

Captain Court

CHARACTER:

CAPTAIN COURT

- BY CLIVE OLDFIELD

CAPTAIN COURT

"The horror! The horror!"

Archetype: Necromancer Motivation: Discovery
Style: 5 Health: 5

Primary Attributes

Body: 2 Charisma: 4
Dexterity: 3 Intelligence: 4
Strength: 2 Willpower: 3

Secondary Attributes

Size: 0 Initiative: 7
Move: 5 Defense: 5
Perception: 7 Stun: 2

Skills	Base	Levels	Rating	Average
Athletics	2	2	4	(2)
Brawl	2	2	4	(2)
Firearms	3	4	7	(3+)
Pistol			8	(4)
Intimidation	4	2	6	(3)
Melee	2	3	5	(2+)
Ride	3	2	5	(2+)
Survival	4	2	6	(3)

Talents

Psychic Sensitivity

Resources

The Coronet, Fountain, Temple, Zombie Army

Flaw

Paranoid
Obsessed

Weapons	Rating	Size	Attack	Average
Kukhri	2L	0	7L	(3+)L
Pistol	2L	0	10L	(5)L

Captain Court was the second-in-command on a British Army exploratory expedition to Tibet led by Major John Fitzgerald. The expedition left Nepal several years ago, and very little has been heard of it since. What news has filtered back to the British authorities is confused and frankly rather unpleasant.

The expedition found an ancient, abandoned Tibetan temple. The locals warned the British about going there, saying it was a place of evil spirits, but Fitzgerald ignored them. Seeing the place was in good condition, and comfortable he even made the temple a temporary base of operations.

While exploring the complex with a couple of his men, Captain Court found a hidden shrine room. The shrine was centred on a fresh water spring that had been directed through an ornate many-armed statue. The statue was crowned by a golden headpiece. Entranced, Court took the coronet and placed it on his own head. At that moment he knew that he could have total power over any who drank from the spring. Encouraging his men to do so, they promptly died. This did not put Court off. Inspired by the coronet, he enticed every last man of the expedition to drink from the fountain. And they all died.

But the coronet worked as it had promised him. Court was able to control the bodies and make them do whatever he willed. To this day, Court is a king in his dead kingdom. His men serve his every whim, and obey his merest thought. Court has taken to directing raids against the nearby Tibetan villages. They grab food for Court (no one else needs it) and more men who are forced to drink from the fountain. And so Court's army grows bigger.

The British in Nepal have heard scrambled rumours of the fate of the Fitzgerald expedition and are currently planning a second expedition to put an end to the first.

Captain Court



FOUNTAIN ZOMBIES

Archetype: Zombie
Style: 0

Motivation: Fear
Health: 0*

Primary Attributes

Body: 3
Dexterity: 2
Strength: 3

Charisma: 0
Intelligence: 1
Willpower: 1

Secondary Attributes

Size: 0
Move: 5
Perception: 2

Initiative: 3
Defense: 5
Stun: -

Skills	Base	Levels	Rating	Average
Brawl	3	3	6	(3)
Melee	3	3	6	(3)
Firearms**	2	2	4	(2)

Talents

High Pain Tolerance 3 (-7 Health to kill)

Resources

None

Flaw

Dead

Weapons	Rating	Size	Attack	Average
Claw/Bite	1L	0	7L	(3+)L
Blade	2L	0	8L	(4)L
Rifle	3L	0	7L	(3+)L

*Fountain Zombies are immune to non-lethal damage and cannot be stunned. They must drink from the fountain every day or suffer a point of lethal damage.

** Only some have this skill.

Meanwhile Court's retinue grows in strength. The two dozen or so British army regulars, with their Sherpa guides and porters are augmented by the dozens of kidnapped Tibetan villagers. Although the magic of the fountain keeps the zombies in fairly good condition, they are identifiable by their dead stares and cyanose skin. Major Fitzgerald can still be recognised among the zombie horde, by his uniform, though he is as mindless and in thrall to Court as the rest of them.

Now Court is quite mad, corrupted by the coronet and his own tortured humanity over the murders he has committed. He has also become obsessed with finding the source of the fountain, deep under the temple. He believes, an inkling the coronet has given him, that if he can find it, it will lead him to a new forgotten world under the mountains with unlimited wealth and power.