

Chapter 1: How to Use This Book

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How to Use This Book

This book is to provide a template for what are the most common monsters you might find across your journeys in the universe of *Warhammer 40k*. With the endless possibilities of the vastness of the universe, you are always able to tweak and manipulate things to your desire. For example, you may want every member of your space marine squad to have the stat sheet of a Deathwatch Space Marine to represent that they are all veterans.

What is a Monster?

A monster is most aptly described as any NPC the group interacts with that can be potentially fought and killed. This term can also apply to humanoids, such as orks, eldar, and humans.

Statistics

A monster's statistics, sometimes referred to as its **stat block**, provide the essential information that you need to run the monster.

Size

A monster can be Tiny, Small, Medium, Large, Huge, or Gargantuan. The Size Categories table shows how much space a creature of a particular size controls in combat.

Size	Space	Examples
Tiny	2 ½ by 2 ½ ft.	Cat, canoptek scarab
Small	5 by 5 ft.	Ratling, gretchin
Medium	5 by 5 ft.	Human, ork
Large	10 by 10 ft.	Dreadnought, Wraithlord
Huge	15 by 15 ft.	Imperial Knights, Carnifex
Gargantuan	20 by 20 ft.	Greater Daemons, Battle Titans

Type

A monster's type represents its fundamental nature. Certain spells, enhanced items, class features, and other effects interact in special ways with creatures of a particular type. For example, the spell *hold person* can only target humanoids, which includes space marines and eldar.

The game includes the following monster types, which have no rules of their own.

Aberration. Utterly alien beings not necessarily from the warp, such as the C'tan. Many of them have innate abilities drawn from the creature's alien mind or physiology rather than the power of the warp.

Anomaly. Warp creatures or energies that have manifested in primal destructive carnage. The most infamous of these are living warp flames, or stray warp spirits that have possessed areas of earth, bodies of water, or even the air.

Beast. Nonhumanoid creatures that are a natural part of any ecology. Some of them have supernatural powers or have been subject to harsher environments, but most are unintelligent and lack any society or language. Beasts include all varieties of ordinary animals, reptiles, and giant versions of animals.

Construct. These are typically made, not born. Some are programmed by their creators to follow a simple set of instructions, such as servitors. Other constructs are made by attempting to push the limitations of what the human body is capable of, such as the most advanced tech priests.

Daemon. Warp creatures that dwell within the immaterium. The god they are aligned to is listed in parentheses, such as daemon (Khorne) for bloodletters. This can include Living Saints being classified as daemon (God-Emperor), and warp creatures such as warp hounds as daemon (unaligned).

Humanoid. Humans and abhumans, as well as eldar, orks, tau, and most other civilized races that share similar biology, are all humanoids.

Monstrosity. Creatures that have been genetically reformed or bio-engineered to be beyond humanoid restrictions, but not tainted by the warp. Most tyranids are considered monstrosities due to their constantly shifting biology.

Object. Objects such as chairs, tables, siege equipment, barricades, and vehicles.

Plant. Plants, whether sentient or mundane, are plants. This includes entries from the venus flytrap to chaos-tainted vegetation. Jungle worlds can harbor dangerous and possibly sentient plants.

Undead. Creatures resurrected through warp energies, most often by Nurgle.

Tags

A monster might have one or more tags appended to its type, in parentheses. For example, an ork has the *humanoid (ork)* type. The parenthetical tags provide additional categorization for certain creatures. The tags have no rules of their own, but something in the game, such as an enhanced item, might refer to them. For instance, a *power sword* that is especially effective at fighting orks would work against any monster that has the ork tag.

Alignment

A monster's alignment provides a clue to its disposition and how it behaves in a roleplaying or combat situation. For example, a chaotic evil monster might be difficult to reason with and might attack characters on sight, whereas a neutral monster might be willing to negotiate.

The alignment specified in a monster's stat block is the default. Feel free to depart from it and change a monster's alignment to suit the needs of your campaign. If you want a chaotic evil Deathwatch Marine or a true neutral commissar, there's nothing stopping you.

Some creatures can have **any alignment**. In other words, you choose the monster's alignment. Some monster's alignment entry indicates a tendency or aversion toward law, chaos, good, or evil. For example, a tactical marine can be any lawful alignment (lawful good, lawful neutral, or lawful evil), as befits its nature.

Many creatures of low intelligence have no comprehension of law or chaos, good or evil. They don't make moral or ethical choices, but rather act on instinct. These creatures are **unaligned**, which means they don't have an alignment.

