the temperament of its masters: more fortress than manor house. Within its thick walls, relics and tapestries recount the family's legacy. Yet behind these defenses, hushed secrets, growing suspicions, and an ever-present unease make every moment unbearable.

Chateau Vendôme is the seat of the Baron's dominion over his fief. The Vendôme family has served the Imperial House for generations as military commanders, their ancestors leading regiments in great battles.

The chateau is a fortified estate, clearly shaped by a martial heritage. Inside, one breathes the air of aristocracy that once held high ranks in the Imperial Army. The house is adorned with religious symbols, votive icons, and portraits of ancestors.

CHARLOTTE

The servants have eyes and ears everywhere, trained to remain unseen while the nobles conduct their affairs.

- **Charlotte frequently visited Chateau Vendôme**, particularly in the months before Sophie became pregnant.
- **Charlotte performed poorly in assisting Sophie during Veritas' birth.** She was likely weakened, having given birth to Martin less than a week prior, but her mistakes were unforgivable. Lady Sophie has yet to recover.
- **Charlotte was seen entering the house the night the child was born** – but not leaving. The Baron claims she was escorted away the next day, after resting in the private chambers. No servant can confirm this.
- **The carriage that took Charlotte away has not returned.** Gérôme and Jean, the two guards escorting her, will receive a severe reprimand upon their return.

VINCENT DE VENDÔME

Vincent is a domineering man, obsessed with securing his legacy. He is visibly tense, alternating between moments of calm and sudden outbursts at the servants, who excuse him, believing he is merely concerned for his wife's health. In truth, he is wracked with guilt for the terrible sins he has committed.

- **Vincent will protect Sophie at all costs**, preventing any direct interaction between her and outsiders –ostensibly for her fragile health, but also to keep them from uncovering the truth.
- **Vincent does not want the custodians to spend time with Veritas**, fearing they will realize that the child is actually Martin –the baby he stole from Charlotte.
- **Vincent is unaware that the spirit of the child he buried haunts Sophie**, but he will nonetheless go to any lengths to keep the Vileborn away from the graveyard, lest his crime be uncovered.

SOPHIE DE BELLEGARDE AND THE LOST CHILD

Sophie is a mere shadow of her former self. She lovingly cares for Veritas, unaware that he is actually Martin, but something within her is missing.

- **Sophie is always unwell** –pale, frail, and weak. She clings to Veritas (Martin) like a precious treasure, yet her absent gaze often drifts northward –toward the graveyard.
- **Sophie insists she will recover**. She lost a great deal of blood during childbirth, even fainting. It seems reasonable to her that she should feel weak.
- **The spirit of Sophie's real child calls to her relentlessly**, unknowingly draining her energy. It means no harm; it only wishes to be seen and mourned so that it can finally leave this world.

The true child's body is buried in Chateau Vendôme's graveyard, behind an ancient tree. It is not hostile but longs to be found. (See CHALLENGE on page 23)

CHALLENGES

Darkness, the CHALLENGES found in the following pages will help you easily manage the most intense and delicate moments of the adventure.

Additionally, if you wish to spur the Vileborn into action and instill in them the feeling that time is running out, you can use these CHALLENGE-related events to push the story forward.

CHALLENGE-DRIVEN EVENTS...

The children transformed by Charlotte sow panic in the Lower City.

The Lamia assaults Chateau Vendôme to reclaim her child.

Sophie is unaware of her **real child's spirit**, but the constant unease she feels drives her to write a letter to the Vileborn: something terribly wrong is happening at Chateau Vendôme.

Père Bernard, driven by the **Shadow**, declares the Vendôme house cursed and convinces the people to rise up in rebellion.

THE PROGENY

① ② ③ ④ ⑤

The children transformed by the Lamia heed her call. They will obey their mother, no matter what she asks of them. “Mommy is very angry with you.”

DIFFICULTY MODIFIERS / Add these values to the **DIFFICULTY** of **TESTS**.

FORCE	WILLPOWER	INFLUENCE	REASON	PRECISION	SUBTERFUGE
+1	+1	0	0	0	+1

COMPLICATIONS / Use these prompts to narrate **COMPLICATIONS**.

THE PROGENY...	EFFETTO
Strikes and retreats quickly—you cannot catch it.	Anger
Begs you in a childish voice to stop hurting it.	Shame
Surrounds you, leaving you unable to react to their attacks.	Fear
Has its mother’s eyes, clouding your mind.	Confusion
Plays with your mind. Could you still save it?	Insecurity
Strikes fast and deep. A pool of blood forms at your feet.	WOUND

DARKNESS DIE / Roll it for every **TEST** and narrate the outcome.

D12 THE PROGENY...

8+ Transforms into a swarm of bats. All Vileborn must face a **difficult** (6) **willpower** **TEST**. Any Vileborn who does not obtain 1 **SUCCESS** suffers **confusion**.

12+ Four small beasts overwhelm you, biting, scratching, giving no respite. You suffer **exhaustion** and 1 **WOUND**.

TRIGGER / Activate these effects instantly when the associated box is marked.

N° THE PROGENY...

4 Captures villagers and uses them as human shields. Any Vileborn who suffers a **COMPLICATION** from a **TEST** must choose: **shame**, **insecurity**, or **fear** for having harmed an innocent.

THE LAMIA

① ② ③ ④ ⑤ ⑥ ⑦ ⑧

Charlotte is driven by rage and an insatiable thirst for vengeance for what she suffered in life. She will stop at nothing and no one. "A mother's instinct transcends even death."

