Business Understanding

WHY DO I CARE ABOUT THE DND MONSTERS?

What is wrong with CR?

What does CR take into account?

What does it miss?

Is there a trend in monsters with spells and abilities that could be applied universally to beef up monsters?

Is there a better way to rate monsters with modelling that using the CR method?

Can we predict a battle between monsters and adventures?

What are the best saving throw spells to have against monsters (worst SVT numbers)?

What are the most common resistances, immunities, vulnerabilities?

Is there a correlation between environments and monster strength?

Are some monster types strong than others?

1. Do any
2. Can we model the strength of a monster more accurately than the CR method?
3. Can we predict a battle of average adventurers (with average magical items) against monsters?

DnD Monsters: DMG CR calculator doesn't work well or line up with the MM. Makes it hard to design monsters.

1. How does the DMG CR calculator compare to real CR for monsters
2. How do saving throws increase with CR?
3. Can we predict CR with base stats? Which stat correlate well to CR?
4. How do other aspects like type, environment, skills , etc. Correlate to CR? Do they improve the model?
5. Can we predict monster type or environment? What aspects correlate with
6. Can we create a better model for monster power?