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

Click on pics to enlarge.

# **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.

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### The Show

S traveling with The Show

The NPCs **Guards** The Show particular wemploys guards to keep everybody safe, as few of the merchant PCs or crew and orly good at fighting.



Elkir 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 pyrokinetic powers and fighting skills to work as a guard for hire, and she's been with the traders 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 fatality.



Forp is a burly gatoroid that the group picked up much more recently, hailing from one of the many villages of his kind in the southern coastal swamps. Unlike Elkir, 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

It's hard to say it it's a mutation, or it it's just part of the variation of his kind, but he's far tougher and stronger than his kind is eem 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 asking to be equipped with something better. Forp is simply adventurous, and wants to see the world a bit and make his fortune before returning home to his swamp village to find a mate.

returning home to his swamp village to fi Crew Most of the crew are nameless currently. Lyeel



A young passewr 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 Rite of Maturity.

Lanu

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

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).

The Brute that Squiddy entranced with his lightshow in the aftermath of Ilirha's attack on Kiki's family's cart. Passengers



Grubport native from a formerly important family, Khovip 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 Lallana, however, so that he can travel with The Show, and has removed himself from the matchmaking this year.

Khovip is singularly well travelled amongst the folk of the Penninsula, having been to the Citadel of Thought, and the Kreal home cave, amongst many places. The Grubport locals seem to think his soujourns in the Central Lands have made him effete, despite clearly actually being a pretty tough customer in some ways. Thankful to Hoff for guiding him with regards to the matchmaking and his estate, and getting him on board The Show.

Son of Olkan, and likely next to rule it. Seems simultaneously prejudiced and provincial, and yet open-minded enough to think at maybe Kalser Urs isn't the worst thing that could happen to the Penninsula; 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.

Zeebell

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

A trader who carries his entire extensive store of gear on his back from village to village. Encountered first on the road between the Horse Bay ferry to Alalit and Grubport.

### Peninsula Tribe

ers of the tribe from outside of Grubport

Inis section covers members of the tribe from outside of Grupport.

Visiting Grubport

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

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), Takalk is a boy of 16, and was considering his options for marriage, despite his father thinking he should walt. Taktalk is jadd that the PCS gave him the push to take the plunge. He's a bit bewildered by his funch older) match, Olkan's Daughter, but willing to do what Dowin wills (he's also unaware that there was any chicanery involved or that the matches were anything but Dowin's will). One gets the feeling that he's trying to grow up very fast.

Olkan

Head of the Olkan family from the village of Stonefield. A former Head of the Olkan family from the village of Stonefield. A former captain of the Peninsula Guard, Olkan is fairly set in his ways. He was very interested in marrying off his children, and particularly uncaring of his daughter's desires. However, Olkan is delighted that his daughter is married off to the son of the Chief, Takaik, and the PCs convinced him, now OK that his son will wait another year to be married. He doesn't feel that he owes the PCs, but he's now generally favorably disposed towards them because of the dealings regarding his children.

Olkan's Daughter

Olkan's Daugnter

A bit overwhelmed to now be married off to the son of the Chief, but willing to do
Dowin's will, no matter what. Her words after the event peg her as being rather
devout, and pleased that she at least has such a pure mate. Greenstreams

Greenstreams
The elder of the village of Greenstream was in the dark about... Dowin being dark... so they have no change in their opinions of the PCs as a result of the matchmaking, thowever they are in good spirits as their daughter has a reasonable match, and their young son has an excellent match. They were thinking it wouldn't turn out this well. young son has an Caag AKA Breck



Going by the name of Breck, rumor has it that this mutant's real name is Caag, and he's been motivated by somebody to slay Herald M'kan.



A "painted woman" mutant human encountered in Grubport.

### The Peninsula Guard

The Peninsula Guard
This military organization claims to protect the entirety of the Peninsula (which does not include Alalit), apparently with the seat of their government being somewhat in the center of the Peninsula, a place called Meadow Folk.



Reportedly the leader of the Peninsula Guard, Commander Gars eems to be in control of their most potent asset, a massive DeathBot. On the c and, rumor has it that their control of this dangerous robot is sketchy at best.

## The Patrol

Comprised, apparently, of a handful of squadrons of mounted mostly pure strain humans equipped with ancient armor from the Restorationists, the unit that the PCs first met in Alalit is lead by one Lieutenant Sone. The Patrol is technically part of the Peninsula Guard, but seems to also have a great deal of prestige and autonomy. Captain DenRiffer



Leader of the Patrol, and headquartered at the Guardhouse on the road from Grubport to the Meadow Folk Villages, Captain DenRiffer is a no-nonsen woman who seems dedicated to her job.

## Lieutenant Sone



Here Sone is seen in his armor, but sans helmet as he was at

### Peninsula at Large

to be attached to one place

The people below do not seem to be attached to one place. **Restorationist Emmisaries**Clearly seeking to gain influence in the Peninsula, this team comes to the coastal settlements regularly from the Restorationist enclaves to the East across the waters.

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The captain of the patrol ship that carries the emmissary team, and as such, the chief emmisary, Marbolla seems fairly reasonable with the exception of a clear disdain for

Also pictured, Marbolla's ancient hover-gunboat.



### Others

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



A sorcerer of renown across the Peninsula, Ilirha is said to terrorize villages from her flying temple. She was is said to terrorize villages from her flying temple. She was responsible for disrupting the ceremonies to determine a new chief at Bay Village, by taking the two lead competitors (leaving Lallana as the only remaining competitor, and a thorn in Kurzor's side). She now has Kiki's brother captured, last seen taken into her flying temple. Doc Petamus



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



A humanoid plant that seemed very interested in Hoff's comings and goings at Dowin's Dome.

A member of a group of Healers that Hoff met at



Mercenary Rhinoid, known as being a slaver, and kely a member of the Zoopremacists (or at least a

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# **Previous Locales**

- Alalit NPCs
- Grubport NPCs

See here for Previous Campaign NPCs.

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