

### Major Locations

*Abandoned Mine* (B2). What's down there? Untold riches? The ghosts of trapped miners? An ancient dwarf settlement?

*Castle* (D2). A cultured place of balls, political machinations, and opportunities to 're-home' expensive jewellery.

*Forest* (A3, D4). The secret hideout of bandits who rob the rich and give to the poor, or a hidden elven kingdom? Do people enter and never return?

*River* (B1-D5, A6-B4). A great place to go fishing? Deep and treacherous? The home of enchanting river spirits and cursed treasure?

*Farmland* (D3, B5, C6). A place to meet friendly folk who might offer a cup of tea in return for a helping hand. The cows won't milk themselves!

### NPCs

*Tak: the farmer.* An elderly gentleman with a bad leg. Perpetually grumpy, albeit in a good-natured way; always doting on his three young grandkids.

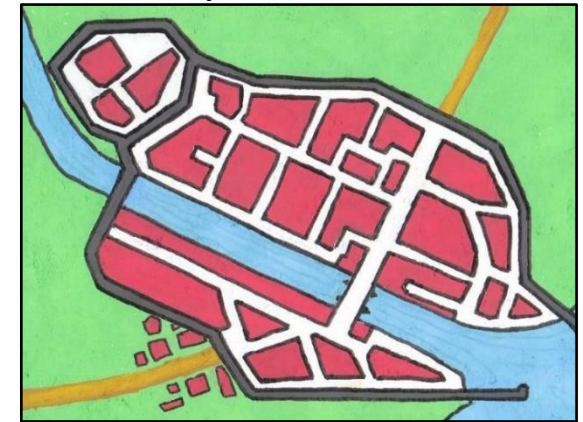
*Milcar: the bandit.* An affable chap, always smiling, but won't hesitate to cause harm. Wears a feathered cap and always carries a bow and arrows.

*Sujata: the thane.* A wealthy landowner, once a peasant; always happy to give aid if she can. In mourning for her late husband. Has a nose ring.

*Wyot: the ghost.* Drifts across the landscape, looking for their body (they left something behind). Can't remember much about their life.

*Amina: the knight.* A lone wanderer, striving to do good, but rather gruff, and set in her ways. Her armour is old and scuffed, but her sword shines.

### City (D5): Stoneford



### Locations

*Temple District.* A place of culture and healing, where information may be found and wounds tended after the more arduous of adventures.

*Merchant Quarter.* Where the wealthier folk do business, go shopping, and enjoy vibrant carnivals. Bustling with people from across the world.

*Slum.* Outside the city walls, where poorer residents eke out a living. A great place to make shady deals and sell ill-gotten goods.

### NPCs

*Mother Feng: the abbess.* Kindly but firm leader of a monastic hospital; knows healing magic.

*Laba: the trader.* Always has what a character needs, but can never remember where they put it.

*Cyner: the crime lord.* Creepy bloke with a messy beard; will happily offer characters 'employment'.

## Obstacles

*Puzzle: Help Wyot find their body.* Give clues in the form of half-forgotten memories about their last moments, descriptions of their ethereal clothing, or by speaking with old acquaintances.

*Combat: Stop the bandits.* They've been attacking nearby farms, robbing travellers, and intimidating the client-character's friends. Milcar and his followers, like all bullies, must be stood up to.

*Interaction: Reconcile Amina and Tak.* They used to be good friends, until they fell out. Find out why they argued, and help them move past it; this may involve speaking to their other friends/relatives.

*Exploration: Find Sujata's horse.* It bolted from its stable, and has seemingly vanished. The client must accumulate three 'Chance meeting' or 'Find something' results on the Random-encounter table to track the beast. Other results still apply.

*Downtime: Visit the Carnival.* Stoneford's streets heave with bodies, the air is filled with music and the smell of rich foods, and there's always fun and games to be had. Why not join the celebrations?

*Additionally, Cyner will always be on hand to offer 'side-jobs', such as heists or smuggling; Laba and Mother Feng may also need errands to be run.*

## Read this aloud to the client:

*Welcome, one and all, to the fabled land of Theropoeia. A land of magic, hope, and adventure, home to mighty heroes and mysterious, otherworldly beings. A land where one might spend a morning taking tea with a local farmer, an afternoon searching through the woods for some gateway to the Fairy Realm, and an evening revelling in a noble feasting hall, all before retiring to the safety of one's bed. A land at peace.*

*Mostly.*

*Because Theropoeia, like anywhere else, has its fair share of troubles. Those same farmers may have tales of woe to tell; not all denizens of the Fairy Realm are benevolent; and sometimes even the noblest of celebrations may hide underlying intrigues. Mercifully, though, there's a new adventurer in town—you—and once more the people of Theropoeia can rest assured that a mighty champion will keep them safe.*

*Unless you make things worse, of course . . .*

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[www.monomythcounselling.co.uk](http://www.monomythcounselling.co.uk)

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

# Theropoeia



## An RPG Therapy Setting

by Daniel Hand

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