

NPCs for the current campaign, the people and thinking things that the crew of The Show have encountered.

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### **Note: Passers**

When a NPC is listed as a "PSH" (Pure Strain Human, one with no mutations) this denotes that this is how they present themselves. Some mutant humans, to enjoy the privileged status that PSH individuals have in many communities may, if they have no outwardly appearing mutations, hide the fact that they have mutations, and pass as a PSH. Thus a character listed as a PSH may actually be a mutant human passing ("Passers" in the parlance of The Lands) as a PSH, or simply appear as a PSH on first contact.

**The Show**

The NPC's traveling with The Show.

**Guards**  
The Show employs guards to keep everybody safe, as few of the merchant PCs or crew are particularly good at fighting.

**Elur**



Elur was originally a member of a community from the western reaches, but they were wiped out with few survivors who were scattered to the wind. She now uses her psionic powers and fighting skills to work as a guard for the, and she's been with the troupe for much of the current journey. She mostly keeps to herself, but has proven quite bold on the couple of occasions that the group has been threatened, clearly acting with a bit of insanity.

**Ferp**



Ferp is a furry humanoid that the group picked up much more recently, hailing from one of the many villages of his kind in the southern coastal swamps. Unlike Elur, he's quite talkative when engaged. It's hard to say if it's a mutation, or if it's just part of the variation of his kind, but he's far tougher and stronger than his kind seem to usually be and they tend to be pretty tough and strong. At least according to the mutant human who put you in contact with him. He currently wields a big piece of metal he found on the road (before that he used a wooden club), and he's been willing to be equipped with something better. Ferp is simply adventurous, and wants to see the world a bit and make his fortune before returning home to his swampy village to find a mate.

**Crew**

Most of the crew are nameless currently.

**Leyel**



A young passer woman from Alalit, daughter of Tavan and Mazarin, who seems to be fascinated with Digger. She has joined The Show with her mother's grudging approval as part of her flee of Alalit.

**Lafana**



Formerly a perennial challenger for the chief position in Bay Village on Horse Bay, Lafana was convinced that her talents would be of more use as a member of the crew of The Show. She is now interested in possibly becoming leader of Digger's mining operation outside of Grubport.

**Lanu**



Mutant mouse-oid, likely an archivist, who followed the PCs into the aquatic base. Lanu has been convinced to travel with The Show to Grubport by Heli. Apparently Ferdi (below) is looking for Lanu for some reason.

**Shorty**



Shorty is a bot from the aquatic laboratory near Bay Village on Horse Bay (part of the overall complex formerly run by the Pylon God CAM that spans the bay).

**Passengers**

**Rhobert**



Grubport native from a formerly important family. Khwoip is a mutant human. Has inherited an "ancient mine" from his father, which makes him suddenly wealthy and important. He has decided to hand over operation of the mine to Lafana, however, so that he can travel with The Show, and has removed himself from the matchmaking this year.

**Khwoip**



Khwoip is singularly well travelled amongst the folk of the Peninsula, having been to the Citadel of Thought, and the Kral's home cave, amongst many places. The Grubport locals seem to think his squoip in the Central Lands have made him effeminate, despite clearly actually being a pretty tough customer in some ways. Thankful to Heli for guiding him with regards to the matchmaking and his estate, and getting him on board The Show.

**Young Oikan**



Son of Oikan, and likely next to rule it. Seems simultaneously prejudiced and provincial, and yet open-minded enough to think that maybe Kalar isn't the worst thing that could happen to the Peninsula, and also not all that interested in taking a mate. Happy that Squiddy convinced his father that he should be allowed to wait a year before marrying by taking him on The Show.

**Mazes**



The leader of the male hissers who managed to break away from their queen. Pictured as he was first discovered, relaxing on the floor of Mazarin's basement.

**Cooris**



Male servant of Loosis. Cooris had been tasked with helping the PCs find the males, but broke free of Loosis' control. Cooris is a mutator from the base tissue stock, with colorful crests on his head and arms.

**Zeebell**



Possibly more accurately referred to as cargo than a passenger, Zeebell is a currently deactivated warior android first encountered at the aquatic lab base near Bay Village on Horse Bay.

**Grubport**

The townsfolk are all Pure Strain Humans (or possibly passers) unless otherwise mentioned.

**Urag**



The head of the Urag family, the rulers of Grubport. While putatively run by a council of elders of the most important families of Grubport (who make their fortunes upon the back of the old mined aircraft carrier that comprises Grubport), this family is detested by all of the others. According to sources, Urag is gambling weapons to create some sort of personal army.

**Young Urag**



Young Urag is the son of the elder. He is clearly fond of his vices, and not a skilled gambler, having lost considerable trade chits at the gaming tables at The Famous Root and elsewhere.

