Iron Heart

**Absolute Steel**
Iron Heart (Stance)
Level: Warblade 3
Prerequisite: One Iron Heart maneuver
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance
You shift your weight to the back of your feet and hold your blade carefully forward at the ready. Your muscles twitch slightly as you prepare to dodge the next attack you face.
The absolute steel stance allows you to enhance your mobility and speed. You move quickly, keep a sharp eye on your enemies, and are ready to instantly sidestep any incoming attacks. While you are in this stance, you gain a +10-foot enhancement bonus to your speed. If you move at least 10 feet during your turn, you gain a +2 dodge bonus to AC until the beginning of your next turn.

**Adamantine Hurricane**
Iron Heart (Strike)
Level: Warblade 8
Prerequisite: Three Iron Heart maneuvers
Initiation Action: 1 standard action
Range: Melee attack
Targets: One or more adjacent creatures you threaten
In a blur of motion, you make a short, twisting leap in the air. As you turn, your weapon flashes through the enemies around you like a blazing comet. As you drop back to the ground in your fighting stance, your enemies crumple to the ground around you.
You sweep your weapon in a circle around you, striking out at nearby enemies. You strike with the speed and ferocity of a lightning bolt, forcing your enemies to rely on their reflexes for protection rather than their armor and shields.
You make two melee attacks against each adjacent opponent you threaten when you initiate this maneuver. You receive a +4 bonus on each of these attacks, which are otherwise made with your highest attack bonus.

**Dazing Strike**
Iron Heart (Strike)
Level: Warblade 5
Prerequisite: Two Iron Heart maneuvers
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
Duration: 1 round
Saving Throw: Fortitude partial
Through focus, raw power, and expert aim, you make a mighty attack against your foe, leaving him temporarily knocked senseless by your attack.
The proper application of force to just the right part of a foe’s anatomy allows you to disrupt his actions. While he stumbles back, senseless, you press the advantage.
You make a single melee attack as part of this strike. If this attack hits, the target takes melee damage normally and must make a Fortitude save (DC 15 + your Str modifier) or be dazed for 1 round.

**Disarming Strike**
Iron Heart (Counter)
Level: Warblade 2
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
You chop at your foe’s hand, causing a grievous injury and forcing him to drop his weapon.
This maneuver allows you to combine a disarm attempt with a normal attack. You make a single melee attack as part of this strike. If this attack hits and deals damage, you can also attempt to disarm your opponent (PHB pg. 155). This disarm attempt does not provoke attacks of opportunity, nor is there any risk that your foe can disarm you.

**Iron Heart Endurance**
Iron Heart (Boost)
Level: Warblade 6
Prerequisite: Two Iron Heart maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
You push aside the pain of your injuries to fight on past mortal limits.
If you have half or fewer of your full normal hit points remaining, you can initiate this maneuver to heal hit points equal to 2 × your level.

**Iron Heart Focus**
Iron Heart (Counter)
Level: Warblade 5
Prerequisite: Two Iron Heart maneuvers
Initiation Action: 1 immediate action
Range: Personal
Target: You
With a last-second burst of speed, you summon reserves of mental and physical will and throw off the effects of your enemy’s attack.
Your training in the Iron Heart discipline grants you excellent reflexes, mental toughness, and stamina. You can draw upon your training and focus to overcome a variety of deadly effects.
As an immediate action, you can reroll a saving throw you have just made. You must accept the result of this second roll, even if the new result is lower than your initial roll.

**Iron Heart Surge**
Iron Heart (Counter)
Level: Warblade 3
Prerequisite: One Iron Heart maneuver
Initiation Action: 1 standard action
Range: Personal
Target: You
Duration: See text
By drawing on your mental strength and physical fortitude, you break free of a debilitating state that might otherwise defeat you.
Your fighting spirit, dedication, and training allow you to overcome almost anything to defeat your enemies. When you use this maneuver, select one spell, effect, or other condition currently affecting you and with a duration of 1 or more rounds. That effect ends immediately.
You also surge with confidence and vengeance against your enemies, gaining a +2 morale bonus on attack rolls until the end of your next turn.

