

# OSE Encounter Activities – Gnome (d100)

1	Adjusting the speed at which a waterwheel rotates	51	Mapping the area around Dwarf ruins for a future expedition
2	Administering Antidotes, some succumbed to Carcass Crawler	52	Methodically panning for Gold with help from tireless Golems
3	Arguing with a group of Dwarfs about ownership of a seam	53	Mincing Cucumbers, Carrots and Chilis for a spicy chutney
4	Assisting a Shepherdess looking for her Sheep	54	Mining Moonlight, to melt into one of the scarcest alloys
5	Baking mouth-wateringly fragrant Plum and Lavender tarts	55	Negotiating with the xenophobic Naked Mole Rat Hive Mind
6	Binge-drinking Cyclops Wine, traded for Gopher Pest control	56	Numbering the pieces of a dismantled Windmill
7	Blowing intricate glassware to sell to Alchemists	57	Nursing a wounded Werefox (in animal form), caught in a snare
8	Brewing a potent Stout, so thick you can stand a spoon in it	58	Offering food/drink to peaceful parties, part of a Hospitality Mitzvah
9	Carousing with a group of somewhat shady Sprites	59	Opening a stuck door with an intricate, several-step process
10	Carrying an important message from their Chieftain to the Elfs	60	Outfoxing Orc sentries, sabotaging their tent poles
11	Celebrating a strange holiday, seemingly centered around Leeks	61	Packing up an unsuccessful Mining camp and in sullen spirits
12	Checking on a local Priest, who fed and sheltered them decades ago	62	Peeling a pile of potatoes, as tall as a Troll
13	Cheering loudly after driving away a Greedy Ogre	63	Planting a Pangolin spy behind enemy lines
14	Christening a new, ornately carved Goat Cart	64	Polishing their masterfully cobbled, silver-buckled boots
15	Conspiring with local Moles to undermine a Kobold warren	65	Puffing on baroquely carved pipes, smoke rings reaching Buckler-size
16	Debating loudly about whether or not they're lost	66	Quarrelling with characteristically contrary Prairie Dogs
17	Deciding through voting if it is safe to set up camp	67	Questioning their hired Dwarf Cooks' culinary ability
18	Delivering a Wedding gift to a Centaur Chieftain, ancient tradition	68	Receiving a dire report from their hyper-vigilant Meerkat sentries
19	Distilling syrupy Blightberry Cordial in portable Copper boilers	69	Refilling water skins from a Cursed Spring: turns drinkers Wrathful
20	Drying their conical hats near a fire, after being storm soaked	70	Researching the still-nascent field of Gnomed Balloon flight
21	Electing a new expedition leader, last one was turned into a Frog	71	Resting in the company of some neighborly Nixies
22	Embroided in trench warfare with a nearby Kobold Stronghold	72	Retrieving a stolen Painting at the behest of their Queen
23	Escorting the Badger King on a tour of his subterranean subjects	73	Twisting sausage links from an ingenious steam-powered Grinder
24	Establishing a military presence deep in traditional Kobold territory	74	Searching for a Relic said to bring the utter destruction of Koboldkind
25	Excavating the fossilized remains of a prehistoric creature for study	75	Shaking out beautiful quilts that function as family trees
26	Experimenting with new self-contained Fire-Starter, slightly singed	76	Uneasily sharing a campfire with a group of Lawful Goblin Pilgrims
27	Failing to spot a lurking Crab Spider in time	77	Shivering and soaked to the bone after their Coracle capsized
28	Fawning over a warrior: elderly Hero from the XVII Kobold Wars	78	Sowing Treant seeds as a favor for an antediluvian friend
29	Fitting a saddle on an absolutely massive Blue Jay	79	Strategizing about what to do with a captured Cockatrice
30	Foraging for awfully specific Spores: ultrasonic Shriekers	80	Surveying a site for potential Gnome Settlement
31	Fussing over their meticulously maintained mustaches	81	Tabulating an unexpected bill for Adventurers that shared their camp
32	Gathering Ore samples from an exposed seam for future testing	82	Thronging around a deposit of gemstones
33	Gossiping about the Weather with a repetition of Groundhogs	83	Thwarting Kobold incursion by poisoning their Rust Monster calvary
34	Grafting preciously rare Pear cultivars: cider made from it Magical	84	Tinkering with the inner workings of a remarkably complex Trap
35	Guarding one of several secret routes into a Gnome community	85	Transplanting a grateful Dryad, Hobgoblins decimating her forest
36	Guiding a group of Halflings safely through Hobgoblin territory	86	Trimming their outrageous nose hairs
37	Harnessing their semi-trained Giant Shrews to a sledge	87	Tumbling down a slope, gear and supplies flying as their Mules bray
38	Harvesting special Mushrooms, used to dye their characteristic caps	88	Underestimating a Confusing Fog, conjured by a Kobold Shaman
39	Hauling a minecart, laden with half-finished Crossbow Quarrels	89	Undertaking a secret mission to treat with Lizard Men
40	Helping a family of Blink Dogs dig a new den	90	Unloading a patient Donkey to more carefully cross a rickety bridge
41	Hiding from a prowling Manticore	91	Unproductively re-prospecting a played-out strike
42	Hoisting a large Menhir into place to repay a debt to local Druids	92	Vanishing from view after hearing a Giant's earth-shaking footfalls
43	Hollowing out a log from a Pitchlock Pine into a serviceable sluice	93	Visiting a local Wizard's tower, bearing rare Components to barter
44	Infiltrating a Gnoll tent-shrine to steal scandalous Scrolls	94	Volunteering to help reap, looking to test an experimental Thresher
45	Inventing a new type of Dowsing rod, currently only works on Beer	95	Wagering a month's mine-takings on Racing Rats
46	Junketeering by order of the King after a particularly brutal battle	96	Walloping a Warp Beast with their well-crafted Warhammers
47	Kindling a small fire, burning with a sweet-smoking flame	97	Warming their gnarled knuckles over a strange, green glowing gem
48	Laughing at a mirthful Marmot's jokes	98	Weaving their way through clandestine, circuitous routes for safety
49	Laying siege to a Driver Ant mound with an army of Dire Aardvarks	99	Woodworking indefatigably, this new Catapult will surely work
50	Lifting the boom from a Toll Booth to allow Human Traders to pass	100	Yodeling Family Clan's deeds/accomplishments in a boasting contest