

OmegaLite20 Monsters

Just to mix things up, feel free to roll random mutations for any of these monsters. If you feel they're too weak, give them maximum hit points instead of the listed hit points.

Name	Hit Dice	Armor Class	Attack/Special
Animal (small)	1d8+2 (6 hp)	AC 15	Claw +4 (1d3-1)
Ankheg	3d12+12 (30 hp)	AC 18	Bite +7 (2d6+7 plus 1d4 acid)
Ankylosaurus (Dinosaur)	8d8+50 (86 hp)	AC 19	Clubbed tail +8 (3d8+8)
Ant, Giant	3d8+3 (19 hp)	AC 17	Mandible +3 (1d8+3)
Bear	5d8+12 (34 hp)	AC 15	Claw +8 (1d8+4) or bite +5 (2d6+3)
Beetle, Giant	3d8 (14 hp)	AC 18	Bite +3 (3d6)
Brontosaurus (Dinosaur)	25d8+100 (210 hp)	AC 15	Stomp +20 (4d10+20)
Cannibalistic Ghoul	2d12 (13 hp)	AC 14	Bite +2 (1d6+1) or bite +0 (1d4), plus paralysis DC 12
Centipede, Giant	4d8+4 (22 hp)	AC 19	Bite +4 (3d6, plus Lethal poison DC 14)
Choker	3d8+3 (16 hp)	AC 17	Tentacle +6 (1d3+3)
Constrictor Snake, Giant	11d8+14 (63 hp)	AC 15	Bite +13 (1d8+10) or constrict (1d8+10 automatically)
Crabmen	2d8 (10 hp)	AC 15	Claws +2 (2d4); swim; breath underwater
Deinonychous (Dinosaur)	4d8+16 (34 hp)	AC 16	Talons +6 (2d6+4)
Electric Eel, Giant	2d8+3 (12 hp)	AC 12	Bite +2 (1d3) or electric discharge (3d6 area)
Fire Ant, Giant	4d8+3 (24 hp)	AC 18	Mandible +4 (1d10+4) or fire spit +4 (2d6)
Giant Crocodile/Alligator	7d8+28 (59 hp)	AC 16	Bite +11 (2d8+12) or tail slap (1d12+12)
Green Slime	5d8+10 (32 hp)	AC 14	Drop attack +5 (1d8 damage each round automatically); immune to physical attacks
Humanoid	1d8 (4 hp)	AC 11	Club +1 (1d6+1); some use relics
Humanoid, Giant	4d8+11 (29 hp)	AC 16	Giant club +8 (2d6+4) or big rock +1 (1d8+4)
Insect (small)	1d8 (4 hp)	AC 14	Bite +4 (1d3-1 plus Weak poison)
Mammoth	12d12 (80 hp)	AC 14	Trunk +12 (1d10), gore +16 (3d6+4) or trample +16 (3d6+4)
Megaraptor (Dinosaur)	8d8+43 (79 hp)	AC 16	Talons +9 (2d8+5) or bite +4 (2d6+2)
Otyugh	6d8+9 (36 hp)	AC 17	Tentacle +4 (1d6, plus disease DC 16)
Owlbear	5d12+25 (60 hp)	AC 15	Claw +9 (1d6+5)
Poisonous Snake, Giant	6d8+6 (33 hp)	AC 15	Bite +6 (1d6+4, plus Lethal poison DC 16)
Purple Worm	15d12+100 (210 hp)	AC 15	Bite +15 (4d6) or stinger +15 (1d10+10, plus Lethal poison DC 25); swallow whole if attack total exceeds target AC by 10 or more; tunneling
Radiation Zombie	2d12+3 (16 hp)	AC 11	Slam +2 (1d6+1) or bite +2 (1d6+1)
Rat, Giant	1d8+1 (5 hp)	AC 15	Bite +4 (1d4, plus disease DC 11)
Saber-tooth Tiger	7d8+15 (50 hp)	AC 13	Claws +10 (2d6+4) or bite +10 (3d6+4)
Scorpion, Giant	10d8+30 (75 hp)	AC 20	Claw +11 (1d8+6) or sting +6 (2d4+3, plus Lethal poison DC 20)
Scorpion, Large	5d8+10 (32 hp)	AC 16	Claw +6 (1d6+4) or sting +1 (1d6+2, plus Lethal poison DC 15)
Shambling Mound	8d8+24 (60 hp)	AC 20	Slam +11 (2d6+5), constrict (2d6+7 automatically)
Spider, Giant	8d8+16 (52 hp)	AC 16	Bite +9 (2d6+6, plus Paralytic poison DC 18)
Spider, Large	4d8+4 (22 hp)	AC 14	Bite +4 (1d8+3, plus Paralytic poison DC 14)
Stirge	1d8 (4 hp)	AC 16	Touch +7 (attach); automatic 1d6 damage each round
Triceratops (Dinosaur)	16d8+124 (196 hp)	AC 18	Gore +20 (2d8+15)
Tyrannosaurus (Dinosaur)	18d8+99 (180 hp)	AC 14	Bite +20 (3d6+13)
Velociraptor (Dinosaur)	6d8+20 (48 hp)	AC 16	Bite +8 (1d8+6) or claw +6 (1d6+4)
Walking Tree	7d8+35 (66 hp)	AC 20	Slam +12 (2d6+9)
Wasp, Giant	3d8 (14 hp)	AC 16	Stinger +3 (1d6+1, plus Weak poison DC 10), flight
Wolf/Canine	2d8+4 (13 hp)	AC 14	Bite +3 (1d6+1)
Wolf/Canine, Giant	6d8+18 (45 hp)	AC 15	Bite +11 (1d8+10)