Threat

On the monster stat sheets I have included a Threat heading. The threat heading is an attempt to give an overall level of difficulty to a monster. This is my first attempt to do this so expect some to be totally out to lunch.

I have tried to assign a value of 0 to 10 for threat range. Zero (0) would be the easiest type of monster, something you can throw at a beginning group. By the time you get to a threat level of 10 you are looking at a monster that should only be encountered by an experienced group. In the back of my head I was thinking that each point on the threat scale would equate to 10 points in synergy bonus for the character's fighting the monster (thus a monster with a threat level of five should be fighting characters that had 18+50 in their weapon and spell skills). Like I said, be prepared for some of these to be way off.