



# Dungeons and Dragons 5ed Monster Manual

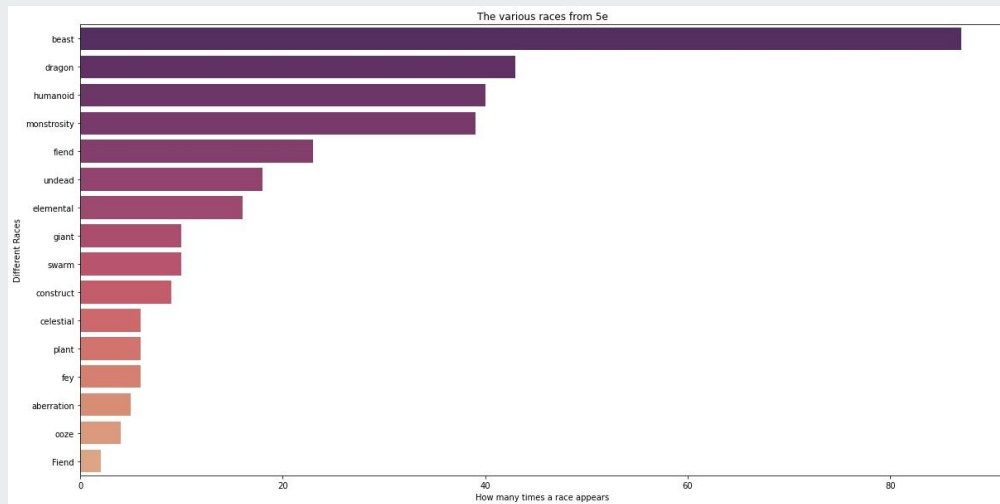
Dan Miller

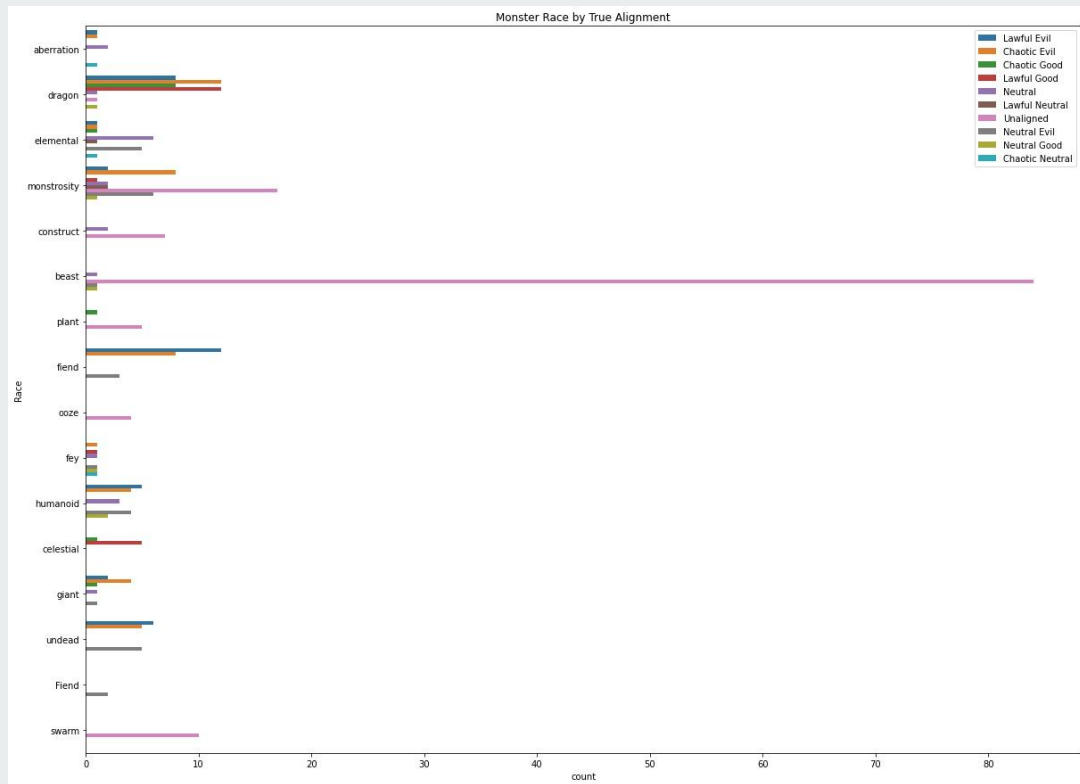
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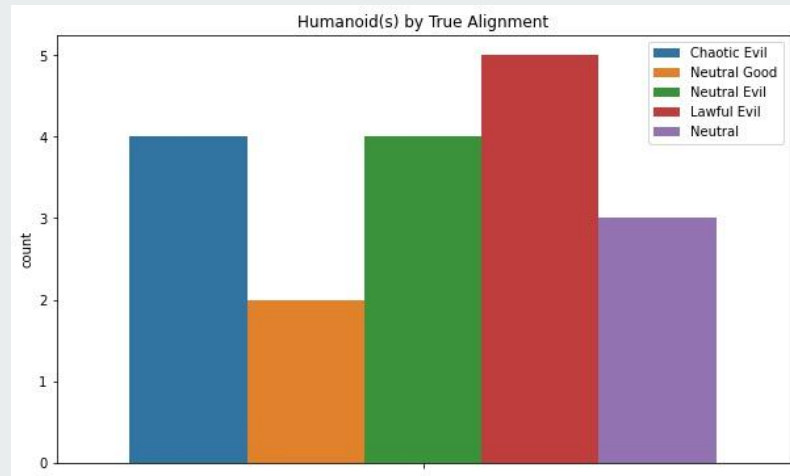
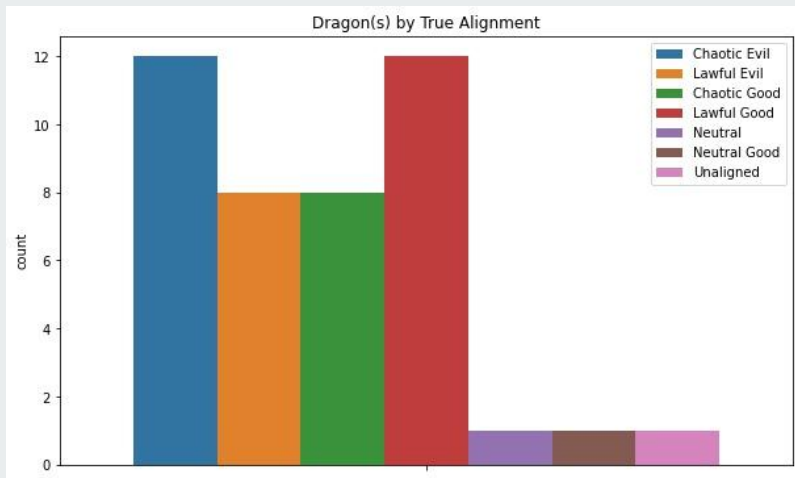
# What are the most common monster types (shown as race in this data)?

As we can see from the chart Beasts are the most prevalent race in 5e, with Dragons, Humanoids (of varying types), and Monstrosities making up the next bulk of monsters.





# What does the spread of alignment look like for an individual monster race?



Dragons(left) seem to have a variety, but also a dichotomy between good and evil.

