Business Understanding

A big problem with DMs right now is trying to balance an encounter. While WoTC offers an equation to get us close to the values of the equations, it always seems to be a few numbers off, which for a group of adventurers could spell disaster. OR for a DM, a very boring night. To be honest, a lot of balancing an encounter does fall onto the DM, and a lot of it isn’t even monster related. What kind of resources do the players have left for the day? Are there any environmental hazards in this fight? Is there a secondary or primary goal other than kill the monster that the party will focus on? Is there a single monster, a boss with minions, or several semi-boss level characters to worry about? Not to mention…the rolls, one good or bad roll on either side could mean a huge swing in the favor of the monster or the players. These questions and others will sway the battle difficulty without even considering the level of the monster. This is why encounter building is considered such a nuanced art for DMs.

<https://www.youtube.com/watch?v=QL-iq_LQOb8>

<https://www.reddit.com/r/DnD/comments/4ca6uo/are_challenge_ratings_a_lie/>

<https://www.cbr.com/dungeons-dragons-why-challenge-calculators-always-wrong/>

<https://www.otherworldlyincantations.com/beyond-challenge-rating/>

<https://theangrygm.com/f-cr-theres-a-better-way-part-1/>

Frankly, I don’t know that it will ever be possible to create the perfect system for choosing monsters for players. There is so much variance just from table to table, that I believe you would have to restrict the game a considerable amount in order for something consistent to appear. And that certainly is not in the spirit of Dungeons and Dragons.

With all that being said, I am still curious if there is an easier way for dungeons masters to create a monster stat block on the fly. One that may be more in line with the monsters from our manual.

Questions to Answer about DnD Monsters and Challenge Rating

1. What is the Challenge Rating Calculator?
   1. What does it take into account?
   2. What does it miss?
   3. How different is the Challenge Rating when compared to the CR of SRC monsters?
2. How does the monster’s non-stat oriented makeup (type, environment, size, alignment) change its stats?
   1. What are the best saving throw spells to have against monsters (worst SVT numbers)?
   2. How do saving throws increase with CR?
   3. Is there a correlation with number resistances, immunities, vulnerabilities, and CR?
   4. Is there a relationship between environments and monster strength?
   5. Are some monster types stronger than others?
   6. Are some monster alignments stronger than others?
   7. Which stats show variation well to CR, environment, type, alignment, and size?
   8. Do Stats have any correlation between themselves?
3. Can we predict a monster stat block for inexperienced DMs that resembles SRC monsters?
   1. Inputs: Party Level, Monster Type, Environment, Monster Size, Monster Alignment
   2. Outputs: Stats, Saving Throws, HP, AC, Attack Bonus, Damage per Round, Combat-oriented traits, Immunities and Resistances