



Player's Guide to Faerûn (Forgotten Realms)

Richard Baker, Travis Stout, James Wyatt

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This invaluable new supplement for the Forgotten Realms campaign setting provides a wealth of new and previously scattered material in a single volume. Players and Dungeon Masters alike will benefit from expanded material, including everything from race and regional info to new magic items and spells. Optional rules for expanded gameplay cover such topics as epic-level play and use of psionics. This title also both updates Forgotten Realms roleplaying gameplay to the D&D v.3.5 rules and informs players as to the latest events and changes throughout the setting via background story content.

Player's Guide to Faerûn (Forgotten Realms) Details

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Tomo Yokoyama says

First of all, PGFaerun (2004) offers 3.0-to-3.5 update to the FRCS (2001), so it is pointless to have this book without it. To put it in another way, this book is more like "FRCS 2" rather than genuine "player's guide".

First 60-70% of the book is all about data stuff. New feats, PrCs, spells, magic items... typical 3E stuff, ya, and these are quite crunchy (regional feats in particular which I never used). Some of them are quite unbalancing if not game breaking.

It is followed by Epic level material and cosmology/planes info, then small section of campaign hooks and the Realms' metaplot appears. This is the section I enjoyed the most but it is only 6-7 pages long with almost no art accompanied, so it left me with "is this it? I need more!" feeling. I guess one can go on to read The War of the Spider Queen series ("Dissolution") and Return of the Archwizards series ("The Summoning") but will I ever do that though? Bah, not likely.

There's not much more about it. Not a bad thing to have in your collection but won't get much use unless you are really really into 3.5 version FR campaign.

George says

There's some broken shit in this book. I like.

Will says

Interesting flavor material, but really only useful for someone who is truly immersed in the Forgotten Realms setting.

David says

Great stuff for those looking for a lot flavour and information on the Realms. It offers ideas and background feats to flesh out a character's back story.

Other extra stuff, the typical stuff, include more of the Realms' pantheons, its cosmology, prestige classes (a couple more suited to NPCs), feats, spells, and magic items.

There are also sections that provide upgraded stat blocks of monsters from other older publications, as well as rules and options for the adaptation of material from books from the Psionic's Handbook, Book of Exalted Deeds, and Book of Vile Deeds.

All in all, a book full of flavour, history, and hooks into the Realms.
