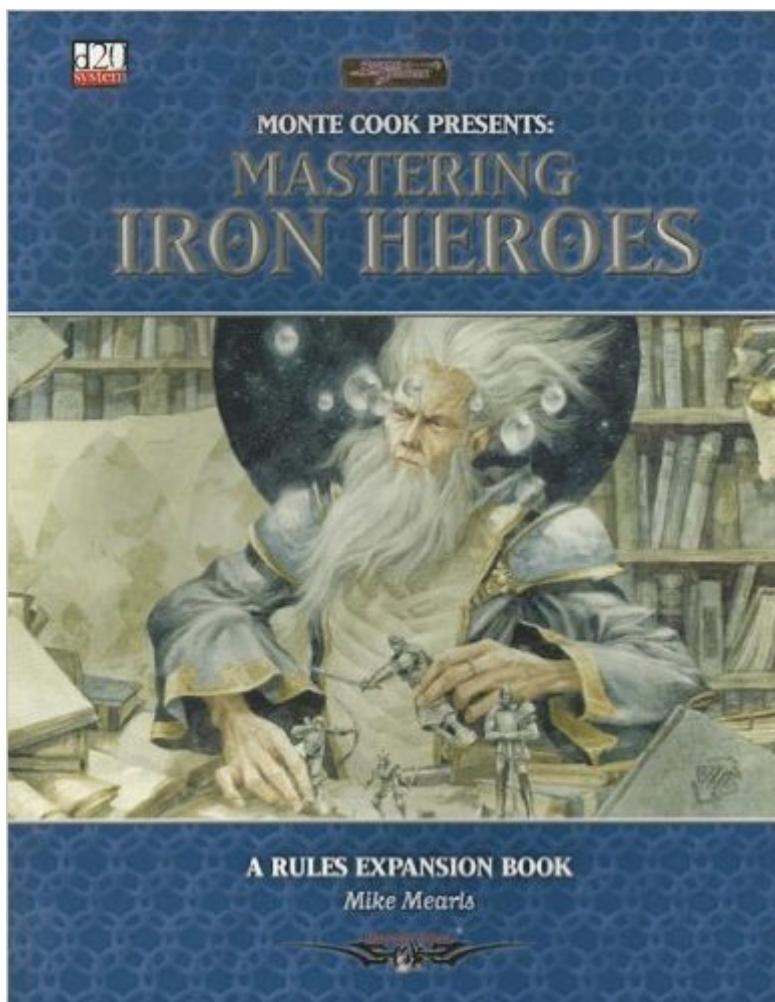


The book was found

Mastering Iron Heroes (Dungeons & Dragons D20 3.5 Fantasy Roleplaying)



Synopsis

Rules Expansion by Mike Mearls This is a must-have book for DMs and players who want to get the most out of the high-octane variant action fantasy rules of Monte Cook Presents: Iron Heroes. The book's in-depth rules discussion teaches you not only how to use the rules of the game, but how to change them. These pages include new options and ideas for existing rules, expansions of some concepts presented in Iron Heroes, and all-new material to supplement your Iron Heroes games. The useful design commentary helps you run a successful heroic combat character or campaign by showing you how every change can alter the nature of the game and offering suggestions of how best to apply them. Now you can see how the system really works!

Book Information

Paperback: 96 pages

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Product Dimensions: 8.3 x 0.2 x 10.8 inches

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Average Customer Review: 4.0 out of 5 stars [See all reviews](#) (2 customer reviews)

Best Sellers Rank: #1,158,958 in Books (See Top 100 in Books) #184 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #577 in Books > Science Fiction & Fantasy > Gaming > Dungeons & Dragons

Customer Reviews

This book is packed with ways to create challenging & interesting combat plus it has villain classes which will help any DM create NPCs quickly. Great selection of cursed magic items. There is lots of info that is for Iron Heroes but big chunks could be easily added to any d20 game.

Where's an editor and maybe a reviewer when you need one, before the project comes out?

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