

# The Prairie of Many Faces



## “Possible Minor Story Arcs”

### *List of Minor Story Events*

With the number of personalities on the trail accompanying the party members, opportunities for role-playing are plentiful. Some examples of interactions while on the road:

- A fight breaks out during the evening between two groups of guards. Tensions are high.
- One of the caravan members takes a personal interest in one of the party members.
- A caravan guard starts acting paranoid, thinking something is after him.
- One of the drivers belongs to the Blood Queen cult.
- One of the guards is stealing items from other guards.
- The guards often gambling at night.
- A group of simple priests or pilgrims have joined the caravan.
- The caravan captain does not like one of the party members.
- A mute driver draws on everything with chalk.
- A guard seeds hatred for the captain, trying to have them removed.
- Three guards begin demanding more pay.
- A cook enjoys spending time with the party at night.
- A scout expresses their fear of going out alone and asks a party member to be sure to pair with them.
- The captain takes one of the weaker party members under their wing.
- There is a murderer or wanted felon in the caravan.
- The caravan is transporting a high-value prisoner.
- One of the guards is a plant for a mercenary group positioned to steal goods or lead the caravan into an ambush.
- There are challenges most nights with games of chance to determine who does certain daily chores.
- A party member is tasked with protecting the caravan master.
- A party member is promoted to team leader and assigned three guards.

### *Notes:*