

# The Count

Within his cryptic tower and wilted halls  
Watching and waning, a menace, a haunt



## Omens

1. A single bat, hanging from a gnarled tree, watching over the party. When spotted or spoken to, its eyes flash red before flying away.
2. Invitations to the Count's grand feast are delivered to Knights across the Realm. They are warned against being late and are encouraged to set out for his grand manor as soon as possible.
3. The Count's Manor sits atop a hill, cast in ethereal light by the moon. Willow trees bear blood-drained corpses of dead Vassals as profane ornaments.
4. As Knights wander the halls of the manor in search of the Count, the Bat in the Belfry lurks in the shadows of every corridor, watching, waiting. Ringing bells echo through the manor, marking each passing hour.
5. The feast hall, set and ready for hundreds. All the food is fake. The Count is nowhere to be seen, but his slobbering voice echoes throughout the manor.
6. The Blood-starved Count sits atop his organ throne, eerie music rising with a rush of wind before the great bells toll their final warning. His feast begins with the Knights who came to the manor.

## Cast

### The Count, Vadmyr, Bat in the Belfry

VIG 6, CLA 15, SPI 5, 10GD

A1 (leather wings)

Watches from afar but flees when spotted.  
Calls swarms of bats to cover his escape.

### The Count, Vadmyr, Blood-starved

VIG 18, CLA 15, SPI 12, 10GD

A2 (undead, fancy cloak)

Fangs and claws (3d8)

Can *Smite* Wounded targets. Also charms a Knight to fight with him once each phase.  
Feeds on blood. Inhumane speed at night.  
Burns in sunlight.

### Swarm of Vampire Bats

VIG 5, CLA 8, SPI 5, 6GD

Munch (2d6, +d8 against Wounded targets)  
When enough gather it becomes a warband.

## THE COUNT'S MANOR

|   | Rooms          | Corridors         |
|---|----------------|-------------------|
| 1 | Entrance hall  | Elegant foyer     |
| 2 | Dusty bedrooms | Bloody carpet     |
| 3 | Belltower      | Statues and busts |
| 4 | Piano room     | Empty portraits   |
| 5 | Tortue chamber | So many bats      |
| 6 | Steed          | Bone sconces      |

**Dwelling:** Charcoal fields ~ **Sanctum:** Overtured wagon ~ **Monument:** Ancient nest

**Hazard:** Burning wind ~ **Curse:** Invisible dome ~ **Ruin:** Jeweled skulls