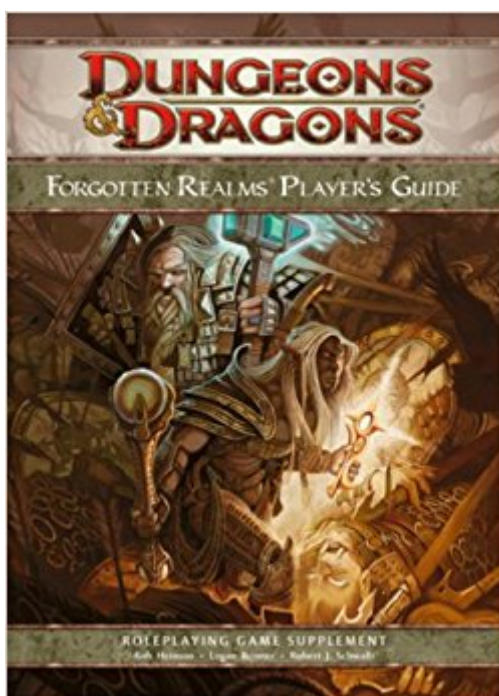


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Dungeons & Dragons: Forgotten Realms Player's Guide- Roleplaying Game Supplement



Synopsis

The complete guide for building Forgotten Realms characters! Welcome to Faerûn, a land of amazing magic, terrifying monsters, ancient ruins, and hidden wonders. The world has changed since the Spellplague, and from this arcane crucible have emerged shining kingdoms, tyrannical empires, mighty heroes, and monster-infested dungeons. The Forgotten Realms Player's Guide presents this changed world from the point of view of the adventurers exploring it. This product includes everything a player needs to create his character for a D&D campaign in the Forgotten Realms setting, including new feats, new character powers, new paragon paths and epic destinies, and even a brand-new character class never before seen in D&D: the swordmage!

Book Information

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Customer Reviews

I'm an old-school Forgotten Realms DM, going back to the original boxed set (which I still own). I gave the campaign book a 3-star rating mostly because it lacks depth and character that you look for in a campaign. I'm giving this book an additional star over the campaign setting because if you have this you're likely already DMing or playing in the FR campaign, and if so there is a lot of good information for you in here. There's really only one new class here, the Swordmage. Think Jedi in a fantasy sword-and-sorcery setting. I actually like the class quite a bit, and if you have access to all the publications (or better yet, a paid D&D Insider account) you have a crazy amount of options at your disposal for this class. But...to be honest, if you have that then maybe you don't even need this book if all you want is access to the stats and powers to build your character(s) off of. The difference would be in this case that the book gives you more background information on the class where the DDI account gives you access to the character builder. There's a bit of fluff in here which is

especially good if you are into role playing, but not necessary otherwise. Things that add depth to your character if you appreciate data around general life in the world your character lives in. Back to more usable data there is a good amount of new feats, backgrounds, and a couple "new" race entries (Drow and Genasi) that can add to your characters and NPCs. Like any supplement, nothing here is 100% necessary to use, but it does add to what you can use in your game. -D

I was hoping this supplement would contain tons of content for players however all you are really getting is 2 new races, 3 classes and a multi-class. The paragon paths are interesting, but are more background based than adventuring based. Could have done without the region descriptions as they are already in the FR campaign guide. This should have been replaced with more feats, rituals, and maybe some realm specific expanded powers for the core classes. Or something else to make playing the Forgotten Realms campaign setting feel more "unique". All in all I am dissatisfied in the lack of new races and classes, but I guess that is what the Players Handbook II is for....

As everyone else has pretty much summarized with other reviews, this book focuses on the FORGOTTEN REALMS realm for D&D and not much else. I'd say about 80% of the book is background, religions. The other 20% are 2 new races (gensai and shardminds) and the new class (swordmage) and spellscarred (spell-mutants essentially) along with the feats which goes with those. So a quick summary is that it has lots of background information, but I wish they had made a PHB4 with the races and classes and combined it with any other miscellaneous classes floating around which are complete.

The best thing about this book is the introduction of Genasi. This race allows your character to harness the power of the elements, being that he is an elemental himself. You might argue that this makes a character too powerful, but it sure is fun to watch. This book also has stats for Drow PC, which serves no real purpose except in creating the ultimate rogue assassin. Also, this book introduces the class "Swordmage," which is perfect for anyone who likes being a fighter but regrets having no magical powers. With the swordmage, you get the best of both worlds.

This book is not needed for basic play, but it is really nice to have, it offers the Race's of the Drow, (Drow's are fun) and the Genasi. Sadly there is only one class, that of the swordmage, There is a new Warlock pact. The Dark Pact. But there are a nice number of Paragon paths choose from. and adding that the back round of the Forgotten Realms it is a great book to have.

I bought this to keep up with the Forgotten Realms mythoi. I like to use this world as a setting for table top AD&D

What I wanted, on time delivery.

I got the book when I was told I would, and when it arrived, it was in great shape for a used book. My son and his friends are having a great time playing.

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