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Forgotten Realms Campaign Setting (Dungeons & Dragons D20 3.0 Fantasy Roleplaying, Forgotten Realms Setting)



Synopsis

Dark perils and great deeds await. Welcome to Faerûn, a land of high magic, terrifying monsters, ancient ruins, and hidden wonders. From the forbidding forests of the Silver Marches to the teeming cities of the Inner Sea, Faerûn encompasses shining kingdoms, monster-infested wastes, endless caverns, and sinister citadels. The Forgotten Realms Campaign Setting presents the most comprehensive fantasy world ever described! This book contains all the details you need to play Dungeons & Dragons adventures in the Forgotten Realms setting: A new full-color poster map of Faerûn. Dozens of new races, feats, and prestige classes for your characters. The Faerûnian pantheon, including over 100 deities and powers. Highly detailed regions, new monsters, mysterious sites, and two short adventures to begin your campaign. The Forgotten Realms Campaign Setting is fully updated and redesigned for the new edition of the D&D game. To make full use of this book, you also need the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual.

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Customer Reviews

I've been using the FR setting in my games for years now, and I gotta tell ya, this time around the WotC folks have really outdone themselves. The book is a wonderful example of what a fantasy setting can become - a map, a ton of ideas, and a framework to hold them together. The FRCS gives you the nuts and bolts of running a realms campaign, (geography, weather, races, cultures, calendars, alphabets and languages) and then proceeds to give you a meltdown-inducing amount of adventure ideas. Add to that the Realms sourcebook gives you a host of new rules (what gaming product can resist?) for new magic, new feats (based on a characters origin-nice), new races, new

organizations, and my personal favorite: new prestige classes. I'm sorry, but if you can read the description of the Archmage prestige class without salivating, you simply aren't RPG material. The new Archmage is devastatingly stylish, well conceived and (of course) frighteningly powerful. Archmages gain access to extremely powerful abilities called High Arcana in exchange for sacrificing spell slots (nice idea, that). So an Archmage can permanently give up a ninth level spell slot in exchange for the ability to cast any spell they have memorized as an energy bolt doing $d6$ per spell level + $d6$ per level of Archmage. (e.g. 4th level Archmage converts a level 4 spell into energy that does $8d6$ damage as a ranged touch attack-no save). Rules to govern the Realms peculiar framework for magic, "the weave," are included. At first, they seem a little over-stylized, but they give the Realms another opportunity for role-playing flair, and provide an "in-game" way to describe magic and its effects.

I have to admit I was hesitant to shell out the 40 dollars for this book, as I don't really even like Forgotten Realms all that much. However, upon opening the cover of this tome I found a wonderful collection of added game material for any games and world material for Faerun. I divide this book into two halves really, the general section and the Faerun section. The first half is a general section where races, prestige classes, feats, and spells specific to forgotten realms are found. All of these could easily be used in other campaigns. The character region system actually adds a lot of personality to various regions of the realm and once again can be converted for other worlds. New races include Planetouched Genasi, Aasimar, and Tieflings while all the old races return with some unusual new sub-races. Over 50 new feats grace this book and several new cleric domains and spells of all sorts can be found in here. Finally, a few new monsters can be found towards the rear of the book, including the dreaded Dracolich template. The next section of the book is largely dominated by geography of Faerun. However this is pretty in-depth and actually provides a great deal of information and even a few plot points are thrown in. Also in the last section of the book the gods are explained and there are a whole bunch of deities. My main complaint here is that they only described a few of them in depth, the rest appear as names on a chart. Now of course there are a few specifics that can be found in the realms, from NPC's to such powers as spellfire, and all of them can be found in this book. Although some more notable NPC's are nowhere to be seen, but all the biggies are there (Elminster, the seven sisters, Szess Tam, etc). The book itself is wonderful.

Introduction Forgotten Realms is the flagship setting for Dungeons & Dragons, and until the retooling for third edition I never paid it much attention. The group I was playing in was using a few things

from the Forgotten Realms Campaign Setting (FRCS) and I decided to pick it up after a brief thumbing through of my DM's copy. There are a number of things I liked about the book, but also I came away with a few things that I really did not like. The parts I enjoyed were the character building and options to be applied to other settings. The part I did not enjoy as much was the Forgotten Realms setting itself. For the open minded: I hope to present a fair review For Forgotten Realms fans: buckle up it might be a bumpy ride Character Building Forgotten Realms applies the D20 RPG engine to a setting the best of any setting I have read thus far. The races are fleshed out well and their existence in the world is well thought out (though perhaps a slight nod of the hat to JRR Tolkien, but isn't that pretty much every FRPG?). There are some races that are more powerful, which include Drow, Plane Touched, Aasimar and Tiefling. The more powerful the race (e.g. those previously listed) incur a penalty to experience, so they start out as first level but might be considered a level or two higher for determining advancement. I thought it was a great mechanic to balance out these races with the regular races. I am not convinced that the writers did much to balance out the costs for these races in regards to their benefits. After playing with an Aasimar PC in my previous D&D group, this basically seemed to work out alright as the level adjustment was only 1 more than the rest of us (3 humans and 1 elf).

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