

Caravan of the White Russian

Members

The caravan consists of up to 50 people, plus 10 to 20 outriders and guards. It usually has 5-10 waggons drawn by oxen.



Important Stops

The caravan of the White Russian follows the route described here which takes them a year to complete. Note the the export items have the difficulty to obtain reduced by 2 and are sometimes cheaper as indicated by the individual entry.

Chernobyl

The ruins of Chernobyl are seldom attacked by the Z'bri because Sundering, Synthesis, and other magic does not work near the Sarcophagi. The society of Chernobyl is divided into commoners and priests, the latter being heavily mutated from living near the radioactive core of their temple. It is said that any

stranger entering the inner sanctum has died within two weeks.

Chernobyl enjoys a technology level similar to that of WW II with regard to manufacturing capability and can maintain a lot of the less fancy technical equipment still around. This makes it a major trading partner all over Europe. The locals like to trade exotic treasures in return for technology.

Imports: True relics at normal value, raw materials at normal value, and food at value + 1

Exports: "High tech" goods at value - 1, also they often teach keeper skills to those willing to pay for the training

The Orb of the Spirit Artisans

The Orb of the Spirit Artisans is a minor orb reachable through the river of dream. Fortunately, the small hut which the Artisans inhabit exists in both the physical and the dream world and those who know the proper ritual (Survival (Dreaming) vs. 3) can enter the River without aid and take the path of snakes to the cave of the ancient Crafter, a spirit patron of the craftmanship, where his human disciples toil and create beautiful tools. In fact, the artisans bind spirits into items making them magical. Their most common products are weapons which are never dropped, everwarm coats, pipes which increase the potency of drugs by one, and skulls which utter prophecies of doom.

The area around the hut is strongly connected to the world of spirits and gives a bonus of +2 on rituals.

Imports: Food and raw materials at normal value, crafted items at value + 1. The artisans also pay well for news.

Exports: Items with bound spirits at normal value (always very high), ritual drugs at value - 1

Tunnels of Fran

The keepers in the tunnels under Fran are a desperate lot, fighting a guerilla war against the Koleris who terrorize the ruins in warbands, only occasionally answering to their prince. The Fran keepers are highly organized, using an aspect called WLAN to be "connected 24/7" which allows them to transmit their thoughts through the River.

Imports: weapons of all kinds at normal value (they are too poor to pay more), all kinds of equipment useful to fight a war

Exports: Non-weapon relics at value -1, liberated serfs who offer their services

Free City of Seck

This city is detailed in the campaign guide.

Imports: relics, drugs, and muskets at normal value.

Exports: Furs at value -1, manpower, information retrieved by awakened dreamers

Heidel

The city of Heidel is demonized by the Council of Seck as it is the home of the followers of Thor. The city is ruled by a military dictatorship/theocracy of sorts who are frantic to find the pieces of Thor to reassemble him, having so far only recovered his left leg. The city is very hostile to those coming from Seck as a long line of stakes with rotting bodies easily indicates. The city itself is dirty and utilitarian, tightly controlled by the templars of Thor. A few keepers of the Iron Triangle have agreed to craft muskets for the Thorites in return for free passage for their trains along the triangle. Heidel is also a trading hub where caravans from different places exchange goods, most notably the White Russian and Jaq Mo-Ley, a scarred human who trades in raw materials as

well as the excellent steeds of the Western lands.

Imports: Drugs at value +1, manpower, bound spirits, horses, raw materials

Exports: Relics, salvaged steel and other raw materials recovered during the searches for Thors body, horses

The Floating Tower of Myrlthep

Over the ruins of Prague floats this crimson tower of flesh and bone, inhabited by a Flemis hive that has fitted its drones with spider-like glands which allows them to lower themselves from the platform to work in the organ fields and to attack intruders. The hive also has mighty warriors with many spider-like legs and poisonous fangs. No trading takes place here, rather raids often occur near this site so the caravans try to go by quickly.

Recently, the hive has set up roadblocks to end the nuisance of the caravan. They have built a wooden watchtower and an organic building, which moves as if it is breathing, near the road and have spun a web which blocks the way.

Krak

The ruins of Krakov are home to tribes of goat herds and daring raiders who make a living selling supplies to the caravans.

Imports: Few things beyond those required for their simple lives.

Exports: Any kind of product made from sheep.

Chernobyl

The round-trip ends where it begins - in Chernobyl. Usually, those who have survived the trip are now rich enough to establish their own manufactory.

Adventure Opportunities

PCs who join the caravan are likely to be used as scouts, walking or riding ahead

of the caravan to spot enemies and to neutralize enemy scouts. Besides human bandits (which should be easy to handle), there might be a run-in with the Knights of Steiner, especially near the city of Monn or with Zoms for a massive battle.

Knights of Steiner

The players scout through the forest between Monn and Heidel when they stumble upon a Knight of Steiner mounted on a Gargoyle resting on top of an old broken bridge crossing rusty rails. The PCs will have to sneak up and kill the Knight otherwise it will flee and call in the rest of its warband, which is likely to lead to destruction of the caravan. Cut the players some slack here - the knight is sitting next to his mount and will take a round to mount before starting to fly away. This situation can result in a chase.

Zombie Town

The PCs come upon a town which was meant to be the resting point for the night but it looks abandoned. Then, the first body is found, its head torn open... there are as many Zoms in the village as PCs, maybe one more. The beasts lack coordination and will mindlessly attack the PCs as soon as they spot them. Once the village is cleared, it can be used by the caravan. Research can reveal that the Zoms climbed down from a tree where they were crucified, apparently by Z'Bri to shock the villagers.

The Spiteful Spirit

While resting in one of the many inns near the blacktop road, one of the PCs, presumably the one with the worst health, falls terribly ill (gaining 1 genre point and -1 on all actions) along with many of the other residents of the inn. It turns out that the innkeeper has been using poison to kill the rats. However, while this might initially seem the cause

of the problem, the disease has similar symptoms but does not go away over time as would be the case with the poison. Next, one of the more spiritual PCs dreams of a tiny dead body and research reveals that the innkeeper has incurred the wrath of a rat spirit who is angry that his children are being killed and has decided to take revenge. The PCs will have to find a way to appease the spirit, possibly with gifts, or a way to kill it (entering the river).