Lost Empires of Faerûn (Dungeons & Dragons d20 3.5 Fantasy Roleplaying, Forgotten Realms Supplement) by Travis Stout

Absolutely Splendid!!!

A sourcebook unearthing the ruins and secrets of the fallen empires of the Forgotten Realms campaign setting.

For the first time, the secrets of past empires of the Forgotten Realms world are chronicled in one comprehensive sourcebook. For players, this book contains new options for characters wishing to delve into ancient ruins, including new feats, prestige classes, magic, and equipment. For Dungeon Masters, this book contains new material associated with ruins, including rules for how to build and sustain a ruin-based campaign, more than a dozen detailed adventure sites with maps, and new monsters and artifacts.

My Personal Review:
I greatly looked forward to this book and was not disappointed. The Forgotten Realms is extremely rich in history that has been developed over the long years of its publication and this is truly a comprehensive source of that. The authors have touched on just about every area I can think of and they have done it well.

The book is divided into several sections, each dealing with a different geographic or cultural area. For instance, one section deals with the crown wars (wars between elves almost exclusively) and the elven nations involved (which covers a large area of Faerun) while another area covers
the North and includes detail on several elven realms that had little part in the crown wars. They have timelines for each section of the book.

To be clear though, these histories are given not as a tool to play during those times, but as reference points to incorporate the locales of these ancient empires into the current timeline and an existing campaign. They bring the histories up to the current timeline and give you a good idea of what is going on in the ruins of these empires and the doings of the decedents of these empires.

On top of all of this rich history and information is a great deal of good crunchiness. There are several prestige classes, all of which seem well balanced and a great section on new spells and magic items. They even have specifics on mythal creation which is just plain cool to me. Going back to the integration of the past to the present, there is a section about Hellgate Keep and there they specify magic items of goodly races know to have been lost by fallen heroes there (items from the PGtF and this book).

All in all, a great tool for ANY dungeon master running ANY Realms Campaign for its information on ruins (dungeon - hint, hint) and its balance of historical information and crunchy bits. By far one of the most useful Realms products for any edition.

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