

OSE Encounter Activities – Giant Bat (d30)

1	Adopted and protected by local townsfolk, seen as good omens	16	One inadvertently swallowed a wand, and belches green fire
2	Being studied by an inventor who seeks their secret of flight	17	Pampered by a local Goblin bat-cult
3	Capable of an incredible racket if disturbed by light sources	18	Returned from an unsuccessful hunt and still hungry
4	Carrying off a helpless Halfling child	19	Roused from slumber to come to the aid of a nearby Vampire
5	Chittering defensively after spying Dwarf guano prospectors	20	Scattering at the cry that sounds like a Giant Eagle
6	Divebombing a Giant Toad	21	Scavenging on large insects drawn to the corpse of a Hippogriff
7	Dogfight with Giant Killer Bees	22	Squabbling over the choice bits of a Giant Spider carcass
8	Drinking greedily from a water seeping	23	Stunning their Robber Fly prey with subsonic chirps
9	Driven from their roost by Green Slime, seeking a new home	24	Suckling pale pups, the size of an infant
10	Grooming fastidiously with sour smelling spittle	25	Suspended over a heap of guano bearing toxic mold
11	Gulping down some very large Rats	26	The claws of this species are easily confused with Dragon teeth
12	Harassing a hapless Farmer, armed only with a pitchfork	27	Unhappily sharing their home with a noisy Owlbear
13	Have somehow acquired a taste for Ghoulflesh, and feasting	28	Used as mounts for lamp oil flinging Kobolds
14	Lazily hanging upside down, seemingly unbothered	29	Wing bones make flutes that play eerie melodies
15	Narrowly avoiding the strike of a Giant Snake as they take flight	30	Wing-leather is prized by enchanters and spell bookbinders

OSE Encounter Activities – Giant Vampire Bat (d30)

1	After drinking Dragon blood, possess weak breath weapons	16	Held at bay by a terrified Dwarf waving a poleaxe
2	Bearing potbellies after draining a whole herd of Sheep	17	Hunched awkwardly over an unconscious Cleric
3	Bred as blood banks for a Vampire Vivimancer, explode when hit	18	Inflicted by mange, their furless, naked bodies more terrifying
4	Circling a stone font full of bubbling vermilion liquid	19	Keeping their distance from a large stone Holy Symbol
5	Clucking contentedly toward the moon	20	Lapping scarlet trickles from a sleeping Mule
6	Docile and complacent after being charmed by Harpy song	21	Migrating for a semi-annual mating ritual
7	Domesticated by a dark sect, willingly bit in hopes of turning	22	Mourning their matriarch, staked by mistake
8	Drooling over a dead Deer	23	Once kept as pets by an eccentric Elf, still know a few commands
9	Drunk after drinking from a Dryad	24	Orcs prize their guano for burning in special ceremonies
10	Eerily albino, with blazing red eyes and bloodstained chins	25	Protective of an obese Ogre they feed from frequently
11	Engaged in a turf war with a local sting of Stirges	26	Relentlessly guarding a coffin, empty save a layer of soil
12	Extremely antagonized by the sound of church bells	27	Resting, engorged, atop a desiccated Cow
13	Granted minor regenerative powers from a diet of Troll blood	28	Seeking a shady spot to shy away from sunlight
14	Harrying a healer who seeks their saliva as an anti-coagulant	29	Skittish after a run in with a Warhorse shod in silver shoes
15	Have learned to douse torches with their prodigious spittle	30	Stuck in an enormous web, as a Huge Black Widow approaches

OSE Encounter Activities – Normal Bat (d30)

1	Attaching coins to the surface of the ceiling with adhesive spittle	16	Indispensable for keeping the Shrieker population down
2	Attracted to light and surprisingly flammable	17	Known to cache sharp stones in niches to drop on invaders
3	Barbed Bats: Covered in sharp spines beneath their fur, don't grab!	18	Make excellent familiars, rumored to smell magical items
4	Blessing Bats: Patches on fur resemble Holy Symbols	19	Necromancer's Friend: swarm can strip corpse to bone in 5 turns
5	Blossom Headed: Hangs with sweet breath, insects come to them	20	Ooze Drinkers: Strangely immune to most common oozes
6	Burglar Bats: Wing bones make excellent lockpicks	21	Prized for their thick, black, Darkvision resistant fur
7	Covered in white dust, fungal zombies really	22	Riven with rabies, the Foaming Fever
8	Distantly related to Bugbears, these bats are eerily silent	23	Selectively Elf-bred as messengers, can learn 1 word each
9	Drawn to Dwarfs for warmth, make adorable sounds/nuzzle a lot	24	Sentries for a bona-fide Vampire, they report to their master
10	Due to a quirk, can speak to Gnomes, but are very chatty/annoying	25	Serve as mounts for Neanderthal like Cave Pixies
11	Echolocation can cause harmless nosebleeds in Halflings/Gnomes	26	So noisy, most denizens of the area avoid this place
12	Excreting constantly, their droppings burn the eyes and throat	27	Strangely bioluminescent (dull orange) when they sleep
13	Fox headed frugivores, fling sticky rotten fruit at interlopers	28	Surprisingly delicious, many explorers saved from starving
14	If exterminated or displaced, local crops will fall to Blister Locusts	29	Their guano is in high demand for alchemical purposes
15	If followed may reveal a surprising route out of the area	30	Through strange magical mishap, these bats have Scorpion tails

