

# OSE Encounter Activities – Sprite (d100)

1	<i>Amusing themselves with an elaborate "Talking Sword" prank</i>	51	Gathering Honey from cooperative and friendly Bees
2	<i>Befuddling Bugbears by making loud noises with every step</i>	52	Giggling uncontrollably at the sight of a Hairless Gnoll
3	<i>Bestowing an impressive pair of Antlers on an Acolyte</i>	53	Glamouring themselves to appear grotesque for entertainment
4	<i>Bewildering a Bandit by swapping their face with a Noble's</i>	54	Gliding softly whilst gripping propeller shaped Samaras/Seeds
5	<i>Confounding a Cleric by hiding their Holy Symbol in a Skull</i>	55	Guarding a sleeping Figure, covered in cobwebs and moss
6	<i>Confusing a Kobold by flying around in their shoes</i>	56	Haunting an abandoned Barrow, responsible for many local Rumors
7	<i>Cursing a Craftsman by with great skill, and an allergy to money</i>	57	Helping a Bluebird gather twigs and hair for a new Nest
8	<i>Disorientating a Ranger by replacing Tracks with his own</i>	58	Humming audibly as they flit about from fern to fern
9	<i>Distracting a Dwarf by glamouring Copper as Gold</i>	59	Imprisoning a villainous, Bat-Winged Sprite after holding a trial
10	<i>Embarrassing an Elf by replacing their Arrows with Roses</i>	60	Investigating an abandoned Chest, but unable to pick the lock
11	<i>Evaporating Explorer's waterskin: Replacing liquid with gold dust</i>	61	Jesting with a nervous Bard, who is swiftly running out of Jokes
12	<i>Flustering a Fighter by gluing every blade into its scabbard</i>	62	Keeping tabs on a child, blessed as an infant with Second Sight
13	<i>Frustrating an Ogre by instantaneously spoiling his supper</i>	63	Kidnapping a Bride from an involuntary Wedding
14	<i>Goosing a Grave Digger during a solemn occasion</i>	64	Laughing uproariously at a Donkey Headed Human
15	<i>Hiding a Hunter's Hat inside a big block of un-melting Ice</i>	65	Liberating a grateful Blink Dog from a Trapper's snare
16	<i>Instantly swapping outfits of everyone in an Adventuring Party</i>	66	Making faces in a silvered Hand Mirror: their prized possession
17	<i>Leading a Lizard Man astray by granting him "prophetic" dreams</i>	67	Meddling with a Necromancer by turning Bones to Shortbread
18	<i>Misleading a Hobgoblin Squadron by changing Road signs</i>	68	Mocking a Minotaur with a dainty Tea Party, porcelain and all
19	<i>Muddling a Medium by replacing Spellbook with racy literature</i>	69	Nesting in a Magical Helmet, very protective of their home
20	<i>Perplexing a Priest, swapping a Holy Relic with a Chicken Bone</i>	70	Nudging a Nomad to steal back a stolen Magical Ring
21	<i>Replacing a Rake's Blade with a droopy Cattail when drawn</i>	71	Objecting to the presence of a nearby Vampire, seeking assistance
22	<i>Scolding a Scholar by removing their ability to Read</i>	72	Occupying an unfinished Golem, able to make it walk and speak
23	<i>Spontaneously inebriating an entire band of Brigands</i>	73	Pantomiming a perfect rendition of a famous Assassination
24	<i>Spraying a Squire with very powerful Giant Ferret pheromones</i>	74	Perching on the end of an enthralled Knight's Lance
25	<i>Stealing a Gnome's voice and substituting croaks of a Frog/Toad</i>	75	Presiding over a Wedding between a Dryad and her Thrall
26	<i>Transforming a Troll into a Sprite a day and a night</i>	76	Protecting an ancient and somewhat senile Treant from Termites
27	<i>Tricking a greedy Goblin: a pile of Gold turns to Acorns in an hour</i>	77	Quietly fluttering along the flower tops, drinking their fragrance
28	<i>Tripping a Trader whenever they draw a weapon</i>	78	Repairing a Milkmaid's leaky bucket as trade for thimbles of Milk
29	<i>Unfastening all of a well-armed Warriors belts and straps at once</i>	79	Reveling alongside Centaurs, Satyrs, and a few very confused Farmers
30	<i>Weighing down a Wizard, by making pack as heavy as an Anvil</i>	80	Riding colorful Beetles, and girded for all-out War
31	<i>Adding beautiful blossoms to barrel-sized bowers</i>	81	Scheming to topple an Evil Sorcerer's Tower
32	<i>Advising a Chipmunk of the best hiding places for her hoard</i>	82	Scrutinizing a stoppered Vial, daring each other to drink
33	<i>Banqueting with a humble Beggar, who can't believe his luck</i>	83	Shimmering with highly sought-after Magical Dust
34	<i>Beheading thistles with miniature Swords</i>	84	Singing ancient ballads alongside the birdsong
35	<i>Buzzing about on translucent, Dragonfly like wings</i>	85	Stringing garlands from branches of a bush to celebrate its Seed Day
36	<i>Celebrating raucously with song/dance for no discernable reason</i>	86	Struggling to free a fellow from a sticky Spider's Web
37	<i>Chasing each other, some dressed as Mice others as Cats</i>	87	Stumping a Barrelheart Treant with a nonsensical riddle
38	<i>Cheering up a depressed Dryad with foolish pratfalls</i>	88	Swinging from verdant vines and springing stems
39	<i>Crowning an Awakened Snail as their new and rightful King</i>	89	Tangling the net of a Fisherman as a favor to nearby Nixies
40	<i>Dancing an incredibly contagious jig: Tarantella like and exhausting</i>	90	Teaching all the animals of the Wood a few words of Common
41	<i>Darting to-and-fro, just out of reach of an Alchemist's Butterfly Net</i>	91	Teasing their surprisingly tender Hill Giant mascot, playfully
42	<i>Dazzling a Druid with their knowledge of Magical Herbs &amp; Plants</i>	92	Terrifying travelers with a carefully orchestrated "Ghost Gag"
43	<i>Drinking Honeysuckle Wine by the thimble: can knock a Dwarf flat</i>	93	Thronging around a fragrant Flower that blooms only once an eon
44	<i>Encouraging a ring-shaped growth of Toadstools</i>	94	Tinkering with an abandoned Crossbow, turning it into a ride of sorts
45	<i>Expecting a visit, any moment now, from Seelie Royalty</i>	95	Underestimating the properties of a Magic Wand they found
46	<i>Fashioning intricate garments from petals and gossamer</i>	96	Utterly despondent from a Child's disbelief
47	<i>Fencing with needles/button bucklers, stolen from a Seamstress</i>	97	Vanishing within their Stronghold of sleep-inducing thorny Briars
48	<i>Fettering a wicked Witch Hunter, unbreakable chains of flowers</i>	98	Vexing attempts to leave a Clearing: You end up walking right back in
49	<i>Frightening a band of Orcs by making spooky, ill-portentous sounds</i>	99	Waltzing to the strident stridulating of a Cricket
50	<i>Frolicking among the Magical Fruit of an enchanted Pear Tree</i>	100	Yammering on about nearby Buried Treasure (actually an old boot)