DIFFICULTY MODIFIERS / Add these values to the **DIFFICULTY** of **TESTS**.

FORCE	WILLPOWER	INFLUENCE	REASON	PRECISION	SUBTERFUGE
+2	+1	+2	0	0	0

COMPLICATIONS / Use these prompts to narrate **COMPLICATIONS**.

THE LAMIA...	EFFETTO
Hunts you down like a predator after its prey.	Exhaustion
For a fleeting moment, Charlotte resurfaces, pleading for help.	Shame
Shows you that you are nothing more than meat.	Fear
Lets out a desperate scream, revealing all her agony.	Insecurity
Leaps at you with claws outstretched, tearing into your flesh.	WOUND

DARKNESS DIE / Roll it for every **TEST** and narrate the outcome.

D12	THE LAMIA...
6+	Strikes back relentlessly, giving you no respite. You suffer exhaustion .
8+	Lunges at you, slashing with her claws and biting with her fangs. You suffer fear and 1 WOUND .
12	Crushes you beneath her limbs. You suffer 1 WOUND and face a normal (5) force TEST . If you do not obtain 1 SUCCESS , at the beginning of your next TURN you must face the test again or suffer another WOUND .

TRIGGER / Activate these effects instantly when the associated box is marked.

N°	THE LAMIA...
3	Lets out a piercing scream that shatters eardrums. Any Vileborn who does not obtain 1 SUCCESS in a normal (5) willpower TEST suffers confusion .
6	The Lamia bends the will of a Vileborn, turning them against a companion. Both mark 1 WOUND .

THE SHADOW OF PÈRE BERNARD

① ② ③ ④ ⑤ ⑥ ⑦

The Shadow that possesses Père Bernard feeds on the sacred terror he instills in the faithful. “Those who doubt the Testaments shall be cast beyond all Darkness, where there will be wailing and gnashing of teeth!”

DIFFICULTY MODIFIERS / Add these values to the **DIFFICULTY** of **TESTS**.

FORCE	WILLPOWER	INFLUENCE	REASON	PRECISION	SUBTERFUGE
0	+2	+1	0	0	+1

COMPLICATIONS / Use these prompts to narrate **COMPLICATIONS**.

THE SHADOW...	EFFETTO
Judges you for what you are through the Luminarian’s words.	Anger
Calls forth an unnatural cold that seeps into your bones.	Exhaustion
Brings to the surface things you wanted to forget.	Shame
Takes the form of what you fear most.	Fear
Pierces through you with a spear of solid shadow.	WOUND

DARKNESS DIE / Roll it for every **TEST** and narrate the outcome.

D12 THE SHADOW...

- 7+ Conjures apocalyptic visions of flames and eternal damnation before the Vileborn. Any Vileborn who does not obtain 1 **SUCCESS** in a **difficult** (6) **willpower** **TEST** suffers **fear**.
- 10+ Unleashes a storm of shadow spears and bolts against the Vileborn. Any Vileborn who does not obtain 1 **SUCCESS** in a **normal** (5) **TEST** to defend themselves suffers 1 **WOUND**.

TRIGGER / Activate these effects instantly when the associated box is marked.

N° THE SHADOW...

- 3 The torches go out, and the air turns frigid. Any Vileborn who does not obtain 1 **SUCCESS** in a **difficult** (6) **willpower** **TEST** suffers **exhaustion**.
- 6 Captures the faithful with its tendrils, using them as human shields. Any Vileborn who obtains a **COMPLICATION** as a result of a **TEST** must choose: **shame**, **insecurity**, or **fear** for having harmed an innocent.

THE SPIRIT OF SOPHIE'S CHILD

① ② ③ ④

This spirit longs only for motherly warmth. It is not truly aware of what has happened to it and is unable to speak. It only feels cold—an unbearable, crushing loneliness.

DIFFICULTY MODIFIERS / Add these values to the **DIFFICULTY** of **TESTS**.

FORCE	WILLPOWER	INFLUENCE	REASON	PRECISION	SUBTERFUGE
0	+1	0	0	0	0

COMPLICATIONS / Use these prompts to narrate **COMPLICATIONS**.

LO SPIRITO...	EFFETTO
Feels a pure, childlike rage that overflows and strikes you.	Anger
Weighs you down with a fatigue you have never felt before.	Exhaustion
Fears being forever isolated—and that you will be, too.	Fear
Overwhelms you with its confusion—it does not understand what is happening.	Insecurity

DARKNESS DIE / Roll it for every **TEST** and narrate the outcome.

D12	LO SPIRITO...
7+	Wants company. Wants to be seen. Wants its mother. Wants to leave. Any Vileborn who does not obtain 1 SUCCESS in a difficult (6) willpower TEST suffers exhaustion .

SPECIAL RULES

This **CHALLENGE** is not a combat, but an investigative scenario. The Vileborn will need to obtain multiple **SUCCESSSES** to understand what is happening and locate the body of Sophie's real child. Until then, the spirit will continue to seek attention however it can. It has no discernible form, having never gained self-awareness. It cannot speak, as it never had the chance to learn. The **CHALLENGE** ends when Sophie discovers the existence of her child.

If a **Ghostwalker** uses their gifts during this challenge, describe only sensations and needs—do not let the spirit speak.

DIGITAL MATERIALS

*Download character sheets and
digital content for Vileborn at
<https://horribleguild.com>*



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