

# The Prairie of Many Faces



## “Story Points List”

### Path - Land of Stone

|        |        |
|--------|--------|
| Tier 1 | Tier 2 |
|--------|--------|

Chapter 1: “Ghost Stories”  
*introduction / role-play encounter*

Chapter 2: “Howling Winds”  
*event / atmosphere builder*

Chapter 3: Land of Stone I  
*rising action / combat challenge*

Chapter 4: “Heated Words”  
*dialogue / skill challenge*

Chapter 5: Crossing the Ford  
*rising action / skill and combat challenge*

Chapter 6: “Proposal”  
*dialogue / hook*

Chapter 7: Land of Stone II  
*development / skill or combat challenge*

Chapter 8: “The Tri-Mounds”  
*climax / exploration encounter*

Chapter 9: Centaur Hunting Grounds  
*falling action / role-play challenge*

Chapter 10: Kettel  
*conclusion*

### Path - The Forest of Dust

|        |        |
|--------|--------|
| Tier 2 | Tier 3 |
|--------|--------|

Chapter 1: “Big Game Hunter”  
*introduction / role-play encounter*

Chapter 2: “Crossed Swords”  
*rising action / skill challenge*

Chapter 3: Grassland Hunting Grounds  
*rising action / combat challenge*

Chapter 4: “Full Rush”  
*crisis / skill and combat challenge*

Chapter 5: Ravine Crossing  
*rising action / skill and combat challenge*

Chapter 6: “Big Talk”  
*dialogue / hook*

Chapter 7: Forest of Dust  
*rising action / skill and combat challenge*

Chapter 8: The Crystal Hives  
*climax / exploration encounter*

Chapter 9: Campgrounds  
*falling action / role-play challenge*

Chapter 10: Kettel  
*conclusion*

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## “Story Points List”

### Path - Idol of the Blood Queen

|        |        |
|--------|--------|
| Tier 3 | Tier 4 |
|--------|--------|

#### Chapter 1: “Foul Deeds”

*introduction / development*

#### Chapter 2: “Wings of Blood”

*event / atmosphere builder*

#### Chapter 3: Aerial Hunting Grounds

*rising action / combat challenge*

#### Chapter 4: “Stalked”

*development / story builder*

#### Chapter 5: Setirow Ruins

*rising action / exploration encounter*

#### Chapter 6: “Cathedral of Blood”

*rising action / combat challenge*

#### Chapter 7: Frosted Fields

*rising action / skill and combat challenge*

#### Chapter 8: Into the Fray

*climax / combat challenge*

#### Chapter 9: The Smiling Orchard

*falling action / role-play challenge*

#### Chapter 10: Kettel

*conclusion*

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