

# PRINCES IN THE TOWER



ISSUE 9

## MINOR FRINGE PIRATE COMPANIES

Since I've previously covered a bunch of major FP companies, here are 4 of the minor companies in the FP confederation.

Most of these companies are small, with less than 50 members spread around 6 or so squads. Some of them operate in a limited range of Fringepaths, keeping close to their valued products, while others wander the whole multi-verse, never stepping on the same world twice.

### THE RAVENS

This group is the smallest of the minor companies. They are a mix of humans and aliens and each pirate has an avian companion, usually a raven or crow or the alien equivalent. Some people think that the avians are the true FPs, each with a human or alien host, but whether that's true is still conjecture. They specialize in jewelry, minerals and near-tech dealing with animals.

### THE ENGINEERS

One of the smartest companies, this group of humans are all engineers of some kind. They know everything there is to know about technology and machines, and are often a resource to the other FPs to figure out unknown gear. They specialize in low-, near- and high-tech machines and engineering knowledge.

### JUNKERS

This group of FPs deals with the cast-offs of societies, finding profit in other peoples' trash. They are also one of the least violent companies but don't think that they are not capable of it. They've been pushed around up to a few years ago by some of the other minor companies but at the last Moot, a number of their tormentors had tragic (but humorous) "accidents." Since then, they've been left alone.

### MVP FURIES

A group of extreme sports fans who paint their faces before battle, they usually mix near-tech automatic weapons with baseball bats, hockey sticks and cricket bats. They specialize in entertainment, from vids to equipment (including sports paraphernalia).

## FRINGETOWNS

Fringetowns are places where hundreds or thousands of Fringepaths converge. They are crossroads of the Fringe, the place where thousands of worlds meet and mix. They exist in the aether and have the same properties of a Fringepath or Fringe platform, they are just larger in size. With a million billion Fringepaths throughout the multi-verse, there are thousands upon thousands of Fringetowns.

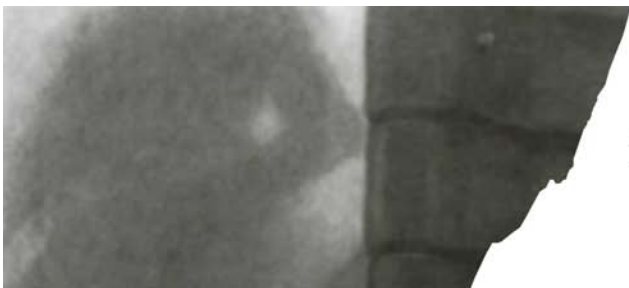
Few have extreme geographical features like hills, valley or mountains, with the exception of bodies of fresh water. Rivers and lakes are very common. Everything else has to be brought into the Fringetown, from building materials and food, to trade goods and knowledge. Many Fringetowns start as small villages and then expand out to the edges of the platform and then build up. A centuries-old, crumbling tower can be next to a new skyscraper, a 1950s American home can be squeezed in between an alien temple and a Chinese tea house. Few Fringetowns have a uniform look, as different inhabitants change the layout of the town over the course of centuries.

Most Fringetowns have stable populations of humans, humanoids and aliens as well as a myriad of monsters, beasts and mythical beings, in addition to many temporary visitors that come to trade. Children born in the Fringe, either on a Fringepath or in a Fringetown, rather than on a specific world, are naturally Fringeworthy, allowing them to exit the Fringe as necessary.

All Fringetowns have a variety of laws, defenses, and thriving markets, where many Fringeworthy come to buy, sell and trade what they've bought, found or stolen. Each town has a distinct flavor, a true mixing of a multi-verse of cultures. Each government runs the gamut, from monarchies to democracies. Most are aware that keeping the peace is paramount, with little intrusion on business, so few repressive or murderous dictatorships survive long, especially since high-tech arms are just a Fringepath away. The vast majority of them have major defense systems, usually a well-kept military or a large force of robot soldiers or squads of invisible sentries, to keep the peace and defend the Fringetown in event of attack.

So far IDET has not encountered any Fringetowns. The Fringe Pirates use three on a regular basis and know about (and travel to) a half-dozen more.

Next issue, I'll cover more on the Fringetowns that the Pirates have access to and some more of the minor Fringe Pirate companies that the PCs may encounter.



JUST A 'ZINE ABOUT GAMING

A WOODEN LEG NAMED SMITH PRODUCTION  
IN ASSOCIATION WITH  
THE BABBAGE CLIOLOGICAL SOCIETY