

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.

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 wait. Taktalk is glad that the PCs gave him the push to take the plunge. He’s a bit bewildered by his (much 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 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, Takalk, 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

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

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. However 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.

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.

Pavon



A “painted woman” mutant human encountered in Grubport.

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.

Commander Garst



Reportedly the leader of the Peninsula Guard, Commander Garst seems to be in control of their most potent asset, a massive DeathBot. On the other hand, 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-nonsense woman who seems dedicated to her job.

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 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.

Marbolla



The captain of the patrol ship that carries the emissary team, and as such, the chief emissary, Marbolla seems fairly reasonable with the exception of a clear disdain for mutants. Also pictured, Marbolla’s ancient hover-gunboat.



Others

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

Iirha



A sorcerer of renown across the Peninsula, Iirha 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 Potamus



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.

Serrat



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

Ropp



A member of a group of Healers that Hoff met at Dowin’s Dome.

Lindar



Mercenary Rhinoid, known as being a slaver, and likely a member of the Zoopremacists (or at least a sympathizer).

Previous Locales

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- [Grubport NPCs](#)

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

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