**Lightning Recovery**
Iron Heart (Counter)
Level: Warblade 4
Prerequisite: Two Iron Heart maneuvers
Initiation Action: 1 immediate action
Range: Personal
Target: You
Your foe twists out of the way of your initial attack, but your weapon becomes a blur as you reverse direction and strike at him again with lightning speed. In the blink of an eye, you complete your attack and resume your defensive posture.
This maneuver embodies the ethos of speed and energy that the Iron Heart tradition teaches. If one of your melee attacks misses, you can initiate this maneuver to reroll that attack roll with a +2 bonus.
Mithral Tornado
Iron Heart (Strike)
Level: Warblade 4
Prerequisite: Two Iron Heart maneuvers
Initiation Action: 1 standard action
Range: Melee attack
Target: All adjacent opponents

Your weapon becomes a blur of motion as you swing it in a tight arc over your head. Once you build up enough speed, you explode into a sweeping attack that chops into the enemies around you. When you initiate this strike, you make a melee attack against every opponent adjacent to you. Resolve each attack separately. You gain a +2 bonus on each of these attacks, which are otherwise made at your highest attack bonus.

Scything Blade
Iron Heart (Boost)
Level: Warblade 7
Prerequisite: Three Iron Heart maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You

You strike at one foe with a long, high backhand cut, then make a quick turn to continue the stroke against another nearby enemy. You swing your weapon in a wide, deadly arc. With your supreme skill and martial training, you aim your attack so that as you strike one opponent, you set yourself up perfectly to make a second attack against a different foe. As your weapon strikes one opponent, it cuts into him, then ricochets to your second target. If the first melee attack you make during your turn hits, you can immediately make a free attack at your highest attack bonus against a different enemy that you threaten. You can only gain one free attack each time you initiate this maneuver, regardless of how many successful attacks you make in this round.

Steely Strike
Iron Heart (Strike)
Level: Warblade 1
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
Duration: 1 round; see text

You focus yourself for a single, accurate attack, shrugging off your opponent’s blows and ignoring the need for defense as you make your assault. The Iron Heart discipline teaches focus, allowing you to engage and defeat one opponent at a time. Your other enemies mean nothing to you as you press your attack. You make a single melee attack as part of this strike. You gain a +4 bonus on the attack roll. All opponents other than the one you attacked gain a +2 bonus on attack rolls against you for 1 round.

Wall of Blades
Iron Heart (Counter)
Level: Warblade 2
Initiation Action: 1 immediate action
Range: Personal
Target: You

Your weapon swings back and forth in your hand, ready to block incoming blows. With the speed of a thunderbolt, you clash your weapon against your foe’s blade as he attempts to attack. Your weapon mastery transforms your blade into an extension of your arm, allowing you to wield it with the speed and timing needed to make a precise block. When an enemy makes a melee or ranged attack against you, you can initiate this counter to oppose that attack by making an attack roll with any melee weapon you are holding. Use the higher of your AC or your attack roll as your effective AC against the incoming attack. You can’t use this maneuver if you are denied your Dexterity bonus to AC against your attacker. You can decide to use this ability after you learn the result of your opponent’s attack.

Iron Heart (Boost)
Level: Warblade 4
Initiation Action: 1 swift action
Range: Personal
Target: You

You gain a +4 bonus on attack rolls against you for 1 round. The Iron Heart tradition teaches focus, allowing you to engage and assault. You focus yourself for a single, accurate attack, shrugging off your opponent’s blows and ignoring the need for defense as you make your attack.

Wall of Blades
Iron Heart
Level: Warblade 2
Initiation Action: 1 immediate action
Range: Personal
Target: You

Your weapon swings back and forth in your hand, ready to block incoming blows. With the speed of a thunderbolt, you clash your weapon against your foe’s blade as he attempts to attack. Your weapon mastery transforms your blade into an extension of your arm, allowing you to wield it with the speed and timing needed to make a precise block. When an enemy makes a melee or ranged attack against you, you can initiate this counter to oppose that attack by making an attack roll with any melee weapon you are holding. Use the higher of your AC or your attack roll as your effective AC against the incoming attack. You can’t use this maneuver if you are denied your Dexterity bonus to AC against your attacker. You can decide to use this ability after you learn the result of your opponent’s attack.

On a hit, you gain a +4 bonus on attack rolls against you for 1 round. The Iron Heart tradition teaches focus, allowing you to engage and assault. You focus yourself for a single, accurate attack, shrugging off your opponent’s blows and ignoring the need for defense as you make your attack.

Scything Blade
Iron Heart
Level: Warblade 7
Initiation Action: 1 swift action
Range: Personal
Target: You

You strike at one foe with a long, high backhand cut, then make a quick turn to continue the stroke against another nearby enemy. You swing your weapon in a wide, deadly arc. With your supreme skill and martial training, you aim your attack so that as you strike one opponent, you set yourself up perfectly to make a second attack against a different foe. As your weapon strikes one opponent, it cuts into him, then ricochets to your second target. If the first melee attack you make during your turn hits, you can immediately make a free attack at your highest attack bonus against a different enemy that you threaten. You can only gain one free attack each time you initiate this maneuver, regardless of how many successful attacks you make in this round.

