

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.

The Show

The NPCs 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.

Elkir



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 pyroknetic 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



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 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 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.

Crew

Most of the crew are nameless currently.

Lyee



A young passerw 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.

Lallana



Formerly a perennal challenger for the chief position in Bay Village on Horse Bay, Lallana 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 Khovip'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 Hoff. Apparently Ferid (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).

Iliirha's Brute



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

Passengers

Khovip



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 Peninsula, having been to the Citadel of Thought, and the Kreal home cave, amongst many places. The Grubport locals seem to think his sojourns 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.

Young Olkan



Son of Olkan, and likely next to rule it. Seems simultaneously prejudiced and provincial, and yet open-minded enough to think that maybe Kaiser Urs 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.

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 Village on Horse Bay.

Noomis



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.

Where to Next?

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. Takalk 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 Downin wills (he's also unaware that there was any chicanery involved or that the matches were anything but Downin'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 Downin'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... Downin 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 Emmissaries

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.

Iliirha



A sorcerer of renown across the Peninsula, Iliirha 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. Lyee 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 Downin's Dome.

Ropp



A member of a group of Healers that Hoff met at Downin'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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