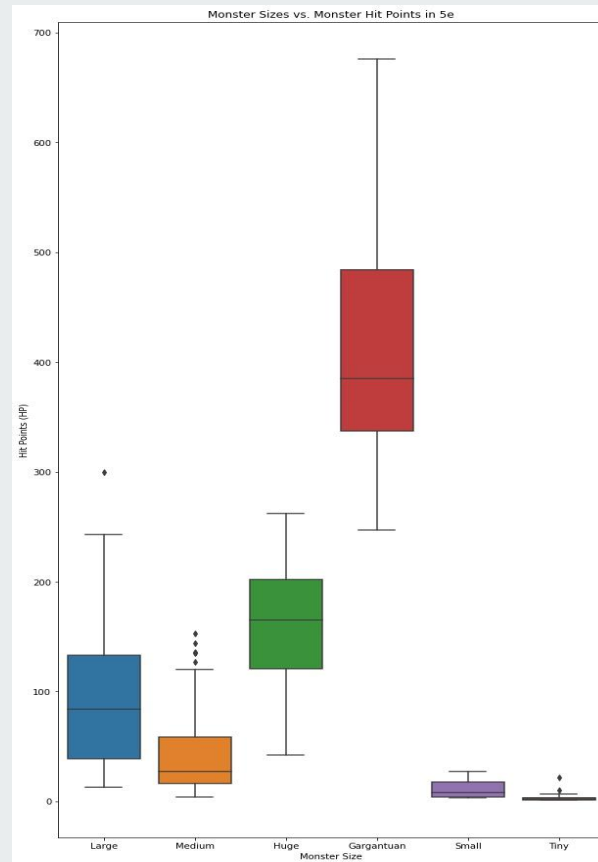
It seems like Humanoids(right) are mostly neutral or evil, which makes sense since most player characters are going to be the opposite.

# Does monster size impact hit point amounts?

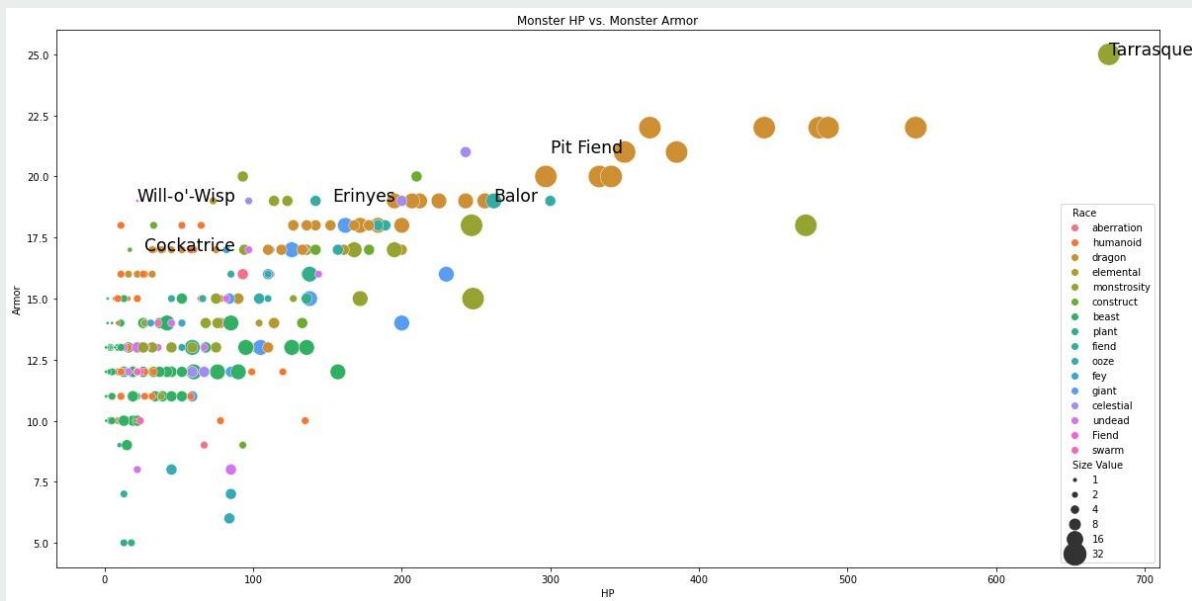


Based off the chart above, the average HP for a monster is definitely associated with its size.

It is notable that for Tiny, Large, and Medium there are a few outliers in this data.



# Does a monster's armor class have a correlation with its hit points?



In terms of Gargantuan sized creatures, armor class and hit points do show a proportional ratio.

At lower monster sizes there does seem to be some more variance in terms of how armor class impacts hit points, or vice versa.

# Recommendations



## Racial Diversity

Create more official monsters from other races.

## Alignment

Some more guidance for players who come up across lawful good NPCs would be interesting.

## Dramatic HP vs. Armor Variance

Added more monsters into a higher HP to Armor ratio from smaller monster sizes would be exciting.