

OSE Encounter Activities – Skeleton (d100)

1	Adjourning to a nearby chamber after driving away a noisy Owl	51	Mobbing a Medium, who came here to study ancient inscriptions
2	Adorned with noisy bronze chains that foretell their arrival	52	Muttering paeans of thanksgiving in a long dead language
3	Ambling on unsteady legs, across a rock-strewn floor	53	Nodding at the silent gestures of their Necromancer
4	Angrily clawing gooey chunks from a mud effigy	54	Obedying orders from a sweaty and nervous Acolyte
5	Animating slowly after a graven idol is moved	55	Obliterating a mirror that mocks their fleshless forms
6	Arriving in time to assist a nearly victorious Ghoul	56	Occupying the opposite bank of a rickety rope bridge
7	Astride skeletal Giant Lizards that can climb walls still	57	Overrunning their smallest: an armored Dwarf skeleton
8	Avoiding a bone hungry Black Pudding	58	Parading with a reliquary box held aloft, it contains a tooth
9	Bashing rust-covered blades against dented shields	59	Patrolling with loaded Crossbows & silver tipped ammunition
10	Besieging a nearby Inn, only on Holy Days	60	Playing a femur flute, while others drum on hollow skulls
11	Blanketed with black beetles, dripping in onyx cascades	61	Pounding bony fists on a table in unison
12	Charred slightly after lamp-oil immolation	62	Pouring algae-laden water from a huge amphora into a font
13	Chiseling at a played-out seam, mechanically	63	Pulling the legs off a Giant Centipede, one at a time
14	Clattering across an echoey floor, glancing to-and-fro	64	Quarrelling over a ratty silk shawl, embroidered with dull pearls
15	Compelled to peacefully escort any visitors to the nearest exit	65	Quoting a famous jester incessantly and laughing maniacally
16	Crushing every single unattended skull they come across	66	Raising alarm by striking a bronze Gong with a huge mallet
17	Dangling from a massive, low-slung chandelier	67	Rending an unlucky Elf with sharpened phalanges
18	Deformed by Bone Worms, practically perforated in places	68	Retreating from a Cleric, brandishing a golden triskelion
19	Draped with dangling bits of leathery, mummified flesh	69	Returning to their posts after slaying a Giant Spider
20	Drilling incessantly, presenting arms to an absent captain	70	Robotically drawing water from a well, long dry
21	Eradicating every living thing, down to the Rats, in this room	71	Rowing a wrecked galley for eternity, not a drop of water in sight
22	Failing to brace a door as an Ogre smashes through	72	Shoveling colorful, mineral-rich clays into gaping mouths
23	Faltering slightly every time they cross an inlaid silver circle	73	Silently brandishing spears in surprisingly good condition
24	Fawning over their King, a shriveled corpse, seated on a throne	74	Silently shadowing an unsuspecting Corpse Smuggler
25	Fending off Goblin looters in a frantic fracas	75	Sitting cross-legged in a circle, around a flickering lamp
26	Festooning an arch with brittle, bird/bat bone garlands	76	Skulls perforated by distinctive, star-shaped trepanation holes
27	Genuflecting mechanically as they pass a statue of a Saint	77	Smashing fragile clay urns with great aplomb
28	Gibbeted in cages littered with coins, biding their time	78	Sorting a large pile of coins into teetering, mismatched stacks
29	Glittering Gold Teeth adorn each jeering jaw	79	Stoically saluting anyone/anything that passes by their posts
30	Gnashing tusks betray their Orcish origins	80	Strapping a sacrifice to a rood with Wyvern leather straps
31	Gnawing fruitlessly on the body of a Bandit	81	Sulking at the bottom of a spiked pit: former victims of a fall
32	Grasping hungrily at a beautiful painting of a pastoral Cow	82	Tackling a Zombie, animated by a rival Cult
33	Grinning unsettlingly with gap-filled, crenelated smiles	83	Taunting a Prisoner, confined to a cast-iron cage
34	Groveling at the hems of their Necromancer's robe	84	Thawing a massive block of ice containing a Manticore
35	Held at bay by the Holy Symbol of a tiring Cleric	85	Throttling the Bugbear that crept into their crypt
36	Hiding among the moldering bones in a family crypt	86	Toasting with empty leaden goblets, every few minutes
37	Hobbling on wobbly, mismatched legs	87	Trammeled by rusting manacles that groan with each step
38	Impaling a squealing bat with a perfectly aimed javelin toss	88	Tugging on a taut rope to hoist a creaking dumbwaiter
39	Isolating a Veteran from the rest of his Adventuring Party	89	Tumbling out of a wardrobe closet in a clattering cacophony
40	Jamming a portcullis lever in the "down" position	90	Unshackling themselves from deceptive all-mounted chains
41	Jolting upright after sensing nearby life	91	Venturing, newly arisen, from their cold and silent catacombs
42	Knocking with ivory knuckles on a wall, listening for responses	92	Wading in brackish water, pelvic girdle deep
43	Lying about in disarticulated piles, waiting to strike	93	Waiting for instructions from a nearby Necromancer
44	Leaping into the fray after Berserkers desecrate a tomb	94	Walking with a strange gait, only stepping on every third tile
45	Loading moth-eaten sacks with bleached bones	95	Wandering without aim in large concentric circles
46	Locking the iron lid of an oubliette with a ring of namesake keys	96	Whirling around in a contagious <i>Danse Macabre</i>
47	Looming over an unconscious Halfling	97	With tails and elongated maxillaries, skeletal Lizard Men
48	Marauding chaotically, even striking each other and themselves	98	Withering under the Holy Light of a powerful Paladin's prayers
49	Materializing from choking clouds of bone-dust	99	Working tirelessly to fill a bottomless pit with rubble
50	Meting retribution on a Gnoll daring to disturb their rest	100	Yielding spare bones to a bent and broken comrade