Armor Class

A monster that wears armor or carries a shield has an Armor Class (AC) that takes its armor, shield, and Dexterity into account. Otherwise, a monster's AC is based on its Dexterity modified and natural armor, if any. If a monster has natural armor, wears armor, or carries a shield, this is noted in parentheses after its AC value.

Hit Points

A monster usually dies or is destroyed when it drops to 0 hit points. A monster's hit points are presented both as a die expression and as an average number. For example, a monster with 2d8 hit points has 9 hit points on average ($2 \times 4 \frac{1}{2}$).

A monster's size determines the die used to calculate its hit points, as shown in the Hit Dice by Size table.

Hit Dice by Size

Monster Size	Hit Die	Average HP Per Die
Tiny	d4	2 $\frac{1}{2}$
Small	d6	3 $\frac{1}{2}$
Medium	d8	4 $\frac{1}{2}$
Large	d10	5 $\frac{1}{2}$
Huge	d12	6 $\frac{1}{2}$
Gargantuan	d20	10 $\frac{1}{2}$

A monster's Constitution modifier also affects the number of hit points it has. Its Constitution modifier is multiplied by the number of Hit Dice it possesses, and the result is added to its hit points. For example, if the monster has a Constitution of 12 (+1 modifier) and 2d8 Hit Dice, it has $2d8 + 2$ hit points (average 11).

Speed

A monster's speed tells you how far it can move on its turn. All creatures have a walking speed, simply called the monster's speed. Creatures that have no form of ground-based locomotion have a walking speed of 0 feet.

Some creatures have one or more of the following additional movement modes.

Burrow

A monster that has a burrowing speed can use that speed to move through sand, earth, mud, or ice. A monster can't burrow through solid rock unless it has a special trait that allows it to.

Climb

A monster that has a climbing speed can use all or part of its movement to move on vertical surfaces. The monster doesn't need to spend extra movement to climb.

Fly

A monster that has a flying speed can use all or part of its movement to fly. Some monsters have the ability to **hover**, which makes them hard to knock out of the air. Such a monster stops hovering when it dies.

Swim

A monster that has a swimming speed doesn't need to spend extra movement to swim.

Ability Scores

Every monster has six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and corresponding modifiers.

Saving Throws

The Saving Throws entry is reserved for creatures that are adept at resisting certain kinds of effects. For example, a creature that isn't easily charmed or frightened might gain a bonus to Wisdom saving throws. Most creatures don't have special saving throw bonuses, in which case this section is absent.

A saving throw bonus is the sum of a monster's relevant ability modifier and its proficiency bonus, which is determined by the monster's challenge rating (as shown in the Proficiency Bonus by Challenge Rating table).

Proficiency Bonus by Challenge Rating

Challenge	Proficiency Bonus	Challenge	Proficiency Bonus
0	+2	14	+5
1/8	+2	15	+5
1/4	+2	16	+5
1/2	+2	17	+6
1	+2	18	+6
2	+2	19	+6
3	+2	20	+6
4	+2	21	+7
5	+3	22	+7
6	+3	23	+7
7	+3	24	+7
8	+3	25	+8
9	+4	26	+8
10	+4	27	+8
11	+4	28	+8
12	+4	29	+9
13	+5	30	+9

Skills

The Skills entry is reserved for monsters that are proficient in one or more skills. For example, a monster that is very perceptive and stealthy might have bonuses to Wisdom (Perception) and Dexterity (Stealth) checks.

A skill bonus is the sum of a monster's relevant ability modifier and its proficiency bonus, which is determined by the monster's challenge rating (as shown in the Proficiency Bonus Challenge Rating table). Other modifiers might apply. For instance, a monster might have a larger-than-expected bonus (usually double its proficiency bonus) to account for its heightened expertise.

Vulnerabilities, Resistances, and Immunities

Some creatures have vulnerability, resistance, or immunity to certain types of damage. Additionally, some creatures are immune to certain conditions. If a monster is immune to a game effect that isn't considered damage or a condition, it has a special trait.

Resistance halves the damage taken by a creature (rounded down) by that type of damage.
Vulnerability doubles the amount of damage that creature takes from that type of damage.
Immunity causes that type of damage to deal no damage to that creature.

Senses

The Senses entry notes a monster's passive Wisdom (Perception) score, as well as any special senses the monster might have. Special senses are described below.

Blindsight

A monster with blindsight can perceive its surroundings without relying on sight, within a specific radius.

Creatures without eyes, such as astropaths and bats, typically have this special sense, as do creatures with echolocation or heightened senses, such as powerful psykers that see using the warp, and constructs that use advanced readings.

If a monster is naturally blind, it has a parenthetical note to this effect, indicating that the radius of its blindsight defines the maximum range of its perception.

