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The Forgotten Realms Campaign Setting is a role-playing game sourcebook, first published in 1987. It details the Forgotten Realms setting and contains information on characters, locations and history, and sets specific rules for the Dungeons & Dragons (often abbreviated as D&D) role-playing game.

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The Living Forgotten Realms Campaign Guide (LFRCG) included all the information that players needed to participate in LFR (other than the core rules of Dungeons & Dragons 4th Edition). The LFRCG contains meta-game rules about creating and advancing characters, playing and DMing adventures, forming an adventuring company, and much more.

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The Forgotten Realms Campaign Guide presents a world of untold 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.

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As mentioned, there are hundreds of Forgotten Realms books available but the Sword Coast Adventurer's Guide is the widest ranging book on the Forgotten Realms published since the release of the fifth edition of D&D. It focuses on the western half of the continent of Faerun but for someone new to the Forgotten Realms, focusing on that side of the world is a fine idea.

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