

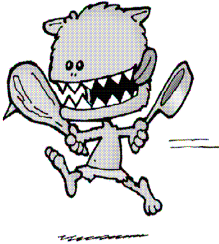
NEVER HOME NEW CREW NPCS

□ Standish Molton IV – Human, Master Helmsman



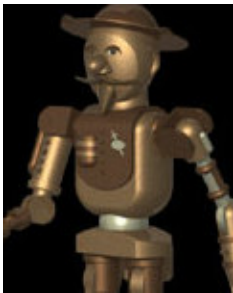
Easily the greatest hero of the Battle of Tender's Fault during the war of "Elvin Aggression", Standish comes from a long line of Tenderines, a strong-willed people who have joined Cademan's Phoenix in its deep-seeded desire to free all people's from the slavery of Elvin actions and to insure that the First make the Coming Journey without more needless suffering. He has a somewhat unique way of picturing the struggle that seems to be proof from any Reality forced upon it.

□ Landus Clade-25 – Kobold(s), Able Bodied Crewman (or men?)



While not literally a single entity, the swarm of Kobolds known as the 25th Clade of the Loins of Landus of the Rightmost Hilltop of the Much-Loved Place has an awful lot going for it as a crewman (or crewmen, depending on your mindset in this case.) The actions of the Clade are directed by a single Landus personality that is outgoing and very tolerant of other's feelings. Orkish intellect-boosting techniques make Landus quite able to learn new skills and he is able to reproduce lost units given time and food.

□ Clank Moonvoice – Gnomish Automaton, Sage and Researcher



Changed by his contact with both Ender of Tales and Alfric Gnomekin, Clank is now a more confident and knowledgeable fellow. He has a very advanced Augury installed that has had its potentials greatly increased by both mentors in ways that even Clank does not understand yet. He is still given to immense curiosity and is not very useful in a fight (though he can take quite a licking due to Gnomish design elements). He is the wide-eyed wonder of the ship, and is furiously engaged in the attempts to better understand the Flux Indexer/Calculator. If you can't get along with Clank, you are a villain – end of story.