

PRINCES IN THE TOWER



ISSUE 3

MY CAMPAIGN IDEAS

The last few issues, I've discussed my group's recent campaign setting, Fringeworthy by Tri Tac Games.

Thinking about my own campaign, I see that the Mellor (see last issue, basically shapeshifting evil creatures) are pretty close to an unstoppable force in many ways, making them pretty tough opponents. Creating an adventure around them could result in a TPK and that's just not interesting to me.

So I flipped through the Fringeworthy Book (the 1992 edition that I picked up on eBay for a pretty good price) to see what other possible enemies exist in this setting, and I found a number of other groups and aliens that, while pretty tough, aren't world-ending opponents, especially for a couple-a-time out, still green, IDET group.

One of these groups is the Fringe Pirates. A UNISS/Victorian team ran into a group of Fringe Pirates a few years ago, resulting in a 20 minute fire-fight which killed most of the FPs and left a prisoner. So far, the UN has very little info on these pirates and so these are enemies that are a great "black hole" with a dearth of information that I can fill with what I want.

Since we've agreed to allow the players to bring in characters from previous campaigns in this setting, I presented some possibilities to the players (and welcomed any other ideas they might have as well): the PCs fight the FPs conventionally (externally) or they get into a Fringe Pirate group (internally) somehow, either being press-ganged or by infiltrating one. As a whole, the CMT felt infiltrating was a better option. In fact, the whole press-gang thought was deemed "too constricting."

STARTING IDEA

"Good morning, ladies and gentleman. About a week ago, a mixed IDET and Victorian team proceeded through the Fringepaths to a new world, located at XX-YY-ZZ-AA. Once there, they came into contact with a group of Fringe Pirates. A firefight ensued, resulting in the deaths of most of the team and a majority of the hostiles.

Two days ago, the badly wounded survivors came through the South Pole translation point, brought by an FP wanting asylum. This Fringe Pirate, subject X, apparently had an agreement with the two IDET/Vic members that he would provide detailed

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information on the FPs, including numbers, equipment, organization, and even tactical support when dealing with them, in exchange for protection. Unfortunately, the two wounded men died shortly after arriving, despite our efforts to keep them alive.

From what we have gathered by questioning subject X and examining the physical evidence (including logs from the IDET/Vic team and an optical recording of the wounded men soon after the fight), the IDET/Vic team was ambushed right after entering XX-YY-ZZ-AA. In the midst of the ambush, subject X killed his fellow Fringe Pirates and proceeded to stabilize the two wounded IDET/Vic members.

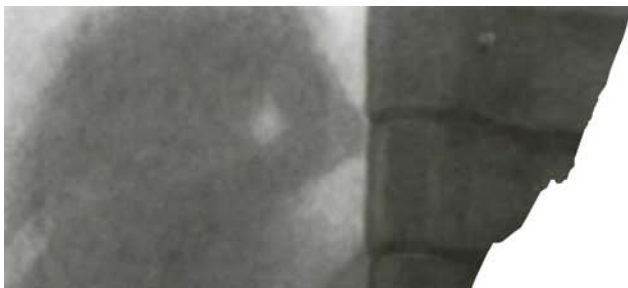
Subject X collected the bodies, weapons and equipment from both sides and towed the FP vehicle to South Pole, leaving very little evidence behind. Furthermore, during the trip back, the IDET/Vic team members questioned (and recorded) subject X on Fringe Pirate organization, equipment and plans, including information of an upcoming Fringe Pirate meeting. Our techs are examining the FP equipment and weapons, and medical is performing autopsies on the dead FPs. We'll have reports from those teams soon.

Apparently, the FP operate in small "squads," which are grouped together into larger "companies." There is a military tradition, using the standard military rankings and such. Each squad is responsible for gaining new members and continuing the "traditions" of their parent company. Each company operates under different rules but have a common goal, to gain riches and knowledge for their own use from the multi-verse. Often, squads do not interact with their parent company for several years. This is an advantage that we hope to exploit.

The upcoming FP meeting appears to be a large one—multiple companies are coming together to discuss their goals. This is a plum that has landed in our laps. Whether subject X can be trusted, or the events on XX-YY-ZZ-AA we've been presented with are true, it's too good an opportunity to pass up, even if it is a trap to gain intel on us. Our goal to get more data on these hostile companies may be one of the most important of this project.

Subject X has promised to take an IDET group in place of his squad, teach them his company's ways and insert them into the meeting. It's dangerous and possibly suicidal, but a necessary step in finding more info about this menace.

Any questions? No? Then get your gear together. You leave in a week."



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