

The Book of Iron Might™



Who Needs *Eldritch* Might?

Barbarians, fighters, rangers, paladins, and warriors meet their foes head on, relying on nothing but their cool nerves and skill at arms. Few opponents can ignore a sword in the vitals!

A good swordarm is worth a thousand spells.

Any party's strength rests on a foundation of cold steel, mighty thews, and strong hearts. **The Book of Iron Might** contains a whole new way to look at combat, allowing you to create mechanics for called shots, daredevil stunts, and other thrilling actions on the fly. It also includes three new types of feats, new uses for skills, and an exciting new race, the ironborn. Guidelines allow you to seamlessly integrate this book with **Monte Cook's Arcana Unearthed**.

Sword & Sorcery books are published under the Open Game License and are 100% compatible with v.3.5 rules and the d20 System.

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Author: Mike Mearls

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Type of Book

A combat sourcebook for players and GMs of v.3.5 rules

Related Books

The Book of Hallowed Might (WW16103, ISBN 1-58846-108-4); **The Book of Eldritch Might** (WW16100, ISBN 1-58846-100-9); **Book of Eldritch Might II: Songs and Souls of Power** (WW16101, ISBN 1-58846-102-5)

For Players

- Includes a flexible new character race, the ironborn: constructs that are designed and built for a variety of roles.
- Features new types of feats, such as combat styles that grow with your character, and new uses for skills that increase your options in combat.
- The innovative new stunt system allows GMs to incorporate exciting action into the game without unbalancing the rules.

For Sellers

- Useful for all levels of play.
- Covers whole new ground in the d20 rules. In a crowded sea of d20 releases, no other release has provided this unique look at combat.
- The **Eldritch Might** and **Hallowed Might** series have proven extremely popular with players. **Iron Might** is the newest addition to the line!

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