

Setting

The scenario begins on the edge of a patch of woodland; a short way ahead, a small, poor-looking village lies nestled among the outlying trees. Describe the weather as the mood takes you, and invite the client to describe how and why their character came to be there.

Suddenly, a cry emanates from the village; a successful action roll (modified by any appropriate abilities) will reveal that it is accompanied by the sound of steel on steel, and the shouts of battle. The village is under attack!

What will the client's character do?

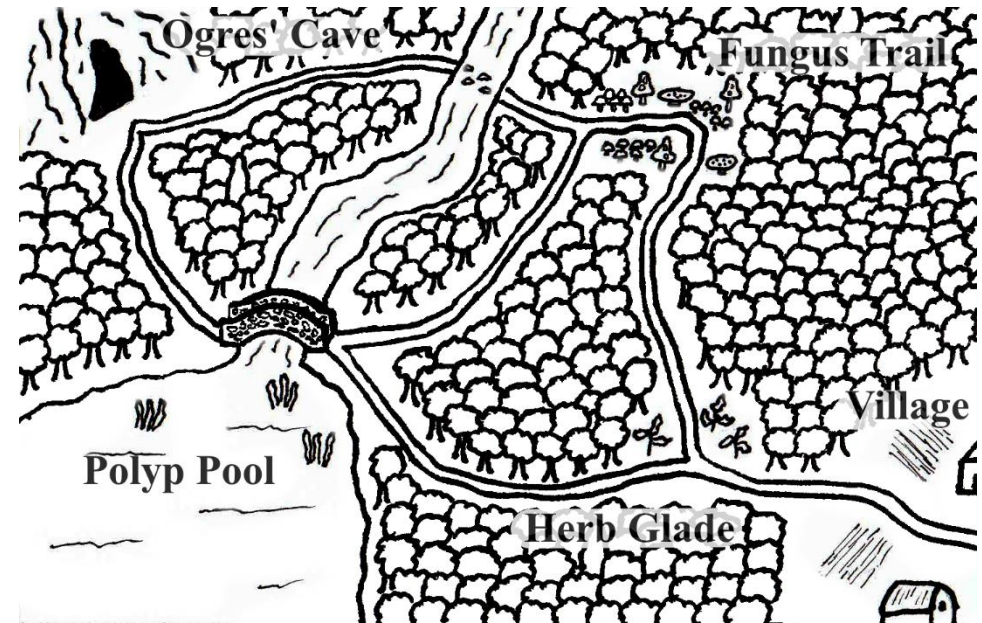


Obstacle

Upon approaching the village, the character sees that it is being attacked by a band of three ogres. Describe the scene, with lots of people running about, fear and pandemonium, and the noise of the fighting.

If the client decides to engage the ogres (in combat or otherwise), treat them as Grunts (p.79). As soon as two are overpowered, the survivor flees. As he reaches the treeline, however, he turns back and loses a final arrow; it hits one of the villagers!

The character arrived just in time—nobody else was hurt. But it quickly becomes clear that the arrow was poisoned with deadly nightbane. A cure must be found, and quickly!



The character has three obvious choices:

1. Travel to the nearest town, find an apothecary, and buy some antidote (see Interaction Mechanics, p.108);
2. Chase the remaining ogre, overpower him, and recover the antidote (see Combat Mechanics, p.111); or
3. Search the woods, and gather the three ingredients needed to concoct a fresh antidote (see Puzzle Mechanics, p.116).

(If the client comes up with their own solution, there's no reason they shouldn't be allowed to pursue it.)

Additional Information

Locations

Forest. Dense, labyrinthine, muddy. Filled with fungi, herbs, and creatures; describe each area, and let the client narrate how their character gathers the ingredients. The ogres' tracks are clearly visible.

Apothecary. In the character's Safe Space (or other nearby town). Must be travelled to (see Random Encounters, p.106). Has a wide variety of medicines, and smells richly of spices. Spotlessly clean.

NPCs

Marna: the village wise woman. An elderly lady who identifies the poison, and explains the character's options. Kind, but clearly worried about the victim.

Zain: the apothecary. Middle-aged, wealthy. A bit slimy, charges more than the character can afford; he must be bartered with.

Lerk: the ogre leader. (Treat as Lieutenant, p.79.) Will not surrender, must be defeated in combat. Carries the antidote in his pouch.

Resolution

When the character returns with the antidote, Marna administers the treatment, and the villagers joyously celebrate their new hero.

Reflection

At the end of play (or during, if it seems appropriate), help the client to reflect on topics such as the following:

- What was going through their character's head when they realised there was a battle going on, or that a person was hurt? How might they (the client) have felt?
- How do they feel about the NPC(s) they met? Can they explain why they feel as they do?
- How does the character feel about the villagers' appreciation? Would they (the client) have responded in the same way?

For more information/resources, visit

www.monomythcounselling.co.uk

YouTube [@RPGTherapist](https://www.youtube.com/@RPGTherapist)

A Parting Shot



An RPG Therapy Adventure

by Daniel Hand

(Compatible with *Role-Playing Games in Psychotherapy: A Practitioner's Guide*)