

# *Fantasy Adventure Scene Tables*

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Scene tables are something used in many RPGs from Japan. They're a tool that are useful for keeping action moving and avoiding hangups. The key to using them effectively is to remember they're improvisation tools: they provide a starting point, your plans as the GM are the end goal, and the player's motivation fill the gap between those two.

These tables are 2d6.

## **City Encounters**

2	A shady looking person approaches you, and shoves a bag into your hands. "Hold on to this, and meet me at the edge of town tonight. I'll make it worth your while."
3	The town guards eye you for a moment. After awhile, one of them approaches you.
4	Somebody bumps into you. They apologize, and walk off hurriedly. You check your pockets, and notice something is missing.
5	A group of children flock around you excitedly, asking for you to tell them a story.
6	While eating, you overhear a conversation about the local happenings. One of the people invites you to share your opinion.
7	As you're passing through the town, you notice a merchant has a stall set up selling some of your favorite things. You stop to take a look, and consider buying one.
8	A traveling merchant approaches you, wanting to discuss the roads ahead and behind.
9	There's a minstrel entertaining people by telling stories. You wonder what he can tell you about local folklore.
10	"Stop! Thief!" you hear somebody cry out. You see two people giving chase, and one of them bumps into you.
11	A young man offers you his newspaper, saying he's finished with it.
12	You meet a young woman. "You're a traveler right? Take this charm. It'll protect you on your journey."

## Wilderness Road Encounters

2	Is that...? Yes it is. It's a bear!!
3	Where there's smoke, there's fire. And there's a lot of smoke up ahead...
4	Highway men block your path. They want a tribute before they let your pass!
5	A flock of scavenging birds are eating something. They scatter as you approach the carcass.
6	Traveling merchants are always looking to peddle their wares, and this one is no exception. Do they have anything interesting?
7	It's peaceful out here. You feel optimistic about your journey, and take a break to consult your map for a moment.
8	You meet fellow travelers along the way. It turns out they just departed from your destination!
9	Along the path, you spot a good place to forage for some extra food and fresh water.
10	A short detour would take you to a shack off in the distance, it looks like somebody is living there!
11	The remnants of somebody's campsite. They seem to have left something behind.
12	A patrolling ranger's route runs along your own. They decide to follow you for awhile.

## Troubleshooting

These charts can be useful for splitting up parties. Have one character be the “leader” of the scene, and allow one or two other character accompany the leader in it. Bring the scene to an end once something interesting has happened; such as the situation being resolved, or information from NPCs has been shared.

Try to avoid changing too much of the results. If a character's favorite thing is Dwarven silverware, and they find a merchant selling it in an Elven city, devise a way for the silverware to have made its way into the city; perhaps a traveler sold it to the merchant, or the merchant also likes the Dwarven design, and brought it into their own craftwork. Be flexible in your setting; exceptions to rules and trends can exist.

Let players decide some of these elements for themselves. If something goes missing, let them decide what it was, and give them a chance to recover it. Then, use the confrontation to present other plot hooks to the player.