

PRINCES IN THE TOWER



ISSUE 10

MORE MINOR COMPANIES

Last issue, I started on the minor Fringe Pirate companies that may be encountered during the course of the game. Here are seven more.

CCPM

Efficiency experts from a mix of worlds, they are mostly human. They usually use pistols, some high-tech but most near-tech autos. They plan and plan before implementing their schemes. They also hire out their expertise to other FPs. Give them the share they ask for, they're worth it.

THE SUPER V

A bunch of super villains from several Fringepaths managed to form a company a couple of decades ago and have successfully (despite the arrogance and genius involved) kept together and turned a profit. They operate, amazingly, as a democracy and specialize in mad science, world domination and brain-stripping technologies. And they usually make decent brownies (non-poisonous) for the Moot bake sale.

ESOTERIC ORDER OF SHINOBI

A group of sneaky, back-stabby folk that train in the ninja traditions. They specialize in political assassinations, high-end theft and sneaky gear. Often their victims don't know they're targeted until it's too late. Yes, they show up at the Moot wearing black ninja gear but, no, they don't wear that gear when on the job.

THE UNICORN GUILD

A small company of man-eating monsters, including a dragon, two griffons, a mantichore and several varieties of carnivorous unicorns. They're smart enough to not make trouble in well-armed populated areas where the people can actually kill them and they specialize in eating sentient beings and collecting the loot.

THE ASSASSINATION BUREAU

A company from several Victorian-era Fringepaths, these cultured gentlemen deal in murder, espionage and secrets. They're blood enemies/direct competitors of the

Esoteric Order of Shinobi but are currently not pursuing their destruction because of some “other issue” that have come to their attention.

THE SONS OF LIBERTY

Fringeworthy from several American Revolution—era Alternate Earths, they believe that it is their duty to overthrow monarchies throughout the Fringeworlds and impose their own branch of the tree of liberty on the people. Not above spilling royalist blood while making a profit, usually in a wide variety of trade goods. They use low— to near—tech weaponry but dress appropriate to their backgrounds.

ABYSS

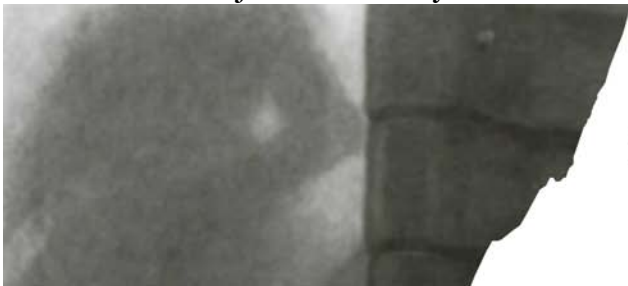
Demons, devils and the damned fill this minor company. They annoy most of the other companies by trying to buy souls in exchange for “three wishes” or “unlimited power” or any of a handful of Faustian bargains. Many are lawyers, or were in their pre—Fringeworthy lives, and can write very legalese—sounding contracts with very, very, very small print. All contracts signed with them are in, as expected, blood.

A FEW FRINGETOWNS

Fringe Pirates do business in two small towns called Callard and Engle and a thriving metropolis called Crossroads. Engle and Callard have less than 5,000 permanent residents and at least that many visitors at any one time, while Crossroads population stretches to above 40,000.

Crossroads is a city divided by a river into three sections. Each section has its own Laws but there is a Prince of the City that is elected from the populace and the leaders of each section. It is possible to commit a crime in one section that is legal in the other two. Sometimes it’s necessary to make a run for one of the bridges to escape the law.

Law and keeping the peace are two different things here. Each section has their own police force. But the “peace” for the whole city is kept by guard griffons. They abound in Crossroads, but are not controlled by the lords and masters of the town. They stop trouble, usually by eating the offenders. All the offenders, and sometimes innocent bystanders, too. Each section has a different kind of griffon guarding it. Animated stone griffons patrol the West, mechanical griffons are on the East, and live griffons stake out the South. They stop any violence from occurring in the streets or if they can hear it. That just means any killers in town must be careful not to get caught.



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