

# OSE Encounter Activities – Shrieker (d100)

1	Advancing sluggishly toward a dead Dire Rat	51	Muffled by a mauled Missionary's Silencing Scroll
2	Alerting an Alchemist of laboratory intruders	52	Mulishly inching toward a dead Donkey
3	Announcing the arrival of an obliviously deaf Acolyte	53	Nurtured by wax-eared Witches, for a valuable Singing Cheese
4	Annoying a Kobold Archer: Trying to get some sleep	54	Obscuring a mosaic map of this dungeon level
5	Arranging themselves atop a decomposing Driver Ant	55	Overgrowing a fusty Owl Bear carcass
6	Attaching to circuitous Treant Roots	56	Overhanging a charnel pit, straining to reach the bones
7	Becoming slowly sentient after snacking on a Spell Book	57	Piercing the stony silence with an ear-splitting Squeal
8	Billowing forth fuchsia clouds of choking, obscuring Spores	58	Poisonous to Warp Beasts, if brewed in a Tea
9	Blaring, fog-horn-like, after a Bombardier Beetle nibble	59	Possessing tubular, graduated ranks of organ-like Pipes
10	Blotched with sickly olive Music Notes spots and red Gills	60	Preventing Green Slime from surging through a sluice
11	Breaching a decaying Door with decades of patience	61	Prized by Potion Stirrers to improve wakefulness
12	Breaking down the body of a Bugbear, bedecked in green fuzz	62	Producing a shrill shout, confusing the Bats above
13	Budding with pale, fleshy orbs, hollow and rattling	63	Proliferating rapidly on dead Fish in a dried-up Pool
14	Caking the darkened corners of a small Chapel	64	Puffing hallucinogenic Prophecy Spores: Snatches of Future Sounds
15	Capped with brilliant blue, horn-shaped structures	65	Quietly sprouting new noisy Gills after Rats gnawed them off
16	Carpeting a cave, crowding out a rare Medicinal Mushroom	66	Raising clamorous hue and cry due to haywire photoreceptors
17	Clinging to a Corridor Wall, at a crucial intersecting corner	67	Resembling harps with sickly, sticky mycelium filaments
18	Clustering around a Cave Locust Carapace	68	Reverberating throughout, thanks to a vaulted ceiling
19	Colonizing a colorful Carpet depicting a Hunting Scene	69	Rising in response to cloying carrion on the air currents
20	Composting a coin concealing Cushion	70	Screaming a single word in Lawful: Vigilance
21	Creeping deliberately toward a deceased Dwarf	71	Shedding a smelly film as they slowly traipse
22	Cultivated by a Hobgoblin Herbalist, trained in Marching Tunes	72	Shuffling into a chirping mass to exchange spores
23	Dancing hypnotically in a glacially slow waltz	73	Signaling to Shadows that pickings are present
24	Deafening a Drug Dealer, searching for Dreamcaps	74	Singing a somnolent lullaby instead of Shrieking
25	Discordantly screeching as Zombies lurch through	75	Sounding off in strident sequence: a cacophony of racket
26	Drowning out bickering Bandits nearby	76	Spreading and devouring the priceless Scrolls in a Library
27	Dusting dungeon walls with sneeze-inducing spores	77	Squeaking inquisitively at a bioluminescent Moth
28	Echoing throughout the complex, disturbed by an Orc	78	Startling a sleeping Gnoll Sell-sword
29	Emitting high-pitched frequencies that antagonize Dogs	79	Stinking of strong drink as they ferment old Potatoes
30	Encircling Myconid remains, almost reverently	80	Sullenly glowing with a sickly chartreuse effulgence
31	Feasting on a Fighter's festering corpse	81	Summoning a curious Basilisk, associating them with food
32	Filling a crate, once containing Cabbages	82	Swelling pustules loudly wheeze when disturbed: Bagpipe-y
33	Gathering in moist clumps near a dripping Stalactite	83	Symbiotically associated with saffron Yellow Mold nearby
34	Germinating on a Giant skeleton, near a massive Sword	84	Tasting like a Symphony, uniquely delicious before Toxin takes hold
35	Growing on the underside of a tempting Trap Door	85	Topped with Cymbal-like Caps that clatter and crash
36	Growling a warning to a nearby Crab Spider Colony	86	Triggering a rain of small rocks/stalactites with their loud cries
37	Heralding a Troglodyte Stench Shaman's arrival	87	Trumpeting tuckets and fanfares, to greet their Vivamancer
38	Home to an unusually chatty Dryad	88	Turning slowly around a corner with squelching sounds
39	Hooting with strigine sounds at a clumsy Skeleton	89	Undermining an Invisible Stalker's attempts at Stealth
40	Housing a colony of completely earless Cave Sprites	90	Voraciously consuming the corpse of a Cleric
41	Howling mournfully as a Cave Crab clips off caps	91	Waddling ponderously across a rickety bridge
42	Infesting the surface of a Treasure Chest	92	Wailing fruitlessly at a Wight
43	Invading a Goblin Garbage pile, full of broken baubles	93	Waking up a Golem from pleasant dreams of Woolly Sheep
44	Jarring to overhear: Their shriek sounds of distressed Damsel	94	Warbling with a wet Yodel, underwater
45	Keening continuously due to a sputtering Torch	95	Warning a Wicked Wizard of intruders to her Sanctum
46	Living safely on the ceiling, but still easily startled	96	Weakening a wooden floor with their microscopic chewing
47	Looming, having ballooned to nearly the size of an Ogre	97	Weathering frequent Harvests from a Thoul Fungomancer
48	Luring locals to deal with a trespassing Trap-Finder	98	Whining softly under a trickle of water from above
49	Maturing rapidly, frequently fed by Lizard Men	99	Whistling every hour as part of an ingenious Water Clock
50	Moaning softly as they mulch a Minotaur	100	Zither makers seek their woody stems for Magical Instruments