Steel Wind
Iron Heart (Strike)
Level: Warblade 1
Initiation Action: 1 standard action
Range: Melee attack
Target: Two creatures

You swing your weapon in a broad, deadly arc, striking two foes with a single, mighty blow. Through a combination of sheer power and unmatched talent, you make an attack that injures multiple opponents. As you initiate this strike, you make two melee attacks, each against a different foe that you threaten. Resolve each attack separately.

Punishing Stance
Iron Heart
Level: Warblade 1
Initiation Action: 1 swift action
Range: Personal
Target: You

You hold your weapon overhead, allowing you to chop down with superior force. However, this fighting stance leaves you vulnerable to an opponent’s attacks. Only an initiate of the Iron Heart tradition can manage the perilous balance between trading attack power for defense. A lesser warrior would leave himself nearly helpless to resist an opponent’s attacks. While you are in this stance, you deal an extra 1d6 points of damage with all melee attacks. You also take a –2 penalty to AC, because this fighting stance emphasizes power over a defensive posture.

Strike of Perfect Clarity
Iron Heart (Strike)
Level: Warblade 9
Prerequisite: Four Iron Heart maneuvers
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature

Your supreme focus and perfect fighting form allow you to make a single, devastating attack. You execute a flawless strike to drop your foe with a single attack. The ultimate Iron Heart maneuver teaches the precise, perfect cut necessary to slay almost any creature. Only the mightiest foes can withstand this attack. Adepts of the Iron Heart tradition seek to use this attack to end fights as quickly as possible. You might open a fight with a quick flurry of attacks, but once a foe is injured, you seek to end the battle with this decisive strike. You make a single melee attack as part of this strike. If your attack hits, it deals an extra 100 points of damage (in addition to your normal melee damage).
While you are in this stance, you gain a bonus to your reach during your turn. When you make a melee attack, your reach increases by 5 feet. Your reach is not improved when it is not your turn, such as when you make an attack of opportunity. You cannot improve your reach by more than 5 feet by using this ability in conjunction with other maneuvers.

When you initiate this maneuver, you attack your opponent’s weapon ([PHB pg. 158]). This attack does not provoke attacks of opportunity. If you succeed, your foe takes a –4 penalty on melee damage rolls for 1 minute. The wielder of the weapon can attempt a Will save (DC 13 + your Str modifier) to halve this penalty.

You can use this maneuver only against manufactured weapons. You cannot use it against natural weapons.

As part of this maneuver, you make a melee attack against a creature. This attack deals an extra 4d6 points of damage. If the target’s current hit points are less than its full normal hit points, the attack instead deals an extra 6d6 points of damage. If its hit points are equal to or less than one-half its full normal hit points, the attack instead deals an extra 14d6 points of damage.

When you use this strike, you make a single melee attack (even though you are throwing your weapon). You deal damage to each creature in the maneuver’s area equal to your normal melee damage (including damage from your Strength modifier, feats, magical abilities on your weapon, and so forth), plus an extra 12d6 points of damage. Each creature in the attack’s area can make a Reflex save with a DC equal to the result of your attack roll. A successful save halves the damage dealt. Your weapon automatically returns to your hand at the end of the round.
Supreme Blade Parry

Iron Heart

Iron Heart (Stance)
Level: Warblade 8
Prerequisite: Three Iron Heart maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

You drop into a relaxed pose, allowing your defenses to flow naturally and easily. Your blade lashes out to absorb or deflect each attack you face, blunting the force of your enemies’ blows.

As a student of the Iron Heart discipline, you learn that a simple flick of the wrist or turn of the blade can transform a deadly strike into a wild miss. In battle, you enter a steady rhythm that makes you frustratingly difficult to fight. You disrupt each attack with a perfectly timed counter, leaving your foes’ strikes weak and ineffectual.

(Continued on Back)

Manticore Parry

Iron Heart

Iron Heart (Counter)
Level: Warblade 6
Prerequisite: Two Iron Heart maneuvers
Initiation Action: 1 immediate action
Range: Personal
Target: You

You block an enemy’s attack with a lightning-quick parry, then deflect it toward a different target. Your foe can barely control its momentum as its attack now slams into an ally.

When you initiate this maneuver, you can attempt to block an enemy’s melee attack that targets you and redirect it to another target adjacent to you. Make a melee attack roll. If your result is greater than your foe’s attack roll, you bat aside the strike and direct it against a target of your choice that stands adjacent to you.

(Continued on Back)