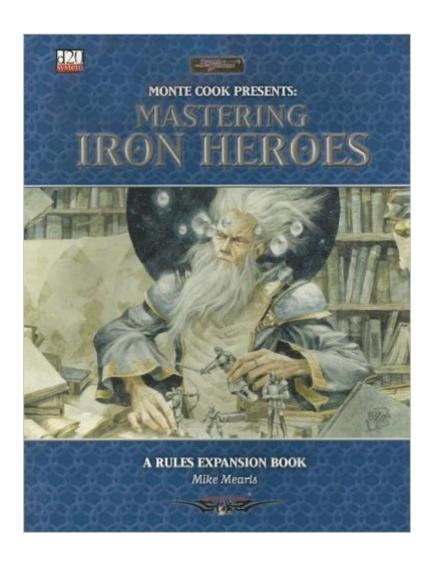
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Mastering Iron Heroes (Dungeons & Dragons D20 3.5 Fantasy Roleplaying)





Synopsis

Rules Expansion by Mike MearlsThis is a must-have book for DMs and players who want to get the most out of the high-octane variant action fantasy rulesof Monte Cook Presents: Iron Heroes. The bookà Â'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 ideasfor 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 everychange can alter the nature of the game and offering suggestions of how best to apply them. Now youcan see how the system really works!

Book Information

Paperback: 96 pages

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Average Customer Review: 4.0 out of 5 stars Â 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 creat challenging & intresting combat plus it has villian classes which will help any DM creat NPCs quickly. Great selection of cursed magic items. Their is lots of info that is for Iron Heros but big chunks could be easly added to any d20 game.

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