

PRINCES IN THE TOWER



ISSUE 5

MORE COMPANY

Continuing last issue's info on Fringe Pirate Companies, here are another set of them.

THE JACK 'O' LANTERNS

The Jacks are a rough and tumble crew, comprised of humans and aliens, nearly in equal measure. They're the "crazies" of the Fringe Pirates, filled with certifiable sociopaths (as opposed to simple sadists, opportunists and killers in the other companies).

The Jacks wear skull makeup or tattoos over their faces and use near-tech weapons, usually automatics, and knives. They love them knives. They mix it up as far as what they are interested in stealing, and can usually surprise you with their haul. They might have the contents of the Library of Alexandria one day and a whole lot of rum the next.

THE LPS

An all Russian gang, the LPs (for Lubyanka Prisoners), keep mostly to themselves. Imagine the Russian Mafia made by the KGB and Hollywood, with high-tech equipment, jumping from world to world. Mix in some fairy tale bad behavior and add a dash of bathtub vodka. They can be subtle one minute and bloody the next.

Since they're just recently a major company (there's no evidence but most FPs think they orchestrated the downfall of one of the largest companies, the Spinning Lizzies, a few years ago), they're keeping it on the low-down, building alliances with some of the other companies and staying out of the way (for the most part) of the big guys. They trade in all things, but mostly carry weapons and armor (both personal and vehicle).

THE CORPSE SPINNERS

These spiders give me the creeps. Yes, they are spiders and yes, they do Fringewalk. And they wrap people up in their webs, too, and most of those Fringewalk as well. I don't know if the bite kills faster, but it's preferable to being one of their thralls.

They've been in business for about 300 years and don't look to be stopping anytime soon. And they don't really get stuff from the Fringepaths they raid, except if you count people for food and other things. Yeck! Not my idea of a good crew to get involved with. But they do managed to pay their company dues on time

THE ANGELS

Ah, the pretty boys. The smoozers and the fast-talkers. Wherever they show up, they're sure to capitalize on legends of angelic beings sent from the god(s). They are mostly humans with feathery, white wings (most are real but some of them have mechanical wings).

They're mostly non-violent, mainly because people give them whatever they want for religious reasons but don't let that think that they are weak or pacifists. They may appear unarmed but they usually have a magic sword or a hold-out blaster available in a flash. But they don't need them. They'll happily have their raving religious nut-job followers gut you with no sleep lost.

They specialize in religious artifacts, art and sculpture, and knowledge.

THE MOTLEY

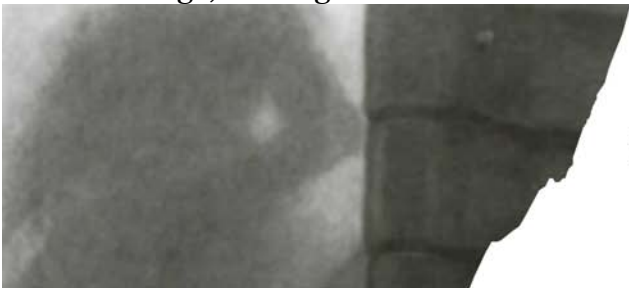
An unusual major company, with no human members, the Motley is a mix of aliens, fantastic beings and other "monsters." Since they aren't human, their needs, wants and desires don't coincide with anything that most of the other FPs experience, much less understand. They keep to themselves quite a bit and don't have any strong allies among the major companies, but have few bad enemies as well. Many FPs think they've got some other game going on but no-one can guess what it is.

Many of the monsters in the Motley are mere myth and legend on worlds throughout the multi-verse, and some sages think that the beliefs of millions of beings power the physical manifestation of these creatures.

BONES

A small company, with mostly human members, Bones is about 150 years old and has been a major company that whole time (a rarity in the FP). They originated from an alternate Earth, some say from some secret society started in academia for the rich and powerful. They use a skull and crossbones symbol with several weird hieroglyphics underneath. Members frequently attend Moots with elaborate disguises or plain masks. They deal with everyone and seem "fair" businessmen.

They specialize in power (all forms, including political and economic), military knowledge, and high- and near-tech.



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