**Urag's Daughter**



Daughter of the elder Urag, this one is cold, rapid, and grasping. Not particularly bright, her only thoughts are of her own security and comfort. She previously sought to marry Khwoip to obtain the wealth of his mine.

**Betok**



Matriarch of the Betok clan, brought relatively low a couple of generations ago by the Urags. She is seeking help getting Urag to get Chert to give her son a good match of a wife.

**Young Betok**



The charming son of the Betok matriarch, he is taken a bit with Greenstream's Daughter, but worries that she may be a mutant.

**Chersh**



A "Sorceress" who works with Urag and the other families of Grubport to maintain order. She runs an annual matchmaking festival at which she matches members of the various families of the Peninsula Tribes together by words from Down. At the most recent affair she worked with the PCs to create favorable matches for a couple of families, since Down did not seem to be present.

**A Lightkeeper**



One of the priesthood of Down in Grubport. This one came into The Famous Root and gave a doomsaying type proclamation about the fact that Raymount's power was dwindling.

**Salron**



Leader of a group of Grubporters who perform religious rites at festivals and other various events. Asked if his group could play on the stage of The Show, and was ridiculed by Squiddy into arguing with Heralo Khan about matters of belief. Clearly a devout Downite.

**Altit**



Rumored to be from Army Crossing, Altit is suspected of being an agent provocateur, or at least a criminal sent in by one of the border lords to sow chaos. Altit is known to run games of chance, including "table races" of small mutant animals at The Famous Root, and knows how to get in touch with Doc Potamus. Urag suspects Altit of being involved in much more nefarious stuff than just gambling, and wants his in out of Grubport.

**Victor**



Proprietor of The Famous Root, the only drinking establishment in Grubport. Victor's father was the only surviving member of an expedition to the ruined city in which Slaybranch exists, and he returned with a huge section of root. The same root for which the bar is named, and which hangs on it's wall, dripping sap continually from which "one wine" is made, a potent concoction that has variable effects on different drinkers, but is clearly linked to Slaybranch's immense mental abilities.

**Archivists**

The archivists are thought to have a lair somewhere in the vicinity of Grubport.

**Ferdi**



Ferdi is a skunk-oid that flies a Dragonhopter, and is looking for Lanu.

**Zina**



A mouse-kin (like Lanu) dancer that was looking for Lanu on the festival day near The Show while pretending to be performing for the crowd. Lanu has implied that she is very competent and even dangerous.

**Peninsula Tribe**

This section covers members of the tribe from outside of Grubport.

**Visiting Grubport**

The following Peninsula tribe folk are visiting Grubport currently, because of the festival of matchmaking that is going on there.

**Takak**



The son of the Chief of all of the "Peninsula Tribes" (which actually is a small set of the overall thinking peoples of the peninsula). Takak is a boy of 16, considering his options for marriage and succeeding his father.

**Okan**



Head of the Okan family from the village of Stonfield. A former captain of the Peninsula Guard. Okan is fairly set on his ways. He's very interested in marrying off his children, and is particularly uncaring of his daughter's case.

**Case MIA**



Going by the name of Black, rumor has it that this mutant's real name is Caag, and he's been motivated by somebody to slay Heralo Khan.

**Paven**



A "painted woman" mutant human encountered in Grubport.

**The Patrol**

Comprised, apparently, of a handful of squadrons of mounted armored pure strain humans, the unit that the PCs has met is lead by one Lieutenant Sone. They claim to protect the entirety of the Peninsula (which does not include Alalit), apparently with the seat of their government being in the center of the Peninsula, a place called Meadow Folk.

**Lieutenant Sone**



Here Sone is seen in his armor, but sans helmet as he was at Mazarin's saloon.

**Peninsula at Large**

The people below do not seem to be attached to one place.

**Restorationist Emigrants**  
Clearly seeking to gain influence in the Peninsula, this team comes to the coastal settlements regularly from the Restorationist enclave to the East across the waters.

**Marbotta**



The captain of the patrol ship that carries the emissary team, and as such, the chief emissary, Marbotta seems fairly reasonable with the exception of a clear disdain for mutants.

**Others**

These are the peoples of the Peninsula who seem to belong to no place or tribe.

**Ilitha**

A sorcerer of renown across the Peninsula, Ilitha is said to siphon vitality from her living samples. She was responsible for disrupting the ceremonies to determine a new chief at Bay Village, by taking the two lead competitors (leaving Lafana as the only remaining competitor, and a thorn in Mazarin's side).

**Doc Potamus**



Renowned across the Peninsula for his ability to bestow cybernetic and genetic enhancements upon those who seek him out. Leyel has confirmed that it was Potamus who bestowed her mother with cybernetics.

**Lindar**



Mercurial Rhinoid, known as being a staver, and likely a member of the Zooprematics (or at least a sympathizer).

# Previous Locales

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- [Grubport NPCs](#)

See here for [Previous Campaign NPCs](#).

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