Darkvision

A monster with darkvision can see in the dark within a specific radius. The monster can see in dim light within the radius as if it were bright light, and in darkness as if it were dim light. The monster can't discern color in darkness, only shades of gray. Many creatures that live underground have this special sense.

Tremorsense

A monster with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the monster and the source of vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures. Many burrowing creatures have this special sense.

Truesight

A monster with truesight can, out to a specific range, see in normal and enhanced darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature that is transformed by enhanced means. Furthermore, the monster can see into the Immaterium within the same range.

Languages

The languages that a monster can speak are listed in alphabetical order. Sometimes a monster can understand a language but can't speak it, and this is noted in its entry. A "—" indicates that a creature neither speaks nor understands any language.

Telepathy

Telepathy is an enhanced ability that allows a monster to communicate mentally with another creature within a specified range. The contacted creature doesn't need to share a language with the monster to communicate in this way to it, but it must be able to understand at least one language. A creature without telepathy can receive and respond to telepathic messages but can't initiate or terminate a telepathic conversation.

A telepathic monster doesn't need to see a contacted creature and can end the telepathic contact at any time. The contact is broken as soon as the two creatures are no longer within range of each other or if the telepathic monster contacts a different creature within range. A telepathic monster can initiate or terminate a telepathic conversation without using an action, but while the monster is incapacitated, it can't initiate telepathic contact, and any current contact is terminated.

A creature within the area of an *antipower field* or in any other location where magic does not function can't send or receive telepathic messages.

Challenge

A monster's **challenge rating** tells you how great a threat the monster is. An appropriately equipped and well-rested party of four adventurers should be able to defeat a monster that has a challenge rating equal to its level without suffering any deaths. For example, a party of four 3rd-level characters should find a monster with a challenge rating of 3 to be a worthy challenge, but not a deadly one.

Monsters that are significantly weaker than 1st-level characters have a challenge rating lower than 1. Monsters with a challenge rating of 0 are insignificant except in large numbers; those with no effective attacks are worth no experience points, while those that have attacks are worth 10 XP each.

Some monsters present a greater challenge than even a typical 20th-level party can handle. These monsters have a challenge rating of 21 or higher and are specifically designed to test player skill.

Experience Points

The number of experience points (XP) a monster is worth is based on its challenge rating. Typically, XP is awarded for defeating a monster, although the DM may also award XP for neutralizing the threat posed by the monster in some other manner.

Unless something tells you otherwise, a monster summoned by a spell or other enhanced ability is worth the XP noted in its stat block.

Experience Points by Challenge Rating

Challenge	XP	Challenge	XP
0	0 or 10	14	11,500
1/8	25	15	13,000

1/4	50	16	15,000
1/2	100	17	18,000
1	200	18	20,000
2	450	19	22,000
3	700	20	25,000
4	1,100	21	33,000
5	1,800	22	41,000
6	2,300	23	50,000
7	2,900	24	62,000
8	3,900	25	75,000
9	5,000	26	90,000
10	5,900	27	105,000
11	7,200	28	120,000
12	8,400	29	135,000
13	10,000	30	155,000

Special Traits

Special traits (which appear after a monster’s challenge rating but before any actions or reactions) are characteristics that are likely to be relevant in a combat encounter that require some explanation.

Innate Spellcasting

A monster with the innate ability to cast spells has the Innate Spellcasting special trait. Unless noted otherwise, an innate spell of 1st level or higher is always cast as its lowest possible level and can’t be cast at a higher level. If a monster has a cantrip where its level matters and no level is given, use the monster’s challenge rating.

An innate spell can have special rules or restrictions. For example, a psyker may be able to cast the *levitate* spell, but the spell has a “self only” restriction, which means that the spell can only affect the psyker.

A monster’s innate spells can’t be swapped out with other spells. If a monster’s innate spells don’t require attack rolls, no attack bonus is given for them.

Spellcasting

A monster with the Psychic Spellcasting or Tech Spellcasting class feature has a spellcaster level and spell slots, which it uses to cast its spells of 1st level or higher. The spellcaster level is also used for any cantrips included in the feature.

The monster has a list of spells known or prepared from a particular class. The list might also include spells from a feature in that class, such as the Psychic Discipline feature of the psyker class, or a Binding Oath feature of the paragon.

A monster can cast a spell from its list at a higher level if it has the spell slot to do so. For example, a psyker with the 3rd-level *lightning bolt* spell can cast it as a 5th-level spell by using one of its 5th-level spell slots.

You can change the spells that a monster knows or has prepared, replacing any spell on a monster's spell list with a different spell of the same level and from the same class list. If you do so, you might cause the monster to be a greater or lesser threat than suggested by its challenge rating.

