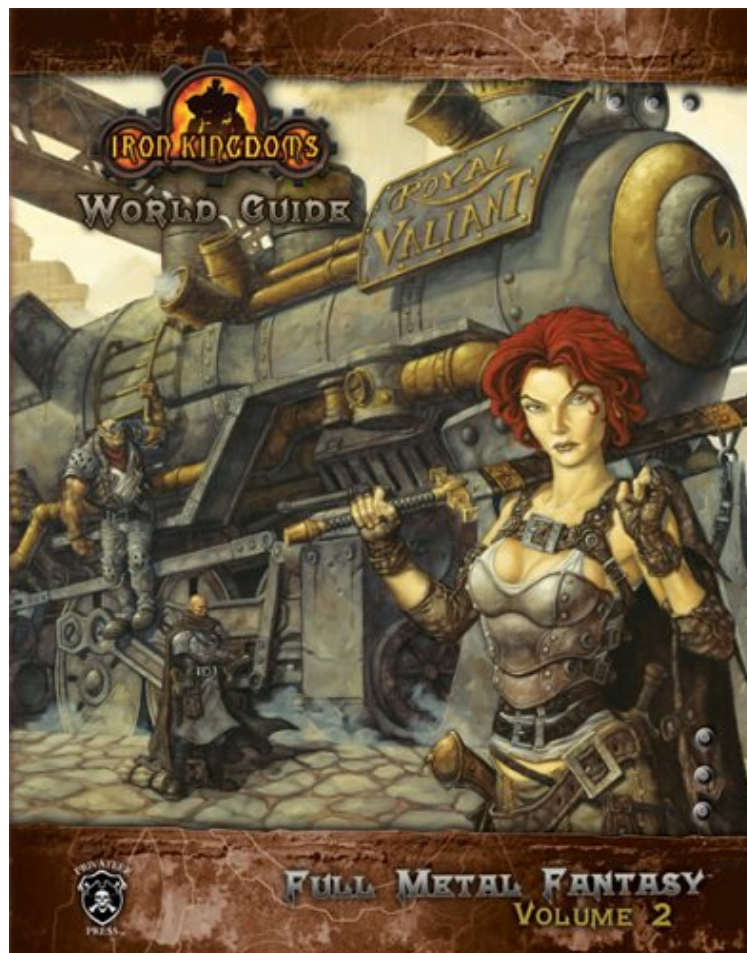


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## Iron Kingdoms World Guide: Full Metal Fantasy, Vol. 2 (Dungeons Dragons d20 3.5 Fantasy Roleplaying)

*Rob Baxter, Brian Gute, Doug Seacat, Jason Soles, Joe Martin*  
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**Rob Baxter, Brian Gute, Doug Seacat, Jason Soles, Joe Martin : Iron Kingdoms World Guide: Full Metal Fantasy, Vol. 2 (Dungeons Dragons d20 3.5 Fantasy Roleplaying)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Iron Kingdoms World Guide: Full Metal Fantasy, Vol. 2 (Dungeons Dragons d20 3.5 Fantasy Roleplaying):

10 of 10 people found the following review helpful. SpeechlessBy Evan MillerWhat can I say about this? This has to be the most comprehensive guide to an RPG world I have ever read. It reads like a history text and encyclopedia combined, but not as dry. The writers at Privateer Press have outdone themselves. Background info is given on the wonderful world of the Iron Kingdoms that they have shared with us. They go into such detail in the book. Each country's entry gives info that I wish other publishers put into their publications, such as the hierarchy of nobility and

