

PRINCES IN THE TOWER



ISSUE 12

LAST ISSUE

This is the last issue of Princes in the Tower. I'll be starting another 'zine soon, so no worries. This issue, I'll tell you a little about the game I ran.

IT ALL GOES BAD

The PCs trained for several weeks with Ezra, learning all they can from the Fringe Pirate about the upcoming Moot. Lessons in technology, knowledge of the various Fringe Paths and Fringe Towns, and info on all the other Fringe Pirate groups kept them pretty busy.

After compiling a set of equipment from the previous Junker owners, the PCs jumped off Earth and staged a "rescue" of the IDET prisoner Poison in the process. During the faked action, Poison was killed with a grenade. Ezra claimed that Poison had grabbed it to attack the team and the other PCs seemed to buy the explanation. They made it to the Fringe Town Crossroads with little difficulty.

Once there, they learned about the three sections of town, including the guard griffons that kept the peace. On a bridge across the river, they encountered a group of the Sons of Liberty. A few words were exchanged and a sudden knife attack (on the part of the Sons) lead to a combat.

The other bridge—users scattered and the fight began! Vigo used a magic flame wand to burn several of the enemies, while gunshots echoed across the water. After a short, and bloody, fight, the Sons were defeated and the PCs continued on their way, with the knowledge that the guard griffons don't stop any fights *on* the bridges that connect the town, just in the town sections proper.

They made it to the inn where the Junkers were staying and met the rest of the crew. After giving some "info" on their latest criminal enterprises, they had a few beers and some rest. Soon the news of their battle with the Sons of Liberty had spread across the Fringe Town, leading to some congratulations from the other Junkers. "Them Sons deserve bein' taken down a peg or two, good job!"

The PCs met Violet Owens and Jassim Al-Sadi, two Junker friends of Ezra's. They learned that the Jack 'O' Lanterns were hosting the Moot and they had "cleared" a planet for the meeting with some unknown technology.

DEAD PLANET

The Junkers assembled the next morning and went to the Fringe Gate behind their inn. Their leader punched in a code and they trouped in. They found themselves on a planet that was very familiar to Vigo—it was his home planet!

In front of the Gate, the Jacks had transported a stadium from a nearby city. Inside, each company kept wide spaces between each other. On the floor of the stadium, a large stage and vid—screen, with a huge circus tent behind it, were set up. A cage filled with about 50 listless, emaciated prisoners, all that were left of the people of Vigo's world, was next to the stage.

The Jacks started the Moot with ritual murder. New Fringe Pirates were tested by forcing them to commit atrocities on the prisoners. Vigo was chosen and he simply shot his prisoner and walked away enraged. But he did get a view of the tent and the huge, unnatural *thing* inside it.

Spring—Heel Jack said this planet was his because of the *thing* he had in the tent. At that point, Ezra used his contacts in the other companies to show a vid of Spring—Heel Jack betraying the Fringe Pirates to the UN. A free—for—all fight occurred and the Jacks blew up the stadium, wiping out several Fringe Pirate companies, including the Black Company.

During the fighting, the PCs faced a Stained—Glass Beholder Golem and defeated it! They followed the Jacks to the nearby city to stop the *thing* from being used on Earth! Did they finally defeat Spring—Heel Jack and destroy the *thing*? Only they know!

STAINED—GLASS BEHOLDER GOLEM

Wild Card Monster

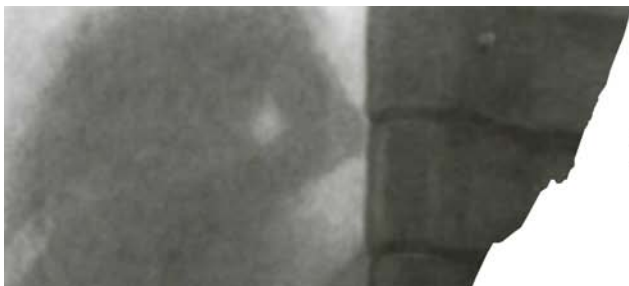
Agility d10 Smarts d6 Spirit d8 Strength d12+2 Vigor d10

Pace 8 Toughness 14 Parry 6 Charisma -0-

Hindrances: Mean, Weakness (Blunt Weapons)

Edges: Arcane Resistance, Natural Armor +7, Camouflage, Fearless, Flight, Big Mouth, Size +1, Construct, Multiple Targets (10 eye stalk attacks, 2d10 damage; one main eye attack, fire cone, Agility or 3d10 damage)

Skills: Fighting d10, Shooting d10, Intimidate d8, Notice d8, Stealth d10.



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A WOODEN LEG NAMED SMITH PRODUCTION
IN ASSOCIATION WITH
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