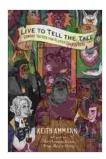
The Monsters Know What They're Doing: Combat Tactics for Player Characters

Tired of your players curb-stomping your monsters?

Want to make your combat encounters more challenging and exciting? Then you need *The Monsters Know What They're ng*, the essential guide to combat tactics for player characters.



Live to Tell the Tale: Combat Tactics for Player Characters (The Monsters Know What They're Doing

Book 2) by Keith Ammann

★★★★ 4.7 out of 5

Language : English

File size : 44767 KB

Text-to-Speech : Enabled

Enhanced typesetting: Enabled

X-Ray : Enabled

Screen Reader : Supported

Print length : 237 pages



This book is packed with practical advice on how to make your monsters smarter, tougher, and more deadly. You'll learn how to use their abilities and weaknesses to your advantage, and how to create combat encounters that are both challenging and fun.

What's inside?

Over 200 pages of combat tactics and advice

- Detailed breakdowns of over 50 common monsters
- Tips on how to use terrain, cover, and other environmental factors to your advantage
- Advice on how to create and run challenging and exciting combat encounters
- A glossary of common combat terms

Who is this book for?

The Monsters Know What They're ng is for any game master who wants to make their combat encounters more challenging and exciting. Whether you're a new GM or a seasoned veteran, you'll find something in this book to help you improve your game.

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""This book is a goldmine of information for GMs. I highly recommend it." - Matthew Mercer, DM of Critical Role"

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