titles used. They even go as far to devote a section to ships used in the Iron Kingdoms and describe them. There is so much information here, most GMs will find it daunting to know where to start with what they have before them. But between this and the IK World Guide Vol 1, these stand out as the best written RPG products to come along in a long time. If you have any passing interest in the Iron Kingdoms, and even if you don't, this and the companion Vol. 1 book are highly recommended! 0 of 0 people found the following review helpful. Five Stars By MARK FOLEY Really like it. 1 of 1 people found the following review helpful. Best RPG supplement I've seen since Dragonlance By Andre The others have done a great job of reviewing this product so not much to add about the material in the book itself.. but wanted to add my voice to the people who describe it as a thing of beauty... it truly is, I haven't been this impressed since Dragonlance ! This is a totally different beast than DL mind you ;) .... Since then they've revised this rulebook and come out with a ... believe it's year 2012 version of the book.. that uses a different ruleset than the DD version 3.5 rules... being a traditionalist who refuses to give up version 3.5 :P (no insult intended to the 4.0 folk but have played it and.. well, 3.5 is just more my thing) I won't be using the 2012 edition.. there are those who say it's great, others who decry it as a cheap marketing tie-in to Privateer Press's miniatures.. I'm going to stay WELL away from that heated debate ... but it does make me sad that these books are out of print :( ... not that I blame Privateer Press of course, I'm going to guess they're not the corporate juggernaut that say Wizards of the Coast (publishers of the original DD vers. 3.5/4.0 books) are and do not have their resources.. so while you have a zillion old used version 3.0 DD 3.5 books that can be picked up for a penny and a song.. not nearly so many used copies of these books floating around, to the point where even used "hard" copies can be sold for an ungodly rate.. as I write this review the price for a used copy of IK Character Guide isn't too bad but the cost for World Guide is truly unbelievable ! I know I know you can purchase pdf copies from places like Paizo too but... when I want to say quickly cross reference info on the Circle Druids mentioned in various parts of the book scrolling through a pdf to find the appropriate parts would be a huge pain for me compared to being able to simply consult the printed book.. when all tablets become lightning fast to the point where this is no longer an issue then no problem ;) ... but then again what about the people who can't afford tablets? (I have one but not everybody does .. ) ... Again NOT PP's fault.. this is just one of those sad cases where a truly remarkable product simply isn't getting the recognition it deserves :( ... notice the small number of reviews for it on compared to the more "popular" DD "official" rulebooks.. this makes me sad :( .... sad in the way a TV critic bemoans the death of a beautiful, well written TV series because people want to watch some not-so-great TV show that has been watered down to the point where it appeals to the masses.. Normally I'm the kind of GM who relies on pre-published modules because I've been a bit hesitant to embrace the whole "write your own modules/stories from scratch".. but IK has inspired me to give it a go anyways after reading these books.. that's no small feat. Trust me , you're going to enjoy this ! Even if you're normally not a fan of pdf's go ahead and purchase the pdf anyways, you won't regret it ! :) The only caution I'd offer is this.. the books may seem a bit " dry " given the subject material they start the books out with but persevere, the books become more and more interesting as you read further until you get to the point where you can't put them down ! Don't make the same mistake I did and start out reading World Guide first :) ... start out with the "Iron Kingdoms Character Guide" then move on to World Guide.. (You'll notice I've published the same review for both books , mainly because I think my observations apply to both ). UPDATE.. I also recommend looking over the "Witchfire" trilogy of modules starting with "The Longest Night"... also check out privateer press's website (will put a link in below but no idea if the bots will allow it .. if not do a google search for privateer press, click on the forum part of their website, then go to the "Iron Kingdoms Role Playing game" section ) .. the sticky "Doug Seacat on" is a MUST read , very enjoyable read that sheds a LOT of light on various Iron Kingdoms topics (Doug is the lead writer for the various IK books) ... see also the thread started by Nadejda called "Witchfire Rewrite " that he (she?) started on august 23rd 2013 on that forum for some ideas on how to better tailor the campaign to make Alexia a more sympathetic NPC the PC's don't want to kill off right off the bat :P ...[...][...]

Immerse your self in the award winning fantasy setting of the Iron Kingdoms This guide further details life in western Immoren by exploring each of the the Iron Kingdoms, meeting their inhabitants, and studying their history. Immerse yourself in the exhaustively detailed world of grit, sorcery, and steam where the tides of progress push the kingdoms into a bloody war and adventurers wield sawtoothed blades and smoking magelock pistols. As a follow up to the Iron Kingdoms Character Guide: Full Metal Fantasy Volume One, this book provides the unforgettable experience your characters crave.

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