Psionics

A monster that casts spells using only the power of its mind has the psionics tag added to its Spellcasting or Innate Spellcasting trait. This tag carries no special rules of its own, but other parts of the game might refer to it. A monster that has this tag typically doesn't require any components to cast its spells.

Actions

When a monster takes an action, it can choose from the options in the Actions section of its stat block or use one of the actions available to all creatures, such as the Dash or Hide action.

Melee and Ranged Attacks

The most common actions that a monster will take in combat are melee and ranged attacks. These can be spell attacks or weapon attacks, where the "weapon" might be a manufactured item or a natural weapon, such as a claw or tail spike.

Creature vs Target. The target of a melee or ranged attack is usually either one creature or one target, the difference being that a "target" can be a creature or an object.

Hit. Any damage dealt or other effects that occur as a result of an attack hitting a target are described after the "*Hit*" notation. You have the option of taking the average damage or rolling the damage; for this reason, both the average damage and the die expression are presented.

Miss. If an attack has an effect that occurs on a miss, that information is presented after the "*Miss:*" notation.

Grapple Rules for Monsters

Many monsters have special attacks that allow them to quickly grapple prey. When a monster hits with such an attack, it doesn't need to make an additional ability check to determine whether the grapple succeeds, unless the attack says otherwise.

A creature grappled by the monster can use its action to try to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against the escape DC in the monster's stat block. If no escape DC is given, assume the DC is 10 + the monster's Strength (Athletics) modifier.

Multiattack

A creature that can make multiple attacks on its turn has the Multiattack ability. A creature can't use Multiattack when making an opportunity attack, which must be a single melee attack.

Ammunition

A monster carries enough ammunition to make its ranged attacks. You can assume that a monster has 2d4 pieces of ammunition for a thrown weapon attack, and 2d10 pieces of ammunition for a projectile weapon such as a bow or crossbow.

Reactions

If a monster can do something special with its reaction, that information is contained here. If a creature has no special reaction, this section is absent.

Limited Usage

Some special abilities have restrictions on the number of times they can be used.

X/Day. The notation “X/Day” means a special ability can be used X number of times and that a monster must finish a long rest to regain expended uses. For example, “1/Day” means a special ability can be used once and that the monster must finish a long rest to use it again.

Recharge X-Y. The notation “Recharge X-Y” means a monster can use a special ability once and that the ability then has a random chance of recharging during each subsequent round of combat. At the start of each of the monster's turns, roll a d6. If the roll is one of the numbers in the recharge notation, the monster regains the use of the special ability. The ability also recharges when the monster finishes a short or long rest.

For example, a “Recharge 5-6” means a monster can use the special ability once. Then, at the start of the monster's turn, it regains the use of that ability if it rolls a 5 or 6 on the d6.

Recharge after a Short or Long Rest. This notation means that a monster can use a special ability once and then must finish a short or long rest to use it again.

Equipment

A stat block rarely refers to equipment, other than armor or weapons used by a monster. A creature that customarily wears clothes, such as a humanoid, is assumed to be dressed appropriately.

You can equip monsters with additional gear and trinkets however you like, and you decide how much of a monster's equipment is recoverable after the creature is slain and whether any of that equipment is still usable. A battered suit of armor made for a monster is rarely usable by someone else for instance.

If a spellcasting monster needs material components to cast its spells, assume that it has the material components it needs to cast the spells in its stat block.

Legendary Creatures

A legendary creature can do things that ordinary creatures can't. Legendary creatures can take special actions outside of their turns, and a few can exert power over their environment, causing extraordinary enhanced effects to occur in their vicinity.

Legendary Actions

A legendary creature can take a certain number of special actions—called legendary actions—outside its turn. Only one legendary action can be used at a time and only at the end of another creature's turn. A legendary creature regains spent legendary actions at the start of its turn. It isn't required to use its legendary actions, and it can't use legendary actions while incapacitated.

A Legendary Creature's Lair

A legendary creature might have a section describing its lair and the special effects it can create while there, either by act of will or simply by being present. Not all legendary creatures have lairs. This section only applies to legendary creatures that spend a great deal of time in their lairs and are most likely to be encountered there.

Lair Actions

If a legendary creature has lair actions, it can use them to harness the ambient magic in its lair. On initiative count 20 (losing all initiative ties), the creature can use one of its lair action options, or forgo using any of them that round.

Regional Effects

The mere presence of a legendary creature can have strange and wondrous effects on its environment, as noted in this section. Regional effects end abruptly or dissipate over time when